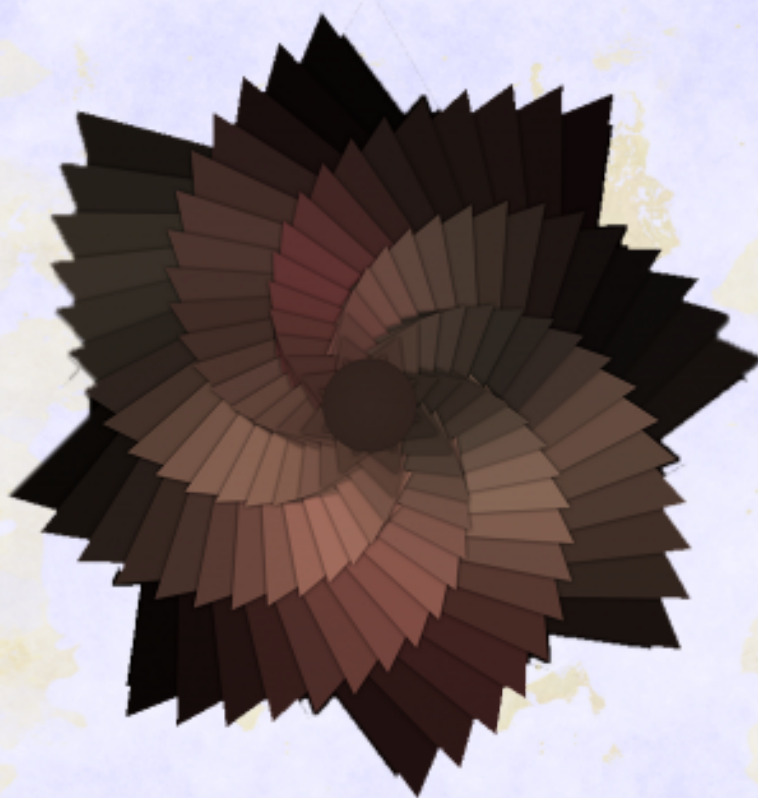


BALASAR'S GUIDE



TO EXPLORATION

BALASAR'S GUIDE TO EXPLORATION



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Influencers: I would like to take this time to give a special shout out to the people that influenced me to make this publication. Matthew Mercer, along with the entire Critical Role cast for their spectacular performances. The hosts of WebDM - Jim Davis and Jonathan Pruitt, incredible in-depth analysis of all the lore and mechanics. The guys over at Nerdarchy - Dave, Ned and Ted, your helpful insight to answering questions. And lastly, but certainly not least, Cody from Taking 20 with knowledgeable answers and amazing resources. Without these people listed, I would not have gotten anywhere close to finishing this.

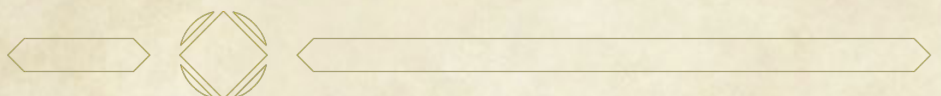


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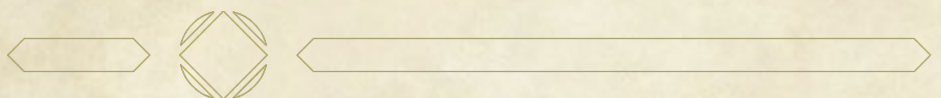
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INTRODUCTION

Hello there, young adventurer! You must have stumbled upon my journal, which might have been dropped down a cliff in the Spine of the World, or lost in the jungles of Chult. I am Balasar Turnuroth, an explorer and adventurer just like yourself!

Born and raised in the Triboar, I went into the profession of forging under the famous Airdan Ensandoral! Don't tell me you don't know about Airdan, the nimble-fingered elf blacksmith! Anyway, from that point on, I would watch many adventurer's come in and purchase my own work. Ah, but that stirred something inside me. I knew that one day, I must go out and forge my own path. You see what I did there, *forge*? Eh?

I grabbed a chain shirt, a longsword and a shield, all that I had recently made. Purchased them myself with my own money, that I did. From there, I headed north to Longsaddle, looking for any work I could get. Looking back, I should have went out when I heard actual rumors, huh?

Nothing occurred for a while. A while being over a month, which drained my pocket quickly. I knew that if didn't get work soon, I'd be out on the street and miles away from everything I had ever known. But as luck would have it, while drinking my problems away, someone mentioned a massive beast that regenerated its wounds. It was nearby, attacking cattle right outside of the gates! I grabbed my gear and headed out.

Things got spicy, really quick. I didn't even know what it was (but it was clearly a troll, now that I look back). Eventually, I slayed the beast, studied magic, and learned everything I could. Now I am what people call an eldritch knight, mixing both my martial abilities while weaving magic into my blade. And now you found my research!

By reading this book, you'll discover all the knowledge I have written down here. Use this to your advantage! Much of this world has been explored already, but there is still a lot we do not know.

If you do read forth, give advice to others that were once in your position. Humanity itself is a very fickle thing, shown in the documents. Use this information to spread to others, do not hoard it to only yourself. The more people informed about my journal, the more likely someone may survive!

You will find that I have organized it to the best of my ability, seen in the table of contents. Each section of this journal has been split into three parts, which are detailed further below.

The first part of my journal has general information regarding adventurers. Chapter One contains many of the new races that I have personally discovered, and rightfully named! Chapter Two has many types of adventurers that separate from their normal paths, for example a fighter that specializes in protecting their allies. Chapter Three is all about the types of adventurer's that deviate from the worn path, like the dread lord Death Knight.

After that contains information about more details that adventurers often have in their life. Chapter Four is documented to have various views of life that people have, like an ex-cultist, before they went on their adventuring career. Chapter Five has written accounts of incredible feats that some people train themselves to do. Chapter Six has specialty gear that has been before seen, such as the powerful stronghold plate!

Part two involves highly intellectual concepts that us simpletons cannot possibly understand. You can surely give it a shot, but it might make you mad! Chapter Seven details the dangerous aspects of the world, traps! Chapter Eight is where a lot of these new concepts of the physical world may change, depending on the plane. Chapter Nine is about a long-forgotten ritual, one that turns powerful spellcasters into unholy abominations - the lich. Chapter Ten contains all the rumors of magical items that roam Faerun. Lastly, Chapter Eleven is filled to the brim with mostly *new* magical spells that have been found!

Do not bother about locating me if you feel the need to return this journal. I won't be needing it anymore, as I have retained all the details. Quite an amazing thing, this brain!

Anyways, read on friend, and may this serve you well. Goodbye!

USING THIS BOOK

The book in its entirety is all homebrew content for both Dungeon Masters and players. As such, talk to your Dungeon Master before using anything you find inside. As everything found is not official content, some features may be overpowered or underpowered, causing either you to overshadow the group or not enjoying the sessions. I myself have tried to balance everything I can by beta-testing all content in here, along with the others that are found in the credits.

I implore you to use this book to its fullest extent if you are the Dungeon Master. There are many variant rules that I have found useful in calls, along with plenty of spells and magical items that can throw your group off.

Lastly, I have thrown in clues of my own games into the mix for lore. Try to find information about some of the character that appeared into my world!

*I still can't believe I lost
my journal! Well, cheers and good luck!*

Balasar Turnuroth

CHAPTER 1: DISCOVERED RACES

To think that we have discovered the entirety of all our races would be foolish. Humanoids comes in all shapes and sizes, just look at the elves! There are eladrin, drow, high elves, wood elves, sea elves, and more! Who is to say that there aren't more than just that? If you don't believe there are, you would just be downright ignorant!

To prove my point further, your friendly ol' Balasar here will teach you a thing or two about the ones I have found! Take a look, maybe you'll learn something! I will warn that some of these are possibly not native to the prime material plane, where Faerun is!

As a heads up, I have never seen these humanoids bred with anything else, so beware!

HEIGHT AND WEIGHT

Use the Random Height and Weight table below for all the heights and weights for each race.

RANDOM HEIGHT AND WEIGHT TABLE

Race	Base Height	Height Modifier	Base Weight	Weight Modifier
Fey'ri	5'10"	+2d4"	100lbs	+1d10 x 10lbs
Half-dwarf	5'0"	+2d6"	150lbs	+1d8 x 10lbs
Kitsune	3'10"	+2d4"	40lbs	+1d4 x 10lbs
Largling	4'0"	+2d6"	110lbs	+1d4 x 10lbs
Loxo	6'10"	+2d4"	450lbs	+1d10 x 10lbs
Lupin	4'10"	+2d4"	70lbs	+1d6 x 10lbs

FEY'RI

Also known as demon-fey, they are not a true elven subrace. Fey'ri were created as elves bred with the some sort a tanar'ri, or a powerful, dominate demon. The reason these two bred were unknown, but some speculate that it was in order to strengthen the elves.

Fey'ri as mentioned are not true elves. The fey'ri are to elves as tieflings are to humans. Like tieflings, there are many differences that can occur, but are not guaranteed. Some fey'ri have barbed tails, others may have fangs, forked tongues, or horns. Even further, it could appear in a combination, or just appear to be a normal elf and be raised as such.

FEY'RI STATISTICS

When creating a character that is fey'ri, these are the major features that come from their blood.

Ability Score Increase. Your Intelligence score increases by 2, and your Wisdom score increases by 1.

Age. Fey'ri are short-lived for elves and demons. They mature at the same rate humans do and are considered full-grown adults by 25. They live between 200 to 250 years, although being drafted into the Blood War often will claim them before their time.

Alignment. With both demonic and fey blood, they favor chaotic alignments. They rarely fight their evil upbringing, and they are unlikely to take risks on behalf of others unless commanded to do so.

Size. A typical fey'ri stands about 6 to 6 1/2 feet tall and weighs 150 to 180 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Demonic Vision. You can see in dim light within 60 feet of you as if it were bright light. In magical or non-magical darkness, you can see in it as if it were dim light. You can't discern color in darkness, only shades of gray.

Conflicted Magic. You know the *create bonfire* cantrip. Once you reach 3rd level, you can cast the *misty step* spell once per day as a 2nd-level spell. Once you reach 5th level, you can also cast the *darkness* spell once per day. Intelligence is your spellcasting ability for these spells.

Dual Ancestry. You count as both fey and fiend when affected by a feature that interacts with them. If a feature interacts with both of these types at once, you automatically fail the saving throw.

Languages. You can speak, read, and write Common, and either Abyssal or Sylvan.

GEM DRAGONBORN

Much like how there are chromatic and metallic dragonborn in the world, there are some with tough gems that coat them. They seem more neutral, compared to the others.

GEM DRAGONBORN TABLE

Gem	Breath Weapon
Amethyst	Force
Crystal	Radiant
Emerald	Thunder
Sapphire	Madness
Topaz	Dehydration

GEM DRAGONBORN VARIANTS

Gem dragonborn are the long descendants of gem dragons, who roam in exotic places, such as the Underdark, or the Plane of Earth. You can use these variants in place of either the metallic or chromatic versions of the dragonborn in the *Player's Handbook*.

AMETHYST DRAGONBORN

Amethyst dragons are neutral, logical dragons. They had lavender skin and crystal-like scales. Their breath weapon was a blast of concussive force, and they were known to burrow into the ground. They were also the most powerful of the gem dragons.

CRYSTAL DRAGONBORN

Crystal dragons were friendly, curious gem dragons. They enjoyed conversing with other creatures, but sometimes came into conflict with white dragons due to shared preferences in habitats. They were chaotic neutral and had a blinding cone of white light for a breath weapon. They were the smallest of the gem dragons, and had translucent, crystalline scales.

EMERALD DRAGONBORN

Emerald dragons were reclusive dragons with a lawful twist. They are inquisitive about history, but also paranoid and distrustful of visitors, whom they deter by setting traps in and by their lairs. With their breath weapon, a powerful blast of wind who knock over anyone that were unwelcome. They had scales in many shades of green, with a scintillating appearance that makes the dragon seem to be in constant motion.

SAPPHIRE DRAGONBORN

Sapphire dragons were territorial, militaristic dragons who normally lived in the Underdark. The majority of their diet was composed of giant spiders, and sapphire dragons considered all the evil races of the Underdark their enemies. Their breath weapon was blast of noise that caused panic. Because of their sparkling, multi-blue colored scales, they were sometimes mistaken for blue dragons.

TOPAZ DRAGONBORN

Topaz dragons were erratic, antisocial gem dragons who were often selfish and disinterested in things that did not affect them. They preferred to live by beaches, and enjoyed the feeling the sea wind against their faceted, yellow-orange scales.

BREATH WEAPONS

Gem dragonborn have unique breath weapons compared to their metallic and chromatic variants. Much like the previous dragonborn, they can use their action to exhale their breath weapon. The type is determined on the Gem Dragonborn Table. Each creature in the area of exhalation must make a saving throw. The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus.

After you use your breath weapon, you cannot use it again until you complete a short rest.

DEHYDRATION BREATH

A scorching wave of heat and sand is emitted from the mouths of topaz dragonborn. This blast is a 15 ft cone, and requires a Constitution saving throw. A creature gains one level of exhaustion and 2d6 piercing damage on a failed save, or only half as much damage on a successful one. The damage increases to 3d6 at 6th level, 4d6 at 11th level, and 5d6 at 16th level.

FORCE BREATH

A harmful wave of concentrated magic is emitted from the mouths of amethyst dragonborn. This line 5 ft by 30 ft, and requires a Dexterity saving throw. A creature takes 2d6 force damage on a failed save, and half as much damage on a successful one. The damage increases to 3d6 at 6th level, 4d6 at 11th level, and 5d6 at 16th level.

MADNESS BREATH

An ear piercing screech of madness is emitted from the mouths of sapphire dragonborn. This blast is a 15 ft cone, and requires a Wisdom saving throw. A creature gains short term madness on a failed save.

RADIANT BREATH

A blinding beam of light is emitted from the mouths of crystal dragonborn. This line 5 ft by 30 ft, and requires a Dexterity saving throw. A creature takes 2d6 radiant damage on a failed save, and half as much damage on a successful one. The damage increases to 3d6 at 6th level, 4d6 at 11th level, and 5d6 at 16th level.

THUNDER BREATH

A concussive blast is emitted from the mouths of emerald dragonborn. This blast is a 15 ft cone, and requires a Constitution saving throw. A creature takes 2d6 thunder damage on a failed save, and half as much damage on a successful one. The damage increases to 3d6 at 6th level, 4d6 at 11th level, and 5d6 at 16th level.

GENASI

Genasi are reminders of the distant planes that have a slight touch in our world. They are manifested, sometimes occurring through rituals, or freshly opened nodes of a particular inner plane. Genasi will carry the blood of both elemental genie and a mortal.

The inner planes are thought of as inhospitable areas that are harsh on all those that wander there. Massive chunks of earth clash, flaming oceans and deserts, an unfathomable dark sea, or an infinitely winding sky are just some of the possibilities. These genasi are in sections where two nearby inner planes clash.

GENASI VARIANTS

These genasi are the product of two other genasi, or perhaps a genie from one plane had a child with a humanoid on an elemental plane that the genie is not from, or even possibly a new genie type from one of the paraelemental planes came to the material plane. You can use these variants in place of either the genasi in *Volo's Guide to Monsters*.

ICE GENASI

As an ice genasi, you are descended from the Jezzakan in Frostfell, the area between the Plane of Air and Water. Often seen as lacking emotion, you come off cold hearted and uncaring, even when it seems otherwise.

Ice genasi typically have translucent-like skin, hair, and eyes. A glimmer of frost coats their skin and gives off wisps of fog from their hair. Some ice genasi speak with low voices, matching the little emotion they appear to have.

Ability Score Increase. Your Wisdom score increases by 1.

Cold Resistance. You have resistance to cold damage.

Evaporate. You can cast the *misty step* spell once with this trait, requiring no material components, and you regain the ability to cast it this way when you finish a long rest.

MAGMA GENASI

As a magma genasi, you are descended from the Ubrai in the Fountains of Creation, the area between the Plane of Fire and Earth. You experience emotions fully and passionately, with your moods shifting from calm to wild and violent with little warning, but at the same time are stern and unchanging.

Magma genasi typically have dark brown skin, while their hair drips with liquid stone that gives off no heat, and eyes that appear as coals. A faint but constant heatwave accompanies them, warming those nearby. Some magma genasi speak with gravelly voices, and a few display odd protrusions in their flesh or grow rocks from their limbs that are never in the same place daily.

Ability Score Increase. Your Strength score increases by 1.

Fire Resistance. You have resistance to fire damage.

Supreme Heat. You can cast the *heat metal* spell once with this trait, requiring no material components, and you regain the ability to cast it this way when you finish a long rest. Constitution is your spellcasting ability for this spell.

OOZE GENASI

As an ooze genasi, you are descended from the Ishin in the Swamp of Oblivion, the area between the Plane of Earth and Water. At first, people may think that your personality is toxic and bogging, with your moods that drag down everyone else, but it is unintentional.

Ooze genasi typically have tan or copper skin, while their hair drips slightly with a sludge, and brown eyes. The skin of an ooze genasi is covered in a thin layer of muck which is released to keep the skin wet and slippery. A few display odd bubbles may appear on the limbs at random, eventually bursting with a small pop.

Ability Score Increase. Your Charisma score increases by 1.

Slippery Skin. You have advantage on escape checks against being restrained or grappled.

Mud Suction. You can cast the *hold person* spell once with this trait, requiring no material components, and you regain the ability to cast it this way when you finish a long rest. Constitution is your spellcasting ability for this spell.

SMOKE GENASI

As a smoke genasi, you are descended from the Arrema in the Great Conflagration, the area between the Plane of Air and Fire. You seem always collected and calm, never violently shifting your emotional state, and are able to easily adapt to other's points of view.

Smoke genasi typically have pale gray skin, with their hair the same color but fading out much like a ghost's hand. A faint but constant smell of charcoal accompanies them, blanketing their clothing and items. A few display tufts of smoke that appear randomly over the genasi's body that quickly dissipate.

Ability Score Increase. Your Dexterity score increases by 1.

Smog Walk. You can move across difficult terrain without expending any extra movement.

Dissipate. You can cast the *blur* spell once with this trait, requiring no material components, and you regain the ability to cast it this way when you finish a long rest. Constitution is your spellcasting ability for this spell.

One of my dearest friends,
corporal Redbloom, was a fire
genasi. Neat how theres many kinds!

HALF-DWARF

Also known as silver dwarves as they're not fully dwarven, they can be insulted by being called a tarnished dwarf. Much like the other half-blooded counterparts, the half-dwarves walk in two worlds. Unlike the half-elves, the half-dwarves may belong to either one, and show the best qualities of each parent: human curiosity, and ambition for greatness enhanced by the ability to create and sturdiness of the dwarves.

Some half-dwarves live among humans, set apart by their gruffness and being stout, outliving their friends and loved ones. Others live with the dwarves, growing restless with time and doing their tasks, day in and day out. Many half-dwarves may explore outside of these civilizations, exploring the unkept wilderness and hoping to start a kingdom of their own.

HALF-DWARF STATISTICS

When creating a character that is a half-dwarf, these are the major features that come from their blood.

Ability Score Increase. Your Constitution score increases by 2, and two other ability scores of your choice increase by 1.

Age. Half-dwarves mature at the same rate as humans do and reach adulthood around the age of 20. They live much longer than humans, however, often exceeding 150 years.

Alignment. Half-dwarves share the good bend of their dwarven heritage. They value both the value of order in society, following the best of everyone working together, but may grow bored by doing the same thing every day.

Size. Half-dwarves are about the same size as humans, ranging from 5 to 6 feet tall. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light. In darkness, you can see for 60 feet in it as if it were dim light. You can't discern color in darkness, only shades of gray.

Dwarven Resilience. You have advantage on saving throws against poison, and you have resistance against poison damage.

Skill Versatility. You gain proficiency in two skills of your choice.

Languages. You can speak, read, and write Common, and Dwarvish.

KITSUNE

At a distance, one would assume that a kitsune is either a fox lycanthrope, or is a druid in the middle of a wild shape. Neither are correct, as a kitsune is instead an anthropomorphic fox that stands on its hind legs.

Kitsune have various shades of fur, ranging from bright reds, all the way to white fur. Their eyes have a gamut of lush golden hues, down to clear cobalt blue. Many kitsune have a hard time wearing normal shoes, so it is common to see them wearing sandals, if anything at all.

Like foxes, kitsune have claws, but are impractical in fights, as the claws are shallow. This is unlike their fangs, which can be deadly in close quarters.

KITSUNE STATISTICS

When creating a character that is kitsune, these are the major features that come from their blood.

Ability Score Increase. Your Dexterity score increases by 2, and your Charisma score increases by 1.

Age. Kitsune are incredibly short-lived, maturing at the age of 2. Most kitsune live up to 15 years.

Alignment. Crafty and clever, kitsune usually associate with the chaotic alignments.

Size. A typical kitsune stands about 4 to 4 1/2 feet tall and weighs 50 to 70 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Natural Weapon. Your bite attack does 1d4 piercing damage. You are proficient with this weapon.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light. In darkness, you can see for 60 feet in it as if it were dim light. You can't discern color in darkness, only shades of gray.

Skirmisher. You have advantage on checks against being restrained or grappled.

Silver Tongue. You gain proficiency with the Deception skill.

Languages. You can speak, read, and write Common, and Sylvan.

LARGLING

Much like the other half-blooded counterparts, the half-halfling walk in two worlds. Unlike the half-elves, the larglings may belong to either one but show difficulty filling the shoes of their ancestry. They tend to show the best qualities of each parent, but also the worst: human curiosity, the ambition for greatness, generosity and sharing, but also have their slightly smaller stature, a lack of a long life span, and an urge to build great settlements while not recognizing the hierarchy that rules it. These diametrically opposed values often times eat away at a largling's beliefs.

Some larglings live among humans, set apart by their slightly smaller size, and outliving their friends and loved ones. Others live with the halfling communities, tending to their crops, celebrating together as a group, although they appear to be giants when compared to the little folk. As stated previously, humans often adventure and create their greatness, while a halfling seeks to stay close together with their friends and family. Both of these conflicting ideals affect larglings, and will often times seek jobs that require travel so they fulfill their lust for seeing the world.

LARGLING STATISTICS

When creating a character that is a largling, these are the major features that come from their blood.

Ability Score Increase. Your Wisdom score increases by 2, and two other ability scores of your choice increase by 1.

Age. Larglings mature at the same rate as humans do and reach adulthood around the age of 20. They live much longer than humans, however, often exceeding 130 years.

Alignment. Larglings share the good side of their halfling nature, seeking out to help those that suffer.

Size. Larglings are a little shorter than their human counterparts, ranging from 4 to 5 feet tall. Your size is Medium.

Speed. Your base walking speed is 25 feet.

Brave. You have advantage on saving throws against being frightened.

Everyone's Friend. Whenever a creature rolls a 1 on an attack roll, ability check, or saving throw, they can reroll the die and must use the new result. This feature can be used a number of times, equal to half of your proficiency bonus, rounded down. You regain all expended uses after completing a long rest.

Skill Versatility. You gain proficiency in two skills of your choice.

Languages. You can speak, read, and write Common, and Halfling.

Loxo

A figure of blue-gray skin, this creature resembles an elephant. Tufts of hair make a thin mess on the top of their head, while massive ears protrude from the sides of their heads. The most outstanding feature on a loxo is the two trunks on their face, which each hang down about two feet in length.

Their body is bulb-like, which is supported on their thick, round limbs. Although their enlarged fingers are not suited for delicate work, they are still able to use their hands to grasp objects. Although they have the ability to carry weapons, loxo are peaceful creatures that merely want to spend their time with their community. This community is run in a matriarchy, of which the leader is known as the "Trunk Mother".

Some loxo have tusks, in which are used for decoration. They will often hang simple necklaces or totems on them to signify their importance. Whenever a loxo passes, the herd will gather around, claiming whatever ivory they can find, in order to keep the precious ivory out of poachers' hands.

Loxo Statistics

When creating a character that is loxo, these are the major features that come from their blood.

Ability Score Increase. Your Strength score increases by 2, and your Intelligence score increases by 1.

Age. Loxo are well-lived, maturing at the age of 15. Most loxo live into their 7th decade.

Alignment. Centered on community and peace, most loxo favor the neutral alignments.

Size. A typical loxo stands about 7 to 7 1/2 feet tall and weighs between 500 to 550 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Trunks. Each of your two trunks can carry up to 20 pounds. These trunks act as arms in order to hold items, but cannot be used for actions that are complicated, such as swinging a weapon, holding a shield, or using an herbalism kit. Actions that your trunks can do could be grabbing an object, holding a lantern, or tying a rope.

Charge. Whenever you take the Move action or Dash action and move at least 20 feet in a line, you can become an unstoppable force. You can move through any occupied space within this line, even if a hostile creature occupies it, as long as the creature is of Medium size or smaller. You still receive all effects from hazardous areas that you move through.

Loxo Memory. You gain proficiency with the History skill.

Languages. You can speak, read, and write Common, and Sylvan.

LUPIN

Covered in a mass of fur, the lupin appears to be wolf or dog-like in appearance. The lupin stands on their hind legs, similar to a kitsune, but resemble a werewolf in stature. Their fur runs in many shades and patterns, similar to the interbreeding of different breeds of dogs. In this case, there may be select pedigrees of lupin, somewhere in the wild.

Lupin have no remembered history of how they came to be. Instead, many lupin find comfort with the cultures and society of humanfolk. Many speculate that lupin formed by the shared bonds of dogs and humans. Unfortunately, people who had not encountered a lupin before had thought it was a person cursed with lycanthrope, resulting in numerous deaths on both sides.

While lupin enjoy the stress-free life among humans, there are times where wilderness beckons them. This overwhelming sense of being among nature is called "Pack's Howl", where nature howls for their return. During this moment, many lupin wander out for adventure, seeking whatever they may find.

LUPIN STATISTICS

Ability Score Increase. Your Constitution score increases by 2, and your Wisdom score increases by 1.

Age. Lupin are incredibly short-lived, maturing at the age of 3. Most lupin live up to 40 years.

Alignment. Lupin love a majority of humans, sharing an innate bond with them. This friendship and loyalty often makes a lupin a lawful or good alignment.

Size. A typical lupin stands about 5 to 5 1/2 feet tall and weighs 90 to 130 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Natural Weapon. Your bite attack does 1d4 piercing damage. You are proficient with this weapon.

Best Friend. Once per day, you can cast *charm person* without expending a 1st level spell slot. Wisdom is your spellcasting ability for this spell.

Enhanced Hearing. You gain proficiency with the Perception skill.

Languages. You can speak, read, and write Common, and Sylvan.



CHAPTER 2: NEWFOUND ARCHETYPES

SUBCLASSES TABLE

Class	Subclass	Level Available	Description
Barbarian	Path of the Siege Weapon	3rd	Formally trained and brought onto the battlefield to siege fortresses
Barbarian	Path of the Survivor	3rd	Is comfortable in nature as a guide and protector for others
Bard	College of Destiny	3rd	Uses readings from cards to perform in front of cards, sees the future
Bard	College of Origami	3rd	Folds paper and makes creations come to life, forms many things
Cleric	Ooze Domain	1st	Transformers their body like slimes, engulfing objects in acid
Cleric	Protection Domain	1st	Pacifists that heals the sick and prevent more harm
Druid	Circle of the Scorched Earth	2nd	Believes that to save nature, they must consume it in fire
Druid	Circle of the Sun	2nd	Uses their ability to shift into plants and recover from light
Fighter	Guardian	3rd	Specializes in taking blows for others, guards anyone they can
Fighter	Warlord	3rd	Rallies and inspires their allies to take the battlefield
Monk	Way of the Fundamentals	3rd	Uses techniques in battle, such as disarming an opponent
Monk	Way of the Third Eye	3rd	Taught that all things are connected, and physical objects can be manipulated
Paladin	Oath of the Arcane	3rd	Believes that magic should be found, respected and in the hands of good
Paladin	Oath of Engagements	3rd	An oath taken up by those that believe in warfare
Ranger	Diabolist	3rd	An exorcist that tries to help the good ethereal creatures and destroy the bad
Ranger	Sylvan Knight	3rd	Relies on the gifts received by nature to become it's protector
Rogue	Bounty Hunter	3rd	An expert in infiltrating dangerous gangs, capturing their targets and collecting bounties
Rogue	Cardthrower	3rd	Performs tricks with cards and magic, dealing damage with cards up their sleeve
Sorcerer	Blood Sorcery	1st	Magic is infused in their veins, granting more power when harmed
Sorcerer	Time Magic	1st	Bends time to their will, slowing it down to help others
Warlock	Fathom Patron	1st	A deep horror such as a kraken becomes your patron
Warlock	Jotunmagisk	1st	A pact with a giant patron that allows you to interact with certain elements
Wizard	Chaos Magic Tradition	2nd	An informal, self-trained wizard who has accidental effects while casting



BARBARIAN

"Generally, your kind can barely grunt a single syllable, but you? Your brain matches your brawn, perhaps exceeds it."

One who is seen as an outsider to society, a person of great rage and passion. Barbarians may seem like the stereotypical near-nude warriors, cut from the cloth of pure muscle and a brute presence.

Thankfully, not all barbarians are created equal, there are those that practice worship to the undead deities, called to forever fight in tremendous wars after death, or those that are nomadic and gathering food for their family.

No matter the path they walk, barbarians become overwhelmed with intense emotions during the heat of battle. Whether this is the passion of battle, the fury of spilt blood, or the love of hunt as sport, the result is the same - their endurance cannot be overcome, forging a supernatural strength that is not normally seen. This boost is temporary, and often described as a rage.

Another fun fact! I once had an *acquaintance* that was obsessed with having a "great death" before they reached old age. But the hilarious part about it is that no matter what, no one was powerful enough to defeat him! He would go into a rage, looking for a death that he could not obtain!

CAUSE OF INFURIATION

Barbarians have a terrifying fury that hides deep within them. The anger that they harness can turn the tides in a battle, but can also be a hindrance. While all barbarian's rage is different from one another, there are some things that may just push them over the edge.

Tapping into their rage enhances their ability, furthering their strength. An event that occurs may automatically trigger their rage without meaning to.

Use the Cause of Infuriation table to find out what might set off their inner anger.

CAUSE OF INFURIATION

d6 Event

- | | |
|---|--|
| 1 | Seeing an animal being abused |
| 2 | Losing a bet or gamble |
| 3 | Being ridiculed or called weak |
| 4 | Not understanding a complex concept right away |
| 5 | Not having respect for nature, or being wasteful |
| 6 | Societies that eat meat, or do not eat meat at all |

TRIBE SOCIETAL STATUS

Barbarians are known to come from tribes, with a structure of power. War chiefs can be mighty leaders for their people, while gatherers may be lower in society. You can use this thought to tell where your character was in their tribe. Were they a powerful survivor of war, or did they stay with the tribe as a shaman?

Use the Tribe Societal Status table for more details.

TRIBE SOCIETAL STATUS

d6 Status

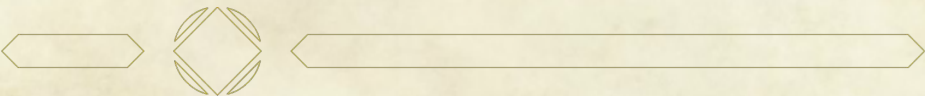
- | | |
|---|--|
| 1 | Child or sibling of the war chief, next in line to rule |
| 2 | A hunter of the war chief |
| 3 | Retired tribesmen that survived a great battle |
| 4 | Secondhand to the tribe shaman |
| 5 | Normal tribesmen that has not went to battle |
| 6 | A gatherer of fruit and vegetables in a hunter-based society |

WARRING FACTION

Tribes of barbarians often have conflict with others. Whether these conflicts derive from another tribe that has spanned centuries, or if it is monsters, that is up to you. Blood spilled from these battles have their memories told through oral traditions.

These rivals could involve a get together of nearby tribes that have contests of strength and physical prowess, who fight for the title of king. A nearby settlement of drow could be coming up at night and ambushing your tribe taking captives. Anything could be a warring faction, which keeps the tension high.

Use the Warring Faction table for more details.



WARRING FACTION

d6 Faction

- 1 1d4+1 nearby tribes have an annual battle ceremony for tribe chief
- 2 An orc campsite has been conducting raids and setting fire to your encampment
- 3 Goblins, hobgoblins, and bugbears pillage the campsite every now and then, only trying to take supplies
- 4 A bloody feud between your tribe and another has battles over the right to the throne, due to two founding brothers that argued long ago
- 5 A large city such as Waterdeep or Boulder's Gate sends their troops monthly to try and take control of your tribe
- 6 An internal conflict arises between two or more descendants for the title of chief

PRIMAL PATHS

At 3rd level, a barbarian gains the Primal Path feature. The following options are available to a barbarian, in addition to those offered in the *Player's Handbook* and *Xanathar's Guide to Everything*: the Path of the Siege Weapon, and the Path of the Survivor.

PATH OF THE SIEGE WEAPON

Made of a tribe who stray away from the paths most taken, these barbarians train with knights to develop rigorous discipline. Barbarians who take this path receive formal martial training and study warfare tactics. They are unwavering from their goal, which is to destroy all on the battlefield, and take the fight to the fortress itself.

PATH OF THE SIEGE WEAPON FEATURES

Barbarian Level	Feature
3rd	Unwavering
6th	Legion Breaker
10th	Lay Siege
14th	Single Garrison

UNWAVERING

At 3rd level, you are an unstoppable force to be reckoned with. Whenever you are raging and are required to make an Intelligence, Wisdom or Charisma saving throw, you can instead make a Constitution saving throw in its place.

LEGION BREAKER

Once you reach 6th level, foes drop around you, one after another. While you are raging and drop an enemy to zero hit points with a melee weapon attack, you can make one additional attack with your bonus action.

LAY SIEGE

At 10th level, you are capable to delivering the fight to the stronghold. Whenever you make a melee attack to an object or structure, you ignore resistance and deal maximum damage. In addition, you have advantage whenever you attack with a siege weapon against a structure.

SINGLE GARRISON

Once you reach 14th level, you have the power and fighting prowess of an entire garrison. While you are raging, you can use your reaction to an enemy attack that you can see to half all damage until the start of your next turn.

PATH OF THE SURVIVOR

These nomadic tribes of barbarians stay mobile at all times, gathering plants and tracking animals for food. With the constantly movement, they have become skilled in using nature for shelter and protection, and in turn will defend it from those who harm it. Even the lowest member of the tribe is an excellent tribe tracker and knows how to use plants as medicine.

PATH OF THE SURVIVOR FEATURES

Barbarian Level	Feature
3rd	Natural Survivor, Weave the Trail
6th	Breakneck Recovery
10th	Enduring Fortitude
14th	Guardian of the Pack



NATURAL SURVIVOR

When you take this path at 3rd level, you have proficiency in your choice of either Nature, Medicine or Survival. If you are already proficient in all of these, you become proficient in one skill of your choice.

WEAVE THE TRAIL

Also at 3rd level, you are an expert at moving through the untamed wildlands, acting as a guide for others. While you are raging, you cannot become restrained from natural traps, like a bush of thorns.

In addition, all difficult terrain within a 10 foot radius centered on you does not cost any additional movement.

Lastly, whenever you would take damage from a natural hazard in the wilderness, like a boulder falling, you take half damage.

BREAKNECK RECOVERY

At 6th level, you are a difficult foe to keep down. Whenever you have been knocked prone and are not restrained, you can take a reaction to immediately stand on your feet at no cost of movement.

ENDURING FORTITUDE

At 10th level, your fortitude knows no bounds. You no longer get exhaustion due to extreme weather. You are still able to die if you reach six levels of exhaustion.

In addition, while you are raging, friendly creatures within a 10 foot radius of you have advantage on Constitution saving throws when exposed to extreme heat or cold locations.

GUARDIAN OF THE PACK

Once you reach 14th level, you become the protector of your fellow tribe members. When an ally becomes the target of an attack by a creature within 5 feet of you, you may use your reaction to make one melee attack towards that creature.

A "siege weapon"? Do you not think that is a little extreme? Maybe I am just over thinking it, but a single person breaking into a fortifide structure sends shivers down my spine!



I have yet to get my readings done.
Had I done that, I probably wouldn't
of dropped this dang thing!

BARD

"Until I heard the musical rendition, the Tale of Shava had not entirely clicked with me. Keep playing, minstrel!"

There is more to a bard than just reciting poetry and strumming their lute. In fact, bards seem to unravel the hidden mysteries of lore and history with every lyric, bringing the tale to life.

Bards are often the performers that keep history alive, passing that knowledge to those who pass by. Knowledge, they realize, is often dark, dreadful, and lacking the audience's emotional attachment. Bards who perform try to captivate their listeners with flamboyant stage performances: swallowing fire, creating origami with the wind, or juggling swords.

FAILED PERFORMANCES

Every performer has something that no matter how much they try, they cannot succeed at. Some may pursue their entire life into this one thing, trying to get the satisfaction of accomplishment. This is known as your failed performance.

Was this act harmful and has left your scared to try it again? Was it embarrassing, trying to do it in a crowd?

Use the Failed Performances table for more details.

FAILED PERFORMANCE

d6 Event

- 1 You once fell 20' from a tripwire
- 2 You attempted to swallow a sword, but started to choke
- 3 You recited poetry in front of a crowd, and was laughed at when you became too emotional
- 4 Your tent caught flame when practicing how to spit fire
- 5 You cannot juggle at all, and have an irrational fear of it
- 6 You get speechless when talking in front of crowds

BARDIC MUSE

Every artist has an inspiration for their craft. It could be from a long-lost love, the overwhelming sense of danger, or even the awe-inspiring beauty of nature. Wherever there is emotion, there is someone who will capture the feeling.

Use the Bardic Muse table for more details.

BARDIC MUSE

d6 Inspiration

- 1 You had travelled the high seas, and was caught off guard by stunning storm clouds
- 2 You had two loves in your life: a barmaid in a large city, and the thrill of adventure. Adventure won, but you will never forget them
- 3 A mighty war occurred, and you were witness to it
- 4 Dramatic conflict plagues a city, and you stir the muck with your performances
- 5 You climbed the Spine of the World, and were awestruck with the sight
- 6 You see emotion in daily life between people and the world. You attempt to capture this bond

BARD COLLEGES

At 3rd level, a bard gains the Bard College feature. The following options are available to a bard, in addition to those offered in the *Player's Handbook* and *Xanathar's Guide to Everything*: the College of Destiny, and the College of Origami.

COLLEGE OF DESTINY

Whenever a bard takes on the life of magic, their performance can even allow them to find the future. Their presentation is superb, leaving the audience wondering, stunning even the most skeptical. On the battlefield, this wondrous showing even effects hostiles.

COLLEGE OF DESTINY FEATURES

Bard Level Feature

- | | |
|------|--|
| 3rd | Bonus Proficiencies, Foretell the Odds |
| 6th | Reading Fate |
| 14th | Spell Fold |



BONUS PROFICIENCIES

At 3rd level, you become proficient with a gaming set of your choice and two of the following skills of your choice: Deception, Insight, Perception or Sleight of Hand.

Whenever you use your gaming set to make a skill check that you are proficient in, you can add double your proficiency bonus instead.

FORETELL THE ODDS

Also at 3rd level, you can slightly manipulate the odds of an event happening around you. Whenever a creature makes an attack roll, skill check or saving throw, you may expend one Bardic Inspiration as a reaction. If you choose to do so, their roll becomes 10, before any modifiers are applied. You can choose to do this after the roll, but before the dice outcome is deemed to be a success or failure.

READING FATE

At 6th level, you have the ability to affect creatures with your foresight. At the end of a short or long rest, you may have two readings of a deck of cards or a similar tool. Roll 2d12 and match the separate rolls on the table below.

READING FATE TABLE

Roll	Reading
1	Boon of Strength
2	Bane of Strength
3	Boon of Dexterity
4	Bane of Dexterity
5	Boon of Constitution
6	Bane of Constitution
7	Boon of Intelligence
8	Bane of Intelligence
9	Boon of Wisdom
10	Bane of Wisdom
11	Boon of Charisma
12	Bane of Charisma

When you or a creature you can see within 60 feet does an attack roll, skill check or saving throw of the reading’s ability, you can use one of your readings to hopefully manipulate the outcome as a reaction. If the reading was a boon, the target creature has advantage on the roll. If the reading was a bane, the target creature has disadvantage on the roll.

You regain all expended uses at the end of a short or long rest, in which you reroll both dice uses. If any readings are unused by the end of a rest, they are lost.

SPELL FOLD

At 14th level, you have learned when to wrap up one of your acts. Whenever you are maintaining concentration on a spell, you can use your bonus action to end the spell early. If you do so, you can either recover a spell slot equal to or half of the spell that just ended, or you can instantly roll another time on the *Reading Fate* feature.

Once you use this feature, you cannot until you finish a short or long rest.

COLLEGE OF ORIGAMI

Bards that practice in this college are often seen in parades, where their very music breathes life into parchment. They captivate all those who watch, performing a show with animated origami that folds itself and flows in the wind.

COLLEGE OF ORIGAMI FEATURES

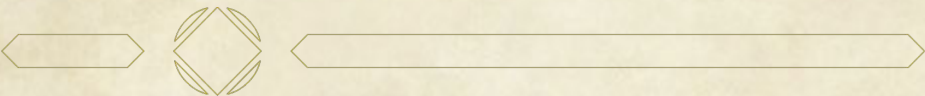
Bard Level	Feature
3rd	Life of Folding, Dance of Paper
6th	Trace the World
14th	Graph the World

LIFE OF FOLDING

At 3rd level, you can construct and fold paper in a way that it comes to life. During a short rest, you can use sheets of paper to fashion origami, creating a Tiny sized beast out of paper. The end product comes to life, but cannot speak. It retains the same statistics a normal creature would have in this way, including its own innate knowledge as if it had lived in its ordinary terrain all its life.

You can only have one active origami beast at one time. If it is destroyed, you can make another creature by spending one hour and 10 gp worth of sheets of paper and special wax to cover the cost.

- The origami beast has the following changes:
- It is vulnerable to slashing and fire damage.
 - It has blindsight.
- Once you reach 9th level, you can make creatures that are Small sized or smaller. The cost of a Small sized beast is 25 gp worth of materials.



Ol' Balasar has never been
one for singing. I sound like
a rust monster dissolving from a
gelatinous cube.

DANCE OF PAPER

Additionally, at 3rd level, you can perform with the wind as you tell stories, captivating those who watch and listen. You learn the *prestidigitation* cantrip if you do not already know it. If you do, you learn one bard cantrip of your choice.

In addition, as a bonus action, you can expend one Bardic Inspiration die to attempt to captivate one audience member with your origami beast. Select one creature within 30 feet that you can see. The creature must make a Wisdom saving throw. On a failure, the creature is charmed by you.

Creatures that have would advantage against charms do not gain the benefits of advantage.

TRACE THE WORLD

At 6th level, you have a knack for obtaining objects when you need them most. By spending 1 minute, you can create an object with a value of less than or equal to 50 gp, made directly out of origami.

You must expend an equal value of paper, and what you create is obviously not a real version, like gems, which are deemed worthless. It cannot be used to create objects that are unknown, for instance legendary artifacts like Shava's *Blackrazor*, but objects that hold weight, namely ladders, can still be used properly.

Examples of items you can create can be found on the Adventuring Gear Table and Weapons Table found in the *Players Handbook*, or in Chapter 6 of this book.

GRAPH THE WORLD

At 14th level, you have the ability to manipulate the world, related to folding a map so that two vastly distances touch. You can use your sheets of paper and parchment to create objects that are up to 15 feet cube.

Objects made using this feature are able to do exactly what their normal counterparts are able to do, examples like a bridge holding weight, or a rowboat able to float without becoming ruined.

Furthermore, if you spend 1 minute in concentration, you can rip the fabric of reality, transporting yourself and one other creature you are touching to an unoccupied space within 120 feet.

You can use this ability equal times up to your Charisma modifier per long rest.





CLERIC

"You think its easy receiving your power from the Gods? I thought you wizards were intelligent!"

Many go about their days without being affected directly by a deity. Due to this, not everyone sees how a cleric must be, feeling the ever-present touch of a divine being.

To be a cleric is not just to be devout to a deity. Where a cleric is touched by a deity and feels their ever-present touch, a cultist is one who reveres a deity is if they have divine power.

Does a person become a cleric because their normal lives already embody the qualities of that deity? Or does a cleric start to reflect those qualities after a divine experience? Ultimately, that is up to you, dear adventurer.

FAITH

A cleric's faith is what drives them to pursue divinity. Their magic comes from their faith, granted by the worship of their deity. Over the course of their life, there might be events that shake their faith down to the core. This could provide an interesting arc of events to take place. Although some clerics stray from the light of their deity, most do come back with a newfound strength.

How strong is the faith of your cleric? Do they believe everything their deity has done to be in good attentions, even with obvious flaws? Do they lack the fundamental beliefs that their deity holds?

Use the Faith table for more information.

FAITH

d6 Relationship

- 1 I lack the blatant oversight of their faults. I still choose to worship
- 2 My deity has done some wrongs, but they have done more good. I wish to spread more good in their name
- 3 The deity I worship has not provided any evidence that they exist in the world. I want to create miracles for them so others will worship too
- 4 My deity has only done good - or I choose to ignore the bad. I follow blindly
- 5 I only commune and pray to my deity when it is beneficial to me
- 6 I do not believe my deity exists, but am still granted divine magic for a reason unknown to me

MENTOR

Often times, temples have high priests that teach young acolytes the ways of worship. The bond of an apprentice, a mentor, and a divine spirit helps make the foundation for a priest to show their signs of being a cleric.

Mentors come in many shapes and forms, or possibly deceased and obtained sainthood. It is up to you and your organization of what your mentor is, who they were, and their outcome.

Use the Mentor table for further information.

MENTOR

d6 Mentor

- 1 My mentor was the holy symbol of my deity, such as a flaming sword for Tempus
- 2 The mentor was burned at the stake in a village for protesting a crime. They became a saint for the church
- 3 Unknown to me, my mentor was a celestial in disguise
- 4 My mentor was a normal humanoid, seeking to create quality clerics, such as myself
- 5 An ethereal spirit wanders the temple halls, and guided me to my path
- 6 My temple does not allow mentors. Instead, I taught myself. You should not rely on others to find your faith



DIVINE DOMAIN

At 1st level, a cleric gains the Divine Domain feature. The following domain options are available to a cleric, in addition to those offered in the *Player's Handbook* and *Xanathar's Guide to Everything*: Ooze and Protection.

Ooze Domain

The Underdark contains many threats, like drow and illithids, but another beast lurks in the darkness. Piles of slime and muck consume objects, eating away metals and organic material, slowly moving and growing in size. These creatures are called slimes, they hail from the demon lord Juiblex, one of the three lesser deities of the Underdark.

Many forms of oozes and slimes can be found, from the simple ochre jelly, all the way to the monstrous gelatinous cube. Either way, these abominations slither upon unsuspecting prey, ready to dissolve them. The burns from said slimes are unlike a normal fire. They will eat your clothing and armor, until all that is left is a pile of suspended bones. To be eaten alive is one of the most gruesome ways to die.

Clerics that worship these monsters offer reverence their ability to overwhelm their foes with smaller sliced chunks, while whittling down their metal armor down to scraps.

Ooze Domain Features

Cleric Level	Feature
1st	Domain Spells, Bonus Cantrip, Slime Body
2nd	Channel Divinity: Split
6th	Acidic Body
8th	Potent Spellcasting
17th	Avatar of Ooze

Domain Spells

You gain domain spells at the cleric levels listed in the Ooze Domain Spells table. See the Divine Domain class feature for how domain spells work.

Ooze Domain Spells

Spell Level	Spells
1st	<i>Ensnaring Strike, Grease</i>
3rd	<i>Acid Arrow, Web</i>
5th	<i>Blink, Meld into Stone</i>
7th	<i>Blight, Otiluke's Resilient Sphere</i>
9th	<i>Antilife Shell, Contagion</i>

Bonus Cantrip

At 1st level, you learn the *acid splash* cantrip, which counts as a cleric spell for you.

Slime Body

Additionally, at 1st level, your skin becomes layered in a thin slime, which coats you and your items. Whenever you are grappled or restrained, you have advantage on all Strength or Dexterity checks to break free.

In addition to this, you can move into a space of 1 inch wide without squeezing, as if you have the *amorphous* trait. You can also climb difficult surfaces without making an ability check, such as walls and ceilings.

Channel Divinity: Split

Starting at 2nd level, you have the ability to split into two. As a reaction to a melee attack that hits or as a normal action, you can use this Channel Divinity. Whenever you do so, your size becomes one size smaller than it was before, along with half of your hit points, as long as you have at least 2 hit points.

Items you are wearing are not copied, just weapons and armor. Additionally, your second clone cannot cast spells. Your clone has the same initiative as your character.

You can use an action to combine both split versions of yourself. Whenever you do so, your hit points equal the total hit points of both split versions added together, along with your size becoming one size larger.

Acidic Body

At 6th level, you can eat away objects when you touch them with the slime that covers your body. As a reaction to whenever you are hit with a melee attack, that creature takes 1d6 points of acid damage. At 11th level, this feature does 2d6 acid damage, and at 17th level, this does 3d6 acid damage.

If you touch an object that is nonmagical for 1 minute, you can choose to destroy 1 cubic foot of that material.

Potent Spellcasting

At 8th level, you gain the ability to infuse your spells for more damage. You may add your Wisdom modifier to the damage you deal with a cleric cantrip.

Avatar of Ooze

Finally at 17th level, you can show the horror of the aberrations that you are devoted to. You now have the following benefits:

- You have blindsight out to 60 feet.
- You are immune to acid damage.
- You are immune to the blinded, deafened, and exhausted conditions.
- You can make a pseudopod attack that you are proficient with, and has a reach of 10 feet. In order to do so, you must make a melee weapon attack. This attack does bludgeoning damage equal to 2d6 + your Strength modifier. In addition, this also does 1d6 acid damage.

A cleric of ooze? Sounds sticky and gross to me. This reminds me of the drow, which can summon a demon named a gochlol, which is a slime that duplicates.

PROTECTION DOMAIN

Often manifested in clerics who worship Lord Ao or Chauntea, those under the protection domain try to heal the sick and prevent more harm. On account of this, they do not usually partake in causing even more harm, including to their enemies. They are pacifists who would prefer to talk things out, but still defend themselves when required.

Very few will take arms against an enemy. Many will carry a simple dagger, but that can be used in a pinch to cut bandages. Others will stretch their calling into battle, bulking in armor and shields to not be hurt. Their way of thinking is that if they're unable to be hurt from a deadly blow, they can step in place of an attack to an ally.

PROTECTION DOMAIN FEATURES

Cleric Level	Feature
1st	Domain Spells, Bonus Proficiency, Shield the Defenseless
2nd	Channel Divinity: Safeguard
6th	Preservation
8th	Divine Strike (1d8)
14th	Divine Strike (2d8)
17th	Imposition of the Immortal

DOMAIN SPELLS

You gain domain spells at the cleric levels listed in the Protection Domain Spells table. See the Divine Domain class feature for how domain spells work.

PROTECTION DOMAIN SPELLS

Spell Level	Spells
1st	<i>Sanctuary, Shield of Faith</i>
3rd	<i>Aid, Warding Bond</i>
5th	<i>Beacon of Hope, Glyph of Warding</i>
7th	<i>Aura of Purity, Stone Skin</i>
9th	<i>Circle of Power, Wall of Force</i>

BONUS PROFICIENCY

At 1st level, you gain proficiency in heavy armor.

SHIELD THE DEFENSELESS

From 1st level, you have been trained to be in the thick of battle, curing the wounds of the knights and paladins. You gain the protection fighting style. When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

At 8th level, you no longer have to be within 5 feet of a creature to use this feature. Instead, a shield of radiance protects the creature. You must be within 30 feet of them, and must be able to see them.



CHANNEL DIVINITY: SAFEGUARD

Starting at 2nd level, you can make it harder for your friends to be harmed in battle. As an action, you may touch one friendly creature within 5 feet of you. Attack rolls against the selected creature have disadvantage until end of your next turn.

PRESERVATION

At 6th level, you can help preserve your allies on the battlefield or in a dungeon, where danger is everywhere. Whenever a creature within 30' of you makes a saving throw, you can use your reaction to grant them advantage.

DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 damage of the same type of damage by the weapon to the target. When you reach 14th level, the extra damage increases to 2d8.

IMPOSITION OF THE IMMORTAL

Finally at 17th level, you can now protect all of your allies on the battlefield from hostile foes. Whenever you use the Safeguard channel divinity, it instead affects all friendly creatures within 30' of the creature you touch.



DRUID

"Nature shall consume all, as it was before. This is how it will be, and how it has always been."

Often the caretakers of the forests, coasts and mountains, druids are the voice of the natural world. Those that become druids seem to gravitate towards certain areas outside of civilization.

It seems like sages and hermits are frequently mistaken as druids due to their consistent studying, but do not get them confused. Druids have a connection so deeply rooted into nature itself that they embody the magic that flows through every leaf, river and gust of air.

BIOME HOME

Druids can come from anywhere. Examples of this are the icy mountains of the far north called the Spine of the World, the coast of the Trackless Sea, or the blistering deserts of Anauroch.

Each biome has a train of thought tied to them about nature. Where does your druid come from? How does this affect them?

Use the Biome table for more details.

BIOME

d6 Terrain

- 1 I grew up in the hot desert of Anauroch, and keep a similar heated personality
- 2 I was raised near the Grandfather Tree, and know that patience is key to everything
- 3 Living in the Evermoors, the swamp showed me that you must persist
- 4 From the Trackless Sea, I learned to move with the everchanging events
- 5 Near the Spine of the World, I was taught to be sturdy
- 6 The Serpent Hills showed me to stay true to my path

DRUID CIRCLES

At 2nd level, a druid gains the Druid Circle feature. The following options are available to a druid, in addition to those offered in the Player's Handbook: the Circle of the Scorched Earth and the Circle of the Sun.

CIRCLE OF THE SCORCHED EARTH

The Circle of the Scorched Earth is a last resort used by druids. Whenever a powerful threat endangers the world, these druids consume the plant life in flames. This way, it can be reborn from the ashes once the threat has subsided.

CIRCLE OF THE SCORCHED EARTH FEATURES

Druid Level	Feature
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2nd	Bonus Cantrip, Incendiary Touch
6th	Soul of Flames
10th	Body of Ash
14th	Blessings of Nature

BONUS CANTRIP

When you take this circle, you learn the *produce flame* cantrip.

INCENDIARY TOUCH

Starting at 2nd level, you are filled with the passion of fire, and so your touch gives off heat. Whenever you are hit by a melee attack within 5 feet of you, you can inflict a burn on your enemy. As a reaction, the creature that hit you must make a Dexterity saving throw. On a failure, that creature takes 1d6 fire damage, or half as much on a success.

This damage increases to 2d6 at 7th level, again increases to 3d6 at 12th level, and once more increases to 4d6 at 17th level.

SOUL OF FLAMES

At 6th level, the flame which grows inside you warms you like a belly full of ale. You have resistance to fire damage, and do not have to make Constitution saving throws against exhaustion in climates of extreme cold.

BODY OF ASH

At level 10, you have controlled the flame. You are no longer required to eat normal food, but instead can eat any organic matter instead, like wood. In addition, you can cast *heat metal* once per long rest, without using a spell slot.

BLESSINGS OF NATURE

At 14th level, you can now regrow the land from the ash that once consumed it. Once per week, you can use an action to regrow within a 1 mile radius, centered on you. These plants will fully mature within 2d4-1 days.

Plants that grow in this way have a chance of being awakened, as if the *awaken* spell had been cast. Once the plants have fully matured, you may roll a 1d6 to determine the number of awakened shrubs and 1d4 awakened trees. There will always be 1 treant when this occurs.

In addition, whenever you cast a spell that can bring a creature back from the dead that requires a body, an example being *revivify*, the body no longer has to be mostly intact. Instead, even if the body has been reduced to ash, you can still use the spell.

CIRCLE OF THE SUN

The Circle of the Sun is a community of mystics and druids who know that nature can only exist with the sun. With the sun comes plants, and with plants comes creatures.

These druids gather on the peaks of vegetated mountains, as close as they can possibly get to the sky, sending their voices throughout the air, and whisper between the connected trees. As a member of this circle, you rely on the senses of plants and the breeze at your back.

CIRCLE OF THE SUN FEATURES

Druid Level	Feature
2nd	Phytoform Shape
6th	Synthesis
10th	Safety of the Soil
14th	Phytophylactery

PHYTOFORM SHAPE

Starting at 2nd level, you can use your Wild Shape to magically assume the shape of creatures with the Plant type that you have seen before. Beasts you Wild Shape into remain the same according to the CR rating found on the table, but using your Phytoform Shape allows you to transform into plants with a CR equal to or less than half of your druid level.

While in plant form and in direct sunlight, you get the following benefits:

- Once per day, you may cast *goodberry* as a 1st level spell. These berries grow from your body.
- You gain temporary hit points equivalent of your proficiency bonus at the start of your turn, to a maximum amount of temporary hit points allowed equal to your druid level. These temporary hit points remain as long as you are in plant form.
- You have advantage on all Dexterity (Stealth) checks while you are not moving.



SYNTHESIS

At 6th level, any spell that creates magical light counts as direct sunlight only for you for the purpose of your Phytoform Shape feature. You also know the *daylight* spell, and always have it prepared. Knowing this spell does not count against the maximum number of spells you can have prepared.

SAFETY OF THE SOIL

At level 10, difficult terrain does not slow your movement while in your Phytoform Shape form. All terrain within 15 feet of you counts as difficult terrain for your enemies.

NURTURING LIGHT

Finally, at 14th level, you give off an aura so powerful that it quickly binds the wounds of your allies. If an ally starts their turn with 15 feet of you, they recover temporary hit points equal to your proficiency bonus.

The maximum number of temporary hit points a creature can have from this feature is equal to your druid level.

This effect does not work on construct creatures, undead creatures, or an ally that has more than half of their hit point total.



FIGHTER

"Can we cut out the chit-chat already? My blade hasn't been tested today, and I'm getting a little antsy."

When the thought of an adventurer comes to mind, it is often a fighter with a charred shield from a recent red dragon encounter. Classically trained in martial fighting, they are an expert in all things combat related. Most fighters will vary in their tactics and styles.

One can specialize in fighting with a morningstar and plate mail, or another that picks off threats across the battlefield with their crossbow.

Much like a paladin or knight, their reward does not come from materialistic items. No, their reward is knowing that they bested an enemy, and the renown of their name.

WEAPON OF CHOICE

While fighters may have a certain fighting style or a signature style, most fighters are at home with a type of weapon. It could be the first weapon they were every trained with, or that it was the one that was most comfortable with. Needless to say, if a fighter picks up their choice weapon, it will not be pleasant.

Use the Weapon of Choice table for more details.

WEAPON OF CHOICE

d6 Weapon

- 1 I prefer the feeling of a sharp blade in my hand
- 2 There is nothing better than hearing bones snap under my hammer
- 3 Keeping distance with longer weapon gives me more space to play with
- 4 I do not have to worry about getting hurt if I can kill them with my bow
- 5 My accuracy with throwing axes and spears is unrivaled
- 6 The ordinary man might think a shield isn't a weapon. I call them fools

RIVAL CHAMPION

It is rare to see a fighter without an antagonistic opponent. Often, the battle for glory will lead two opposing forces to meet. From there, the conflict will ensue, with the champion declared.

Simply put, no matter where you are, a fighter wants fame. The arena is a show where people come all around in order to see them fight. Those on the battlefield seek glory and renown of their prowess. There will be opportunities to claim it, but out of the hands of another. This is your rival.

Use the Rival Champion table for more details.



RIVAL CHAMPION

d6 Rival

- 1 On the battlefield, you both struck blow for blow. No one died in this encounter
- 2 You won in the arena, although it was close. They swear revenge
- 3 While in the arena, your rival cheated and won, but wasn't caught
- 4 Your childhood best friend competes with you to get the best stories of victory
- 5 You have been challenged publicly by a rival you do not know, awaiting the battle
- 6 A bully from your childhood keeps showing up, challenging you

MARTIAL ARCHETYPES

At 3rd level, a fighter gains the Martial Archetype feature. The following options are available to a fighter, in addition to those offered in the *Player's Handbook* and *Xanathar's Guide to Everything*: the Guardian, and the Warlord.

GUARDIAN

Much like how the Domain of Protection will offer aid via magic, the Guardian Fighter will offer aid by using their body. They will stand between the opposing force and their own allies, making sure no harm comes to the people that fight beside them.

GUARDIAN FEATURES

Fighter Level	Feature
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3rd	Two-Handed Protection, Instigate
7th	Reactionary Strike
10th	Undying Sentinel
15th	Arcana Slayer
18th	Body of Force

TWO-HANDED PROTECTION

At 3rd level, your ability to protect yourself without a shield is rivaled by few. While wielding a weapon with the **two-handed** property, you gain a +2 to your AC. Your weapon does not count as a shield for features like the *Protection Fighting Style*.

This bonus goes away if you are disarmed or put your weapon away.

INSTIGATE

Also at 3rd level, you have the ability to provoke others into attacking you, leaving your allies untouched. Select one creature within 30' of you as a bonus action. They must make a Wisdom saving throw, in which the save DC equals 8 + your proficiency bonus + your Constitution modifier. On a failure, they must spend their next turn taking the Move action to your direction, and must take the Attack action towards you if possible.

You can use this feature a number of times equal to 1 + your Constitution modifier, per long rest.

REACTIONARY STRIKE

At 7th level, you have perfected lashing out at enemies who harm those you defend. When a creature within 5' of you makes a melee weapon attack to another creature, you can use your reaction to make one melee weapon attack.

UNDYING SENTINEL

Once you reach 10th level, it becomes even harder to stop you. If you would recover hit points from an effect, such as Hit Dice or a spell, you can also gain temporary hit points equal to double your Constitution modifier.

ARCANA SLAYER

At 15th level, your senses of harmful magic are sharpened. You can use your Reactionary Strike feature to target a creature that cast a spell, as long as they are within 5 feet of you.

BODY OF FORCE

Once you reach 18th level, you are one with defending others, so much that you'll sacrifice your life for them. You are able to stand in the same space that is occupied by a friendly creature. If that creature happens to be the target of a weapon attack or spell attack which targets one creature, you can choose to instead be the target of the attack.

If you are hit by a melee weapon attack and take damage from this effect, you instead take half of the damage rounded down, and the creature who attacked takes the other half of the damage.

You can choose to be the target of an attack from this feature a number of times equal to your Constitution modifier (minimum of 1), per long rest.

WARLORD

Often commanders for militaries or leaders, these fighters are trained in the theory behind martial combat. Using this knowledge, they can read the battlefield and adjust their tactics and those around them to increase the odds of survival.

WARLORD FEATURES

Fighter Level	Feature
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3rd	Combat Commands, Commander's Strike
7th	Banner of Blood
10th	Lead the Charge
15th	Steadfast Armor
18th	Battlefield Assault



Rally the troops! Hah! Sometimes I wish
I had joined the Order of the Gauntlet
or something!

COMBAT COMMANDS

At 3rd level, you react much faster when in threatening situations. Whenever you and any friendly allies within 10 feet of you roll for initiative, each person has a bonus to their initiative equal to your Intelligence modifier.

COMMANDER'S STRIKE

Also, at 3rd level, you can issue orders to defeat your foes, reading openings in their defenses. As a bonus action, you can have one person within 30 feet of you make a single attack to one creature of your choice.

The person you issue to attack must be able to see or hear you, and the target has a bonus to the attack equal to your Intelligence modifier.

BANNER OF BLOOD

At 7th level, you can inspire your allies by dealing blows to your enemies. Whenever you attack a creature with a melee attack, you can use a bonus action to target one friendly creature within 5 feet of them. That friendly creature has advantage on their next melee attack to the creature you just hit.

LEAD THE CHARGE

Once you reach 10th level, you can have your allies follow you to lead a charge against your enemies. By using your action, all friendly creatures within 15 feet of you can move up to half of their movement speed. If a creature would be the target of an opportunity attack due to their feature, you can choose to be the target instead.

You can use this feature a number of times equal to your Intelligence modifier (minimum of 1), per short or long rest.

STEADFAST ARMOR

At 15th level, you've got the ability to show your wounds proudly to inspire those around you to win the battle. Whenever your hit points are at half or below your hit point maximum, all friendly creatures to you within 15 feet receive a +1 bonus to all of their saves and AC.

BATTLEFIELD ASSAULT

Once you reach 18th level, you have reached the pinnacle of militaristic knowledge, demonstrated through your ability to guide others to victory. Whenever you use the Lead the Charge feature, you and your allies do not provoke attacks of opportunity during this movement.



MONK

"You may take their vow of silence as an acceptance of defeat. Be wary, as your demise will come swiftly by their hands alone."

Just as a wizard studying the weave of magic to understand the universe, so too does a monk study the body and mind to understand themselves.

Focused on inner mastery, their search may not be fulfilled by their current location. Due to this, some may travel far and wide for this self-knowledge.

Where their destination lay, they do not know but as long as a monk knows their perfection is elsewhere, they cannot be stopped.

MONASTIC OATHS

Some monks take oaths to show dedication to their perfection. Monks will hold this oath to not only a traditional pinnacle, but also a personally trial. An oath might be monastery wide, or taught to a select few monks that reside there.

Breaking an oath is only allowable in certain circumstances, as long as they repent for their actions and accept the consequences afterwards. Some may do so with vigorous training that breaks the body, or by meditation.

You can find the oaths in the Monastic Oaths table, and the atonements in the Monastic Atonements table.

MONASTIC OATHS

d6 Oath

- 1 I keep an oath of silence, unable to verbally communicate
- 2 I must abstain from alcohol or addictive substances
- 3 Harming another living creature is something I must not do
- 4 Helping others is a requirement, I cannot ignore others
- 5 Meditation is the key to perfection, I must spend any downtime I have doing so
- 6 My word is my bond, I must keep all promises to the fullest extent

MONASTIC ATONEMENT

d4 Atonement

- 1 I will endure rigorous physical punishment from my superiors
- 2 I cannot move forward until I have corrected what I wronged
- 3 I must spend an entire day in meditation
- 4 I refuse to eat for 3 days

MONASTIC TRADITIONS

At 3rd level, a monk gains the Monastic Tradition feature. The following options are available to a monk, in addition to those offered in the *Player's Handbook* and *Xanathar's Guide to Everything*: the Way of the Fundamentals, and the Way of the Third Eye.

WAY OF THE FUNDAMENTALS

Those that rigorously practice, studying the formations and fundamentals of combat can be found. Lessons include study of anatomy on how the body comes together, what it is able to do, hand to hand combat practice, and formidable weapon training. These monks find that anyone can pick up a sword, but being able to use your opponent's movements against them is necessary.

WAY OF THE FUNDAMENTALS FEATURES

Monk Level	Feature
3rd	Bonus Proficiency, Fundamental Movements (3 movements, 4d6)
6th	Undying Focus, Fundamental Movements (5 movements, 5d6)
11th	Improved Fundamentals, Fundamental Movements (7 movements, 6d6)
17th	Instinctive Combat, Fundamental Movements (9 movements)

BONUS PROFICIENCY

At 3rd level, you become proficient with the Wisdom (Medicine) skill.

FUNDAMENTAL MOVEMENTS

Also, at 3rd level, you learn new mechanical movements, using special dice called fundamental dice.

Fundamentals. You learn three fundamental movements of your choice, which are detailed under the "Maneuvers" found in the *Player's Handbook* on page 74. Many fundamental movements enhance your combat in some way. You can use only one movement per round.



You learn two additional movements of your choice at 6th, 11th and 17th levels. Each time you learn a fundamental movement, you can also replace one you know with a different one.

Fundamental Dice. You have four fundamental dice, which are d6s. A fundamental die is expended when you use it. You regain all of your expended fundamental dice when you finish a short or long rest.

You gain another fundamental die at 6th level and one more at 11th level.

Saving Throws. Some of your movements require your target to make a saving throw to resist the movements' effect.

UNDYING FOCUS

By 6th level, you have learned how to continue the fight until it is won. As a reaction to an attack that you can see, you can expend ki points up to half of your monk level. When you do so, you reduce the damage equal to 1d6 + your Wisdom modifier + the expended ki points.

Once you use this feature, you cannot use it again until you have finished a long rest.

IMPROVED FUNDAMENTALS

Once you reach 11th level, you've studied and practiced the movements so much that it is second nature to you and are more effective. Your fundamental dice turn into d8s. At 17th level, your fundamental dice turn into d10s.

In addition, you can use a fundamental movement once per round and an additional fundamental movement as a reaction once per round.

INSTINCTIVE COMBAT

Finally at 17th level, you know your opponent so much that you can predict their next move. You do not suffer disadvantage while fighting an opponent that is invisible, while you are blinded, or in complete darkness. The creature does not have advantage to attack you in this way.

WAY OF THE THIRD EYE

There is a belief that all matter is connected to each other, much as all magic is connected to the Weave of Magic. Those who undergo this study can manipulate such forces. Meditation may be the key to open the door, but only rigorous training both mentally and physically will turn the key. Way of the Third Eye monks call the binding forces that connect all matter.

WAY OF THE THIRD EYE FEATURES

Monk Level	Feature
3rd	Strike of the Connected Fabric
6th	Fabric Ensnare
11th	Shift Reality
17th	Rip the Fabric

STRIKE OF THE CONNECTED FABRIC

At 3rd level, you've come to understand that all time and matter is connected. When you take the Attack action with an unarmed strike, you can target one creature you can see within 30 feet to attack.

You treat this as a normal melee weapon attack, but can attack creatures at a distance. You are considered proficient in this attack, adding either your Strength or Dexterity modifiers for both the attack roll and the damage roll. This feature deals damage equal to your Martial Arts die, located on the Monk table.

When you use the Attack action to use this feature, you may spend 1 Ki point to make two additional attacks using this feature as a bonus action.

FABRIC ENSNARE

At 6th level, your mind has awakened to the point that you can visualize the fabric that binds everything, allowing you to manipulate it. Whenever you use the Attack action to use your Strike of the Connected Fabric feature, you can immediately spend 2 Ki points to cast *ensnaring strike* as a 1st level spell on the same target.

You can spend additional ki points to cast Ensnaring Strike at a higher level. Each additional ki point you spend increases the spell's level by 1. The maximum number of ki points (2 plus any additional points) that you can spend on the spell equals half your monk level (round down).

SHIFT REALITY

At 11th level, you're able to manipulate the very fabric of reality. Immediately after you take the Attack action for your Strike of the Connected Fabric feature, you can spend 2 Ki points to cast *misty step*.

When you cast *misty step* in this way, you have two options on where the spell starts: where you are standing, or a target from the Strike of the Connected Fabric feature. If you choose to use this feature, you can do so in the middle of your Attack action.

RIP THE FABRIC

Once you reach 17th level, you're able to tear the very fabric that connects everything together. As an action, select creatures within 60 feet of you, up to half your monk level (rounded down). You spend 1 Ki point for every target creature.

Each target creature must make a Wisdom saving throw. On a failure, you can change their position to a different place within 60 feet of you. A creature affected by this feature cannot be put inside a physical object, such as a stone wall.

Once you use this feature, you cannot use it again until you have finished a long rest.



PALADIN

"You stand before me, hated by all and dishonored by only yourself. If it were not for my oaths, my blade would have cut you down ages ago."

The swearing of an oath and taking its ideals- called tenants, should not be treated lightly. This vow is taken up because of a higher calling, not necessarily due to a deity.

Some paladins devote themselves to a specific cause, like during a massive war. Others protect values and ideas, particularly justice. No matter what their reason is, a paladin must be willing to lay their life down for it.

If their vows are broken by not adhering to their sworn tenants, a paladin may lose their power, or worse.

OATH ATONEMENT

Just like the monk, paladins keep an oath that is sacred to them called tenants. Breaking a tenant without atoning right away can lead to a paladin becoming an Oathbreaker paladin, found in the *Dungeon Master's Guide*, or losing their power altogether. Atoning can come in many fashions, but some of the most popular choices can be found here.

Use the Oath Atonement table for more details.

OATH ATONEMENT

d6 Atonement

- 1 I must donate my time to a local church or temple of my choice
- 2 I must donate 100 gp for every day I do not atone after the incident
- 3 I must pray for the next 24 hours
- 4 Fasting for as long as I can will help me atone
- 5 I must help as many people as I can around me
- 6 I must undergo a similar rite of passage as I did to become a paladin

SACRED OATHS

At 3rd level, a paladin gains the Sacred Oath feature. The following options are available to a paladin, in addition to those offered in the *Player's Handbook* and *Xanathar's Guide to Everything*: the Oath of the Arcane and the Oath of Engagements.

OATH OF THE ARCANE

The Oath of the Arcane calls to paladins who have a sense of necessity to gather information about the magic weave, and command its properties. Some can only extend their knowledge by recovering ancient tomes lost in time. Others come to gather arcane secrets from planar deities. A few feel guilty that those who command the weave often harm the innocent, and must wipe out such threats. No matter what their calling derives from, they combine their use of divine and arcane based magic on both the battlefield and in their studies.

The biggest threat to these paladins are pockets of wild magic that manifest, as random magic may harm the innocent. An example of such deadly wild magic is the Faerzress, found in the Underdark.

TENANTS OF THE ARCANE

A paladin who takes this oath memorizes their tenants, writing it down on a scroll they carry on them. It is then bound with a glyph between themselves, their tenants and a higher sage official.

Recover That Which Has Been Lost. Arcane magic is powerful and often forgotten throughout time. You must recover this magic if its source comes to you.

Treat All Magic With Respect. It does not matter where the source of magic comes from, as all magic is dangerous. Treat all magic with respect, along with those who command it.

*I like this! A paladin that protects
the innocent from misused magic!
Although it does seem that they're
a librarian that swings a sword.*



Protect Those Who Cannot. Not all people are blessed with the magical arts. If a person is in harm, either physically, mentally, or emotionally, you must intervene to stop it.

OATH OF THE ARCANES FEATURES

Paladin Level Feature

3rd	Oath Spells, Cantrips, Channel Divinity
7th	Aura of Clarity (10 ft.)
15th	Attunement of the Artifacts
18th	Aura of Clarity (30 ft.)
20th	Protector of the Weave

OATH SPELLS

You gain oath spells at the paladin levels listed in the Oath of the Arcane Spells table. See the Sacred Oath class feature for how oath spells work.

OATH OF THE ARCANES SPELLS

Paladin Level	Spells
3rd	<i>Detect Magic, Comprehend Languages</i>
5th	<i>Magic Weapon, Warding Bond</i>
9th	<i>Dispel Magic, Magic Circle</i>
13th	<i>Arcane Eye, Mordenkainen's Private Sanctum</i>
17th	<i>Legend Lore, Scrying</i>

CANTRIPS

At 3rd level, you learn two cantrips from the Wizard spell list. Your spellcasting ability modifier is your Paladin spellcasting ability modifier for these spells.

CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Temporary Recollection. You may spend your Channel Divinity to gain proficiency with the Arcana skill for 10 minutes. If you already have proficiency with the Arcana skill, you get double proficiency for Arcana checks for the duration. You also have advantage on all Intelligence (History) checks to recall where a magical item is during this time.

Spell Dissipation. You may spend your Channel Divinity to release a creature from a spell effect. When you touch a creature, you can remove a body, mind, or emotion altering affect on them if the spell on the person is 3rd level or lower. An example of these spells can be *hold person*, *charm person*, or *detect thoughts*.

AURA OF CLARITY

Starting at 7th level, you emanate an aura of abjuration magic around you while you are not incapacitated. The aura includes your space, extends 10' from you in every direction, and is blocked by total cover. Every friendly creature has advantage on Constitution saving throws for keeping concentration on spells.

At 18th level, the range of this aura increases to 30 feet.

ATTUNEMENT OF THE ARTIFACTS

At 15th level, you have the ability to attune to an additional magical item. This increases your original maximum of attuned items from three to four items.

PROTECTOR OF THE WEAVE

At 20th level, you have the ability to harness the power of the magical weave in ways thought impossible. As an action, you can magically become an avatar of arcana, gaining the following benefits for 1 minute:

- You have a hover speed equal to your walking speed.
- If a creature attempts to cast a spell that would charm, frighten, paralyze, or petrify you, they must succeed a Wisdom saving throw. If the creature fails, they are instead affected by their own spell.
- You have advantage on all spell attack rolls, and any creatures targeted by your spell that requires a spell saving throw rolls at disadvantage.

Once you use this feature, you can't use it against until you finish a long rest.

OATH OF ENGAGEMENTS

The Oath of Engagements for paladins comes to protect all those that are defenseless, and to never run from battle. Paladins that take this oath swear to be at the forefront of every conflict, to overcome all enemies, and to remain victorious. These paladins are commonly seen from those that were raised in barbaric tribes.

TENANTS OF ENGAGEMENT

A paladin who takes this oath has their tenants carved into a piece of their armor, the back of their shield, or on their breast plate.

Be Courageous, but not Reckless. Never allow others to take a great risk, but do not accept a threat with little chance of success.



Words Are Your Honor. You are bound to keep your promises of victory, or fall trying. Legends do not tell their own tales of escaping the battlefield, they are carved in statues.

Adversity Shall Fall. In the face of adversity, you will exceed. Persevere where others cannot.

OATH OF ENGAGEMENTS FEATURES

Paladin Level	Feature
3rd	Oath Spells, Channel Divinity
7th	Aura of Attention (10 ft.)
15th	War Wounded Body
18th	Aura of Attention (30 ft.)
20th	Epitome of Engagement

OATH SPELLS

You gain oath spells at the paladin levels listed in the Oath of Engagements Spells table. See the Sacred Oath class feature for how oath spells work.

OATH OF ENGAGEMENT SPELLS

Paladin Level	Spells
3rd	Entangle, Heroism
5th	Blur, Enthrall
9th	Fear, Haste
13th	Dimension Door, Freedom of Movement
17th	Far Step, Steel Wind Strike

CHANNEL DIVINITY

When you take this oath at third level, you gain the following two Channel Divinity options.

Bullrush. As a bonus action, you may spend your Channel Divinity to use the Dash action. Whenever you do so, any creature within 5 feet of your movement this turn must make a Strength saving throw. On a failure, that creature is knocked prone.

A creature that is one size larger than you automatically succeeds this saving throw.

War-bound Rage. As an action may spend your Channel Divinity to enter a rage that cannot be suppressed. Whenever you make a Strength check, attack or saving throw, you may apply a bonus equal to your Charisma modifier. In addition, any damage from your melee attacks also apply this bonus.

This rage lasts for 1 minute. You are no longer raging if you use an action to end it early, fall unconscious, or do not take the Attack action during your turn.

AURA OF ATTENTION

Starting at 7th level, you can bring the focus of enemies to yourself and not your allies. Friendly creatures within 10 feet have a bonus to Dexterity (Stealth) checks equal to your Charisma modifier. You do not gain this benefit.

At 18th level, this radius extends to 30 feet.

WAR WOUNDED BODY

At 15th level, you’ve been damaged countless times you’ve given up keeping track of the total. You now have resistance to non-magical bludgeoning, piercing and slashing damage.

EPITOME OF ENGAGEMENT

At 20th level, you have the ability to harness the power of the essence of war, encompassing its power to fuel your rage. As an action, you can magically become an avatar of warfare, gaining the following benefits for 1 minute:

- Your speed is doubled for the duration.
- Any hostile creature within 60 feet of you that can hear or see you must make a Wisdom saving throw. Any creature that has been harmed by you has disadvantage on this saving throw. On a failure, the creature is frightened of you for the duration of this feature. The affected creature can repeat the Wisdom saving throw at the start of each of its turns. A successful save makes the creature not frightened of you, and cannot be frightened by you for the next 24 hours.

Once you use this feature, you can’t use it against until you finish a long rest.



RANGER

"Just because I spend my time outside the walls, do not think I do not love where I came from. I have laid down my life countless times for it, whether you know it or not."

Rangers are often on the edge of society, hanging onto the frills of the walls, keeping an eye open. A majority of people in society do not understand the risk that many rangers take on, and it all goes unrewarded.

The threats that lie outside of the walls are untamed, persistent in their destruction, and as such, so too must the ranger to protect the innocent.

However, some do not act as selfless as they've been described. Instead, they will end evil only to protect themselves. If others benefit from it too, then so be it.

MENTOR

Although rangers live on the border of civilization and the wilderness, often times they will be taught from a mentor. This mentor teaches them not only to be reliant on the land, but also how to approach the situation. The rangers can learn the finer workings of magic through their mentor.

Use the Mentor table for more details.

MENTOR

d6 Mentor

- 1 I was taught by an ancient dyrad in a long forgotten grove
- 2 A spirit manifested itself in front of me while I was lost
- 3 An unknown figure taught me the ways of survival and tracking
- 4 I learned from observing creatures in the wilderness
- 5 I met my mentor in a large city, such as Waterdeep
- 6 I learned through trial and error, without a mentor

FAVORED ENEMY

Rangers are known to be the defenders of civilization, even though they spend a majority of their time outside of it. No fame or recognition comes from their duty. In doing this, rangers often have a specific reason as to why they choose to do it. This in turn more likely than not matches their favored enemy.

A favored enemy is a specific type of monster that plagues the world, be it the material plane or others. They may destroy cities, decimate lives, or haunt others. The ranger steps in to eliminate the threats, or reduce it so that it is not as harmful.

Use the Favored Enemy table for more details.

FAVORED ENEMY

d6 Enemy

- 1 When I was younger, someone close to me had traded their soul to a fiend
- 2 Swarms of undead ravaged my hometown. I survived, only because I ran away
- 3 I witnessed the destruction of giants. I wasn't strong enough to defend my family
- 4 A friendly spirit was trapped, unable to move on. I helped them through it and wish to help others
- 5 The elementals that manifest in our world can run rampant, I only want to calm them
- 6 A solar or deva had controlled a town. The people under them lived well and comfortable, but had no freedom of choice

RANGER ARCHETYPES

At 3rd level, a ranger gains the Ranger Archetype feature. The following options are available to a ranger, in addition to those offered in the *Player's Handbook* and *Xanathar's Guide to Monsters*: the Diabolist, and the Sylvan Knight.

DIABOLIST

Diabolist rangers roam the land, searching for tales of shades that hunt for the living, banshees that haunt the woods, or even helping ghosts that are not aware that they have passed in the first place. They believe that the ethereal creatures that we may become should be helped to pass on to a proper plane of existence, or at the very least stopped from harming others.

DIABOLIST FEATURES

Ranger Level	Feature
3rd	Diabolist Magic, Phantom Sense, Mind Impression (1d8)
7th	Spiritual Sheath
11th	Planar Blockade, Mind Impression (2d8)
15th	Material Slip

DIABOLIST MAGIC

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Diabolist Spells table. This spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

DIABOLIST SPELLS

Ranger Level	Spells
3rd	<i>Detect Evil and Good</i>
5th	<i>Gentle Repose</i>
9th	<i>Magic Circle</i>
13th	<i>Death Ward</i>
17th	<i>Dispel Evil and Good</i>

PHANTOM SENSE

At 3rd level, you gain the ability to magically sense the presence of ethereal undead creatures. You gain Undead type creatures as an additional favored enemy. If you use your Primeval Awareness feature for Undead type creatures, you can detect the distance and direction to the most powerful ethereal undead creature, within 1 mile of you, or 6 miles if inside your favored terrain.

You learn the CR of the creature as long as it is equal to or lower than your ranger level, but not the exact name of the creature.

MIND IMPRESSION

Also at 3rd level, you can enhance your knowledge of the afterlife to whittle away the psyche of others. As a bonus action, you designate one creature you can see within 30 feet of you. The next time you hit that creature on this turn with a weapon attack, all damage dealt by the attack becomes psychic damage, and the creature takes an extra 1d8 psychic damage from the attack.

When you reach 11th level in this class, the extra damage increases to 2d8.

SPIRITUAL SHEATH

Starting at 7th level, you are well versed in the effects that the supernatural creatures can cause. You have advantage on any saving throw from an undead creature, equivalent to a ghost's *Possession* or a specter's *Life Drain* feature.

PLANAR BLOCKADE

At 11th level, you can sense when a creature attempts to move out of this plane or travel and attempt to block it.

Whenever a creature within 60 feet of you attempts to teleport or use a feature to travel to another plane, similar to the *plane shift* spell, you can use your reaction to cause the target creature to make a Wisdom saving throw. On a failure, the creature's attempt fails.

MATERIAL SLIP

Finally at 15th level, you can alter your form to match the creatures you fight. As a bonus action, you can magically transform yourself into a semi-ethereal form, one between the material plane and a spirit. While you are like this, you have resistance to all damage from creatures that are not ethereal, except for force damage. You do not have resistance from any creature that is ethereal.

While in this form, you can move in any direction, including up and down, or through objects as difficult terrain. If you end your turn in an object, you take 10 force damage.

You remain in this form for 1 minute. This feature ends early if you use a bonus action to do so, you fall unconscious, you die, or if you enter an area of antimagic.

Once you use this feature, you cannot do so again until you finish a long rest.

SYLVAN KNIGHT

Various rangers hunt in the wilderness, but do not use the nature around them to their benefit. A Sylvan Knight has such force on the land, it can be used more than just tracking. Sylvan Knights often have a presence that attracts nature itself, as they swear to keep the balance.

SYLVAN KNIGHT FEATURES

Ranger Level	Feature
3rd	Sylvan Knight Magic, Fury of the Land
7th	Pact Leader
11th	Blessings of the Land
15th	Nature's Resolve

SYLVAN KNIGHT MAGIC

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Sylvan Spells table. This spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.



It takes a special someone
to live out in the wilderness,
unappreciated for what you do.
Like Artus Cimber.

SYLVAN KNIGHT SPELLS

Ranger Level	Spells
3rd	<i>Detect Poison and Disease</i>
5th	<i>Locate Animals or Plants</i>
9th	<i>Leomund's Tiny Hut</i>
13th	<i>Mordenkainen's Private Sanctum</i>
17th	<i>Commune with Nature</i>

FURY OF THE LAND

Beginning at 3rd level, nature around you has recognized you as their protector. Whenever you make a successful attack, natural energy flows through you. This energy is represented in the form of extra damage.

Whenever you hit a creature, you gain an extra point of damage. Each consecutive attack that hits will increase the amount of points you have, up to a maximum of your Wisdom modifier.

These points reset if you miss with an attack, or do not take the Attack action during a round.

PACT LEADER

Starting at 7th level, you are an expert at coordinating your party while in the wilderness. While you are tracking your favored enemy, or travelling within your favored terrain for at least an hour, your allies gain advantage on Nature, Stealth, and Survival checks. This feature lasts as long as you are travelling within your favored terrain.

BLESSINGS OF THE LAND

At 11th level, you've grown even more accustomed to the land itself, allowing to use it for protection. Whenever you are the only target of an attack, you can expend any number of points from your Fury of the Land feature.

When you do so, the attack has a penalty equal to the number of points expended. If the new attack is under your AC, the attack misses. If the attack is a natural 20, you must expend all 5 points, which reduces the natural 20 to a natural 10 before any bonuses are applied.

Once you use this feature, you cannot again until you finish a long rest.

NATURE'S RESOLVE

Finally, at 15th level, the forces of nature protect you and your allies. While travelling within your favored terrain for an hour, or within an hour of using your Primeval Awareness feature, your allies and yourself gain resistance to non-magical bludgeoning, piercing and slashing damage. This feature lasts until you finish a long rest, or until you are no longer travelling within your favored terrain.



ROGUE

"I do not take riches for myself, what monster do you think I am? No, no. I take enough to live off of, and give the rest to those less fortunate."

As technical with their tools as a fighter is with their weapons, a rogue is crafty and well aware of their movements. As such, their train of thought often comes to a quick exit: Where might treasure lay? Where would a trap be placed? This makes the rogue an excellent source of human psychology.

On top of this, deceit is often one of the many tools a rogue will keep up their sleeve, like a wizard carries their spellbook. Due to this, the rogue is a handy asset to have around you, as they can easily infiltrate known criminal areas by disguising themselves, break into high security locations, and help carefully navigate the party safely while in a dank, dusty tomb.

ROGUSH ARCHETYPES

At 3rd level, a rogue gains the Roguish Archetype feature. The following options are available to a rogue, in addition to those offered in the *Player's Handbook* and *Xanathar's Guide*: the Bounty Hunter, and the Cardthrower.

BOUNTY HUNTER

In order to catch criminals, they must think like the criminals. Hired because of their ability to track the wanted, or perhaps those that wronged someone, Bounty Hunters have an arsenal of tactics up their sleeve. In addition, their ability to escape quickly or catch those trying to escape becomes useful when dangerous criminals are on the loose.

BOUNTY HUNTER FEATURES

Rogue Level	Feature
3rd	Bonus Proficiencies, Restrained
9th	Criminal Infiltration
13th	Bludgeoning Strike
17th	Hunter's Reaction

BONUS PROFICIENCIES

When you take this archetype at 3rd level, you gain proficiency in disguise kits and the Wisdom (Survival) skill if you are not already proficient.

RESTRAIN

Also at 3rd level, you can use your Cunning Action to make a Dexterity (Acrobatics) check to grapple a hostile creature as a bonus action.

CRIMINAL INFILTRATION

At 9th level, you can pass yourself off as part of an organization in order to get closer to your target. You must spend seven days and 25 gp to establish a history, profession and affiliation for an identity. You cannot establish an identity that someone else already has. For example, you might gather the appropriate clothing, documentation, or make up.

Once you create an identity, you no longer have to spend the seven days or 25 gp to recreate the same identity.

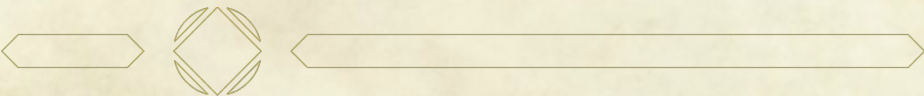
BLUDGEONING STRIKE

At 13th level, you can take the opportunity to render dangerous foes unconscious for easier capture or interrogation. Whenever you are able to do a sneak attack, you can instead have the target do a Constitution saving throw.

The DC is equal to 8 + your proficiency bonus + your Dexterity modifier. On a failure, the creature is incapacitated until the end of their next turn.

HUNTER'S REACTION

Finally at 17th level, you have become so knowledgeable about how your targets will react that you can act before them. During your first round in combat, you can take an additional turn.





CARDTHROWER

Whereas Arcane Tricksters perform on stage using magic, the Cardthrowers grab the attention of the crowd by accurately tossing single cards, cutting objects. Utilizing sleight of hand to pull out the cards they have up their sleeves, they are never unarmed. In addition, packs of ordinary playing cards are so cheap, light and plentiful, they can easily sneak their weapon into a restricted area.

CARDTHROWER FEATURES

Rogue Level Feature

3rd	Bonus Proficiencies, Card Up Your Sleeve
9th	Misdirection
13th	Flurry of Cards
17th	Helping Hand

BONUS PROFICIENCIES

When you take this archetype at 3rd level, you become proficient with playing cards if you are already. Playing cards have the **Thrown** and **Light** properties. You may use your Strength or Dexterity for attack rolls. Playing cards deal 1d4 slashing damage + either your Strength or Dexterity modifier, and have an effective range of 15 feet and a maximum range of 45 feet.

Whenever you use the Attack Action to throw a playing card, you can use a bonus action to make one ranged attack with a playing card in your off hand. You do not add your ability modifier to the damage, unless it is negative.

CARD UP YOUR SLEEVE

Also, at 3rd level, you can prepare a number of cards up your sleeve in case of attacks. The number of cards prepared per sleeve is equal to your proficiency bonus.

If you no longer have any cards prepared, you can use an action to prepare cards in this way, up to your maximum.

In addition to this, as part of your Attack action, you can shift one card from each sleeve into your hands.

MISDIRECTION

At 9th level, you've learned to weave magic just like your cards. You learn two wizard cantrips of your choice, along with the *mage hand* cantrip. Whenever you cast *mage hand*, you can have it prepare a number of playing cards equal to your proficiency bonus.

You use your Intelligence for whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier for setting the saving throw DC for a rogue spell you cast and when making an attack with one.

Spell save DC = 8 + your proficiency bonus + your Intelligence modifier

Spell attack modifier = your proficiency bonus + your Intelligence modifier

Whenever a creature attempts to cast a spell or make an attack within 15 feet of your *mage hand*, you can use your reaction to have the *mage hand* throw a playing card at them. The target creature must make a Constitution saving throw. On a failure, the creature is distracted and their action fails.

FLURRY OF CARDS

At 13th level, you can expend all the cards in your sleeves in order to deal damage. As an action, you may throw all cards up your sleeves and in your hand in a 15 foot cone. All creatures in the cone must make a Dexterity saving throw. A target takes 1d4 slashing damage for every card expended on a failure, and half as much on a success.

If a creature that is targeted by this is currently in combat with another creature, you may add your sneak attack dice to the damage.

HELPING HAND

Finally, at 17th level, you can get the drop on your opponent's defenses whenever you are in combat. Whenever your *mage hand* is within 5 feet of a hostile creature, you can count the *Mage Hand* as a friendly ally for use of your sneak attack feature.



SORCERER

"When you are born with the ability to cast magic, you do not need to carry around useless items: spellbooks or symbols of the divine."

Compared to others that cast magic, sorcerers may have it the easiest. Where others either rigorously study, offer a part of themselves, or revere a higher power, sorcerer's come in with an innate ability to cast magic.

Oddly, not all sorcerers obtain their power the same way. Some sorcerers are born into it, resembling a pact of protection between two races. Others can stumble into it by chance, when the powers that make the multiverse beckon them.

SOCIETAL VIEW

Sorcerers come in many forms and fashions. Regardless of how you came to be, the world around you may view you differently compared to other locations. When you obtained your powers, did your village or city see you as a blessing? Or when your powers manifested, was it a curse, and had you cast out?

See the Societal View table for more information.

SOCIETAL VIEW

d4 View

- 1 When I was born, the village saw me a blessing
- 2 I was seen as a monster for my magic
- 3 Although it was uncommon like mine to appear, I was treated normally
- 4 I am just one of many beings like this in my village

SORCEROUS ORIGINS

At 1st level, a sorcerer gains the Sorcerous Origin feature. The following options are available to a sorcerer, in addition to those offered in the *Player's Handbook* and *Xanathar's Guide to Everything*: Blood Sorcery, and Time Magic

BLOOD SORCERY

A sliver of arcane magic has been infused into some people's blood and cells ever since the Spellplague occurred. Because of this, civilizations spread far and wide have seen similar casters that utilize the very essence of life running in their veins to cast magic.

BLOOD MAGIC FEATURES

Sorcerer Level	Feature
1st	Ichor of Magic
6th	Coagulate (1d8)
11th	Coagulate (2d8)
14th	Plasmatic Spell
16th	Coagulate (3d8)
18th	Blood Flow

ICHOR OF MAGIC

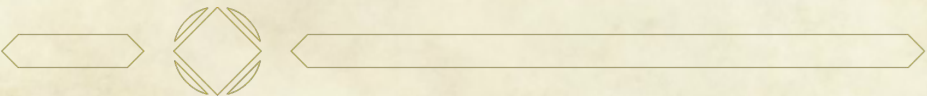
At 1st level, the magic that flows through you is also the very liquid that flows through your veins. Your hit dice become d8s instead of d6s.

In addition, starting at 2nd level, you can expend hit die to recover sorcery points as a bonus action. The amount of sorcery points you can recover is equal to half the amount of hit die you expend, up to a maximum of your sorcerer level of hit die expended in this way.

COAGULATE

At 6th level, you can use your wounds to inflict pain upon others. As a bonus action, you can transform the blood inside of you into a melee weapon of your choice by expending 1d8 hit points. You are considered proficient with this weapon, and use your Charisma modifier to attack. Your damage die for this weapon is 1d8 slashing damage, plus your Charisma modifier.

The damage die increases as you gain sorcerer levels, along with the amount of hit points you must expend. At 11th level, you must expend 2d8 hit points for a weapon that deals 2d8 slashing damage, and at 16th level must expend 3d8 hit points for a weapon that deals 3d8 slashing damage.





Your weapon lasts for 10 minutes, until you end it as a bonus action, become unconscious, or if your hit points reaches 0.

In addition, whenever you are hit by an attack that you can see, you can attempt to block the attack. As a reaction to an attack that hits, you may expend 1d8 hit points to add your Charisma modifier to your AC until the end of your next turn.

PLASMATIC SPELL

At 14th level, you can infuse your spells with additional power at the cost of your own health. Whenever you cast a spell of 1st level or higher, you can increase the level the spell was cast. To do so, cast the spell at the base spell slot level. For every additional level you want to increase the spell, expend 2d8 hit points.

As such, the spell cannot be cast at a level over 9th level in this way.

BLOOD FLOW

Finally at 18th level, your lack of essence cannot stop you, especially when you are close to death. Whenever you are below half of your hit point maximum, you do not have to spend sorcery points whenever you use a metamagic feat.

TIME MAGIC

Time seems to be linear to simple minded humanoids, but is in fact not. Some deities have a small grasp on time, able to bend a part to its will. Some planes of existence are not even affected by the flow of time, like the astral sea. People born during a shift in time, similar to an event changing can become a sorcerer, using their magic to further alter time.

TIME ORIGIN FEATURES

Sorcerer Level	Feature
1st	Hasten
6th	Quickened Reflexes
14th	Momentary Influence
18th	Duration Control

HASTEN

At 1st level, when you take this sorcerous origin, you may add half of your proficiency bonus to your initiative rolls.

As an action, you can also spend sorcery points up to your sorcerer level to get a bonus to your initiative. This bonus is equal to the number of sorcery points used in this way. This bonus lasts for 1 minute.

Additionally, while you are not wearing any armor, your AC equals 13 + your Dexterity modifier.

QUICKENED REFLEXES

At 6th level, you can slow down time when danger is approaching. Whenever you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half if you fail.

MOMENTARY INFLUENCE

At 14th level, your ability to manipulate time enhances your reflexes. Whenever you roll initiative, you have advantage.

In addition to this, whenever a creature that you can see within 30 feet of you fails a saving throw, you can spend sorcery points up to your sorcerer level. That creature adds a bonus to that single saving throw equal to the number of sorcery points you spend. If their new total for the saving throw would now succeed, the target creature succeeds on their saving throw.

DURATION CONTROL

Finally at 18th level, you have complete control over time. Whenever you cast a spell and use the Quicken Spell metamagic feat, you only have to spend 1 sorcery point.

Whenever you cast a spell and use the Extended Spell metamagic feat, you can have the spell duration tripled instead of doubled, up to a maximum of 24 hours.

Lastly, you may use up to two metamagic feats on the same spell, once per turn. You must pay the sorcery point cost for each metamagic feat used in this way.

METAMAGIC

At 3rd level, you gain the ability to twist your spells to suit your needs. You gain two of the following Metamagic options of your choice. You gain another one at 10th and 17th level. You can use only one Metamagic option on a spell when you cast it, unless otherwise noted.

ATTENTIVE MAGIC

Whenever you cast a spell that requires concentration, you can spend 2 sorcery points. If you do so, you have advantage on Constitution saving throws that involve maintaining concentration on that spell.

DELAYED SPELL

If you cast a spell with a casting time of 1 action or 1 bonus action, you can spend 2 sorcery points to delay it. The spell stays delayed for a maximum of one hour, at which point the spell occurs. You must maintain concentration on the spell during this time.

If you lose concentration on the delayed spell, the spell activates. You can end the delay by using your action if it is a spell that has a casting time of 1 action, or use your bonus action if the casting time is 1 bonus action.

DOMINANT MAGIC

If a caster would cast a spell in order to stop one of your spells, such as *counterspell*, *dispel magic*, or *antimagic field*, your spell can overcome that. In order to do so, you must spend a number of sorcery points equal to 1 + the spell slot level used to cast the spell you are casting.

ELEMENTAL MAGIC

You can change the damage type of one spell into another by spending 2 sorcery points. The damage from the spell and the new damage type must be from one of the following - acid, cold, fire, lightning, or thunder.

ENFORCED SPELL

When you cast a spell, you can increase the power of a spell. To do so, spend a number of sorcery points equal to 1 + the base level of the spell you are casting. You expend the base spell slot of the spell, but it acts as a spell that is cast with one spell slot higher.

This metamagic cannot be used on spells that have the ritual tag.

FATEFUL MAGIC

Whenever you cast a spell that has multiple damage die, you may reroll any number of them. To do so, you must spend a number of sorcery points equal to 1 + the number of die rerolled.

You must use the new result, even if the die rolls are lower than the previous rolls.

INVISIBLE SPELL

Whenever you cast a spell that has a duration of instantaneous, you can spend 1 sorcery point to make the magical effects become invisible. If a creature has an ability that allows them to see invisible effects or objects, like *see invisibility*, they can see the effects of the spell.

TRANSLOCATE SPELL

Whenever you cast a spell of 1st-level or higher, you can change the starting position of where the spell originates. You must spend 1 sorcery point for every 30 feet away the spell starting position is from you.

WARDING MAGIC

Whenever you cast a spell that would require you to make an ability check as part of casting the spell, you can expend a number of sorcery points and add that to the result.

Examples of spells that require ability checks are *counterspell* and *dispel magic*.

WIDENED SPELL

Whenever you cast a spell that covers an area of effect, you can spend any number of sorcery points. When you do so, the area of effect widens by 5 feet for every 2 sorcery points spent in this way. Examples of area of effect are cones, cubes, cylinders, lines, and spheres.



WARLOCK

"Why stay blind and ignorant to a world full of power, when everyday it beckons to be taken?"

Magic is hidden away, being too powerful for the weak minded. Warlocks attempt to discover these dark rituals, bringing their origins to fruition. As their hunger for hidden information grows, so too does their craving of self-destruction.

Where a wizard would find a clear sign of danger and stay away, a warlock would risk life, limb, and sanity for a glimpse. Those around them would say it is madness consuming them, where they would retort that it is courage.

PATRON COMMUNICATION

Patrons of warlocks will sometimes communicate with them in interesting ways. Whenever your patron asks of you to do something, when does it occur? Does it even happen? Is it obtrusive thoughts?

See the Patron Communication table for ideas.

PATRON COMMUNICATION

d4 Communication

- 1 Whenever I try to hold a conversation with someone, my patron's voice floods my thoughts. It is hard to pay attention to others because of this
- 2 I only hear my patron in my dreams. It is either blissful dreams, or haunting nightmares.
- 3 Altogether, my patron ignores me, even in my times of need.
- 4 My patron doesn't communicate with their voice. Instead, their message is left everywhere I go. It is up to me to discover its true meaning

PATRONAGE RITUAL

How did your warlock get their powers? What sorts of binding magic had to happen? Did your plea for someone to answer you in your time of need? Did you find an ancient book containing the ritual of patronage? Was you patron passed down from your family tree, communicating with all members of your family? However it may have happened, you can get ideas here.

See the Patronage Ritual for more details.

PATRONAGE RITUAL

d4 Ritual

- 1 I performed a ritual in a black book I found long ago. As long as I follow the ritual correctly, my patron cannot get out of the contract
- 2 My patron came to me as a child. I thought they were a ghost of a loved one, but they have been in contact with my family for generations
- 3 In my time of need, I cried for help. My patron offered the help I needed, but I didn't know the exact details of what was required
- 4 Details of my patron came from a strange gentleman on the streets. It turns out that the stranger was the patron he told me about

OTHERWORLDLY PATRON

At 1st level, a warlock gains the Otherworldly Patron feature. The following options are available to a warlock, in addition to those offered in the *Player's Handbook* and *Xanathar's Guide to Everything*: the Fathom, and the Jotunmagisk.

FATHOM PATRON

Horrors lie below the surface, hiding in the depths of the ocean. Monstrosities, as they are known as to those of the land, but the people that remain close to water revere them. Some people will create pacts with those lurking under the water, perhaps for rescue from a terrible storm, or for safe passage back home. Either way, krakens and hydras will offer what a warlock is looking for.

FATHOM FEATURES

Warlock Level Feature

1st	Expanded Spell List, Essence of Brine
6th	Pelagic Limb
10th	Salt of the Brine
14th	Tidal Wrath

EXPANDED SPELL LIST

The Fathom lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

FATHOM EXPANDED SPELLS

Spell Level Spells

1st	<i>Create or Destroy Water, Fog Cloud</i>
2nd	<i>Alter Self, Misty Step</i>
3rd	<i>Call Lightning, Tidal Wave</i>
4th	<i>Evard's Black Tentacles, Storm Sphere</i>
5th	<i>Awaken, Maelstrom</i>

ESSENCE OF BRINE

At 1st level, when you take this patron, you have learned to live with the ocean. You can move your full speed while swimming, and can now breathe underwater.

PELAGIC LIMB

At 6th level, you have the ability to conjure a tentacle from the depths of the ocean. As an action, you may select an area you can see within 30 feet of you. A tentacle or limb of a monstrous creature bursts through that selected area from an extraplanar space.

Any creature of your choice within 10 feet of the selected area must make a Strength saving throw. On a failure, the creature is grappled and their speed is reduced to 0. On a success, the creature is not grappled.

When the extraplanar space is opened or while the tentacle is grappling a creature, 10 gallons of ocean water pour to the ground, as if the *create or destroy water* spell had been cast.

Once you use this feature, you cannot until you finish a short or long rest.

SALT OF THE BRINE

Once you reach 10th level, your presence causes metal items to rust and eat away. As an action, you can emit a 10 foot radius of salty mist to surround you.

Any metal items within the radius, including armor or weapons, gather rust at the end of your turn. If a creature attacks with a rusted weapon, it counts as an improvised weapon. If the creature is wearing rusted armor, the base AC given from the armor is reduced by 1 at the end of every one of your turns, as long as they are within your radius.

If a metal item is removed from your radius, it is no longer rusted after 1 hour. The amount of rounds this effect lasts is equal to 1 + your Charisma modifier.

Once you use this feature, you cannot again until you finish a short or long rest.

TIDAL WRATH

Finally at 14th level, you can command the ocean to drown those that oppose you. Whenever you use your Pelagic Limb feature, you can bring forth a downpour of water that appears from the extraplanar space.

All creatures within 60 feet radius of the extraplanar space must make a Strength saving throw, except for you. On a failure, the creature takes 4d6 cold damage and 4d6 bludgeoning damage. In addition, creatures that fail are knocked prone from the massive tidal waves.

Creatures that succeed the Strength saving throw take half as much damage and are not knocked prone. Creatures that are of Huge size or bigger automatically succeed this Strength saving throw.

After the saving throw, the 60 foot radius is considered difficult terrain for rounds equal to your Charisma modifier, as the water makes the ground slick.

JOTUNMAGISK PATRON

This patron is a powerful humanoid of size that makes most uncomfortable. Being of around 20 feet in height, this large creature varies amongst the others in terms of location, hues, temperature and alignment, but one thing is true for them - they're bound to a social hierarchy. This Ordning, as the giants call it, is an order of who is in charge, set by the Giant Deity Annam. Usually, giantkind look down upon the smallfolk, but you have taken a pact with a giant as your patron.

JOTUNMAGISK FEATURES

Warlock Level	Feature
1st	Expanded Spell List, Jotunkrigga (1 element)
6th	Seirslag, Jotunkrigga (2 elements)
10th	Jotunkappe, Jotunkrigga (3 elements)
14th	Uvaskold, Jotunkrigga (4 elements)

EXPANDED SPELL LIST

The Jotunmagisk lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.



JOTUNMAGISK EXPANDED SPELLS

Spell Level Spells

1st	<i>Absorb Elements, Feather Fall</i>
2nd	<i>Enlarge/Reduce, Maximillian's Earthen Grasp</i>
3rd	<i>Call Lightning, Sleet Storm</i>
4th	<i>Fire Shield, Storm Sphere</i>
5th	<i>Control Winds, Maelstrom</i>

JOTUNKRIGGA

At 1st level, you've taken a pact with a giant, becoming a warrior of giants. You count as one size larger when determining your carrying capacity, and the weight you can push, drag or lift.

In addition, you have resistance to one damage type of your choice – cold, fire, lightning, or thunder. You will select an additional resistance from that list at 6th level, again at 10th level, and the last one at 14th level. When you do so, you must choose a different damage type.

SEIRSLAG

At 6th level, the abilities of giantkind combat has been ingrained into your mind. You become proficient with the following weapons if you are not already – greataxe, greatclub, greatsword, morningstar, spear, and tridents.

Whenever you use a weapon from this feature that has the **Two-Handed** property, you can instead use the weapon with just one hand.

If the weapon has the **Versatile** property, you can take the higher weapon damage die even though you only use one hand.

Lastly, if the weapon has the **Heavy**, you can ignore the penalties if you are a Small sized creature or smaller.

JOTUNKAPPE

Once you reach 10th level, the power that has been given to you by your giant patron has affected your body, so much that you've adapted to harsh environments. You no longer suffer penalties from extreme cold, extreme heat, high altitudes, or crushing pressure of the ocean.

UVARSKOLD

Finally, at 14th level, you have the ability to rebuke those that strike at you with lightning, just like the storm giants you've seen. Whenever you are hit by a melee attack that you can see, you can use your reaction to have electricity crackle around you. All creatures within 10 feet of you must make a Dexterity saving throw. On a failure, the creature takes 8d8 lightning damage, or half as much on a success.

Once you use this feature, you cannot use it again until you finish a rest.

WARLOCK INVOCATIONS

Warlocks can be found in any walk of life, not fully understanding the power that they are bargaining with. Sometimes, the power could be a friendly fey creature, but how many warlocks can you count that happen to be that? Too few.

Rather, usually corrupted or dark pacts are made in which the warlock loses a part of themselves. Can you blame them for their reasons though? Wizards take years of study to attain magic, sorcerers are born into casting spells, and some people are gaining the ability through nature or divine powers. Becoming a warlock is the quick and easy way.

I have ran into packs of warlocks before, and even got close with a couple. One of which, I would consider a warlock, was Father Time himself! He had amnesia for a few months, but once he got his hourglass and unlocked its potential, he remembered exactly who he was!

After all my studying, here are a few things that warlocks have. I personally call them "invocations", as these strange powers are invoked by their patron!

BLAST OF BRINE

Prerequisite: Fathom Patron

Whenever you cast *eldritch blast*, you can change any number of separate beams into cold damage.

ELDRITCH ARMY

Prerequisite: 5th level

As an action, you may select one target creature that you can see within 30 feet of you and has died within the past minute. The target is under the effects of the *animate dead* spell - without expending a spell slot or material components. You must finish a long rest before you can use this invocation on the same creature again.

ELDRITCH CAPE

As a reaction, whenever you or someone within 5 feet of you rolls a saving throw against a magical effect, you may add 1d4 to the result. Declare this ability after the saving throw is rolled but before the DM declares the effect.

ELDRITCH DAMNATION

As a bonus action, you may either cast *hex* without expending a spell slot or material components, or select a target with the Hexblade's curse feature. You can use this feature a number of times equal to your Charisma modifier, per day.

FJELLFANGER

Prerequisite: Jotunmagisk Patron

Whenever an object that is not shot from a weapon, such as a cannonball or boulder, is fired at you, you may roll 2d8 and reduce the damage from the object. If the damage is reduced to 0, you successfully catch it or stop it.

ILDSVERD

Prerequisite: Jotunmagisk Patron

You can cast the *seering smite* spell once per day, without expending a spell slot or material components.

INK CLOUD

Prerequisite: Fathom Patron

You can cast the *fog cloud* spell once per day, without expending a spell slot or material components at 1st level.

JOTUNBROR

Prerequisite: Jotunmagisk Patron

You can cast the *enlarge/reduce* spell once per day, without expending a spell slot or material components. The target can only be yourself when cast in this way.

KAPPASKOD

Prerequisite: Jotunmagisk Patron, 5th level

You can cast the *fog cloud* or *feather fall* spell once per day, without expending a spell slot or material components at 1st level.

KRAKEN'S COMMUNE

Prerequisite: Fathom Patron, 5th level

As an action, you can telepathically speak with any creature within 120 feet of you and have a conversation. You do not need to share a common language, but the creature must be able to speak at least one language.

If you decide to, you can further probe into the creature's mind, implanting a suggestion or idea. The creature must make a Wisdom saving throw. On a failure, the creature is under the effects of the *suggestion* spell. On a success, the creature is not affected and is immune to any similar effects by you for the next 24 hours.

KRAKEN'S LIGHTNING

Prerequisite: Fathom Patron, 15th level

You can cast the *call lightning* spell once per day, without expending a spell slot once per day. You do not need to maintain concentration on this spell if your patron is on the same plane of existence as you.

SEPARATED SPELLS

Prerequisite: 5th level

Whenever you cast a cantrip that would deal an additional die, you can instead make an additional separate attack on another target. The damage die is now only a single die. At 11th level, you can make three separate attacks, each at one damage die, and at 17th level, you can make four separate attacks, each at one damage die. This cannot be used at the same time Splintered Spells is used.

OCEANIC ESSENCE

Prerequisite: Fathom Patron

As an action, you can make up to 10 gallons of sea water into pure, drinkable water. Once you use this feature, you cannot again until you finish a rest.

SKYEHJERTE

Prerequisite: Jotunmagisk Patron, 5th level

You have a flying speed equal to your walking speed for one minute. If this feature ends while you are in the air, you fall 60 feet per round until you are stopped or hit the ground. If you do hit the ground, you take 1d6 bludgeoning damage per 10 feet you fall, up to 10d6 bludgeoning damage.

Once you use this feature, you cannot until you finish a rest.

SPEECH OF SAND

Prerequisite: Fathom Patron

You learn the Primordial language, able to read, write and speak it and its four dialects - Aquan, Auran, Ignan, and Terran.

SPLINTERED SPELLS

Prerequisite: 5th level

Whenever you cast a cantrip that would damage only one target, you can have the effect splinter off the target. Any creature within 5 feet of the original target must make a Dexterity saving throw. On a failure, they take half the damage the original creature took. On a successful save, the creature takes no damage. This cannot be used at the same time Separated Spells is used.

STEINSKOLD

Prerequisite: Jotunmagisk Patron, 5th level

You can cast the *stoneskin* spell once per day, without expending a spell slot or material cost at 4th level.

TREASURE DIVER

Prerequisite: Fathom Patron

If an object is destroyed by rotting due to water or the immense pressure of the ocean, you can spend 1 hour touching the object to repair it. The object cannot be over 5 feet in any direction.

TUSENISE

Prerequisite: Jotunmagisk Patron, 10th level

You can cast the *cone of cold* spell once per day, without expending a spell slot or material cost at 5th level.

VAERVADAR

Prerequisite: Jotunmagisk Patron, 15th level

You can cast the *chain lightning* spell once per day, without expending a spell slot or material cost at 6th level.

VOICE OF THE KRAKEN

Prerequisite: Fathom Patron, 10th level

As an action, you can have your patron speak through you, audible up to 300 feet. Any creature that hears this must make a Charisma saving throw. On a failure, the creature is frightened for 1 minute and is able to repeat the saving throw at the beginning of its turn. On a success, the creature is not affected and cannot be frightened by this invocation for 24 hours. The words spoken are in your choice of either Abyssal, Infernal or Primordial.

Once you use this feature, you cannot again until you finish a rest.



WIZARD

"Knowledge comes with responsibility. Do you have the ability to do what is right or will you be consumed by the evil that closely follows?"

Where sorcerers innately cast magic, wizards are the ones who consistently practice what they do, taking notes on their research. Because of this, their scribbles make up their spellbook.

It is said that very few wizards actually existed until recently. That seems very hard to believe at first because there are still small numbers of them that currently exist. Guilds, such as the Arcane Brotherhood, came together to compile a list of all the known spells that are recommended, helping forge other wizards in their studies.

Unfortunately, the length of study that occurs is immense, and wizards lose the most precious resource available to them: time. Most recognize this, but few take the transformation into powerful undead creatures that live forever.

ARCANE FOCUS

Wizards use an object to help concentrate and cast the spells. This item is called an arcane focus. Where did they get their focus? Was it passed down from an older wizard to you? Did you go out and purchase it on a whim? Were you drawn to it?

Use the Arcane Focus table to get more information.

ARCANE FOCUS

d4 Focus

- 1 I received my arcane focus from my mentor as a gift
- 2 I purchased the arcane focus after losing my last one
- 3 My arcane focus is an heirloom from my family
- 4 I found it at a strange travelling merchant cart

SPELLCASTING STYLE

Wizards study various spells in order to get an understanding of the basic concepts. They will spend hours doing so, pouring over ancient tomes, scribbling notes. Each wizard makes the spells they know their own, in some sort of fashion. How do you perform the spells?

Use the Spellcasting Style table below for inspiration.

SPELLCASTING STYLE

d4 Style

- 1 Whenever I cast a spell that requires verbal components, I tend to shout them in excitement
- 2 If there is a visual aspect to a spell, I try to make it over the top and flashy
- 3 I fling my arms wildly whenever a spell requires a somatic component
- 4 I make up complex somatic or verbal components to spells in the moment, even if they are not required to cast the spell

ARCANE TRADITION

At 2nd level, a wizard gains the Arcane Tradition feature. The following Chaos Magic option is available to a wizard, in addition to the options offered in the *Player's Handbook* and *Xanathar's Guide to Everything*.

CHAOS MAGIC TRADITION

Not a school of wizards in itself, but is a term of wizards that were not properly trained in a school of magic. Because of this, Chaos Wizards do not understand the principles of magic and the core structure of casting spells. Instead, they experiment with magic, but often with more than they bargained for. Chaos tradition wizards are wizards in the lightest sense possible - they have a spellbook that their notes are written in, but lack the formal education that any ordinary wizard would have.

CHAOS MAGIC FEATURES

Wizard Level Feature

- | | |
|------|----------------------------------|
| 2nd | Chaos Savant, Arcane Instability |
| 6th | Elemental Shift |
| 10th | Adaptive Chaos |
| 14th | Champion of Change |

CHAOS SAVANT

Beginning when you select this tradition at 2nd level, whenever you attempt to copy a spell into your spellbook, you must roll on the Chaos Savant table below.

CHAOS SAVANT TABLE

d20 Effect

- | | |
|-------|--|
| 1/20 | The spell is transcribed directly into your spellbook, without a cost nor time spent |
| 2/19 | The spell is transcribed at twice the amount of time |
| 3/18 | The spell is transcribed at the normal cost and amount of time |
| 4/17 | The spell is transcribed at twice the cost |
| 5/16 | The spell is transcribed at twice the cost and half the amount of time |
| 6/15 | The spell is transcribed at twice the amount of time and half the cost |
| 7/14 | The spell is transcribed at half the cost |
| 8/13 | The spell is transcribed at the normal cost and amount of time |
| 9/12 | The spell is transcribed at half amount of time |
| 10/11 | The spell is too difficult to transcribe, preventing you from ever transcribing this spell |

ARCANE INSTABILITY

Starting at 2nd level, your spells either become too weak or too strong when you cast them. Whenever you cast a spell of first level or higher, you may roll Xd6, where X is the spell level.

For every 1 that you roll in this way, treat the spell as one level less. For every 6 that you roll in this way, treat the spell as one level higher. Any other roll in this way does not affect the spell level outcome.

If the spell level would fall below 1, the spell instantly fails. You expend the spell slot that the spell was originally casted at, not the final spell level outcome.

You can use this feature a number of times equal to your Intelligence modifier, per day. Whenever you finish a long rest, you regain any spent uses of this feature.

If you have no uses of this feature and roll a natural 20 on an attack roll or saving throw, you regain one use of this feature.

ELEMENTAL SHIFT

Beginning at 6th level, your spells now vary when cast. Whenever you cast a cantrip, you can change the damage type to its polar opposite.

Use the Elemental Shift table below to figure out what the damage type can be.

You can use this feature equal times to your Intelligence modifier per long rest.



ELEMENTAL SHIFT TABLE

Damage Type	Damage Type
Fire	Cold
Acid	Poison
Force	Psychic
Lightning	Thunder
Radiant	Necrotic

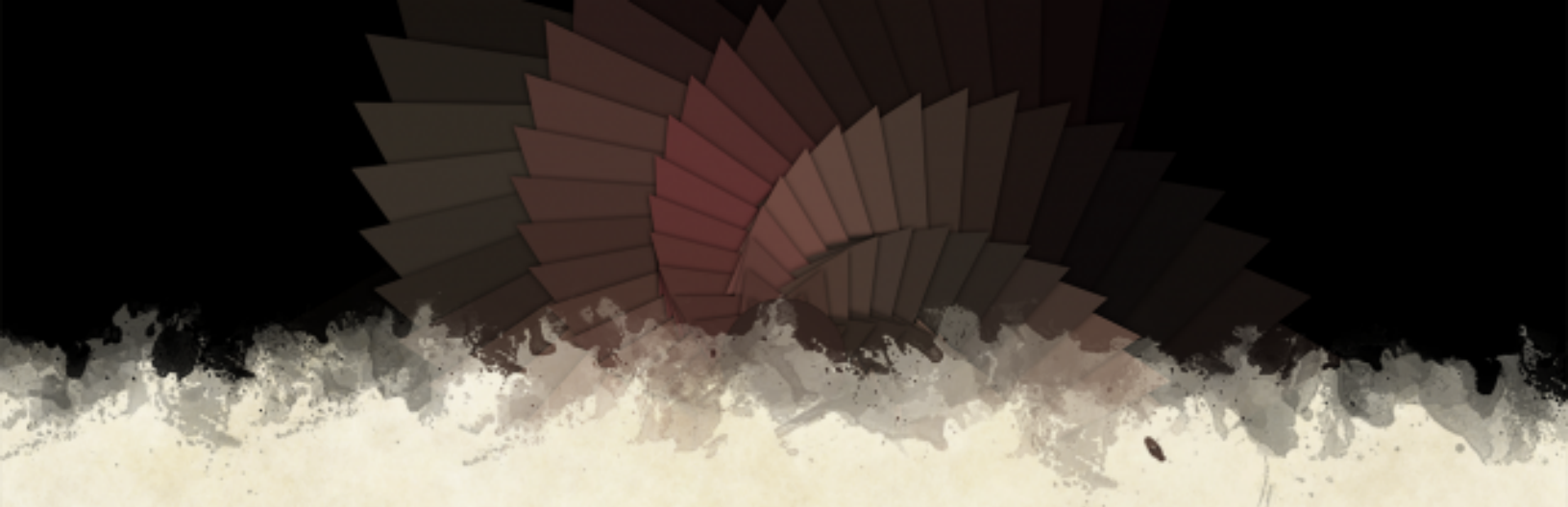
ADAPTIVE CHAOS

At 10th level, you can predict the strength of one of your spells. Whenever you use the Arcane Instability feature, you may reroll Xd6, where X is half of your proficiency bonus.

You must use the new rolls, even if the new results is 1.

CHAMPION OF CHANGE

Finally at 14th level, you can manifest the chaotic powers that be, bending them to your will. Whenever you or another creature within 30 feet of you roll a natural 1 or natural 20 on an attack roll or saving throw, you regain one use of the Arcane Instability feature.



CHAPTER 3: ADVENTURER CLASSES

In my travels, I have seen people take on different types of abilities, and as such, is quite a sight. I've tried to make quick note of all I witnessed, but I'm afraid I might have missed information. These people seem not to like being interviewed or watched, who knew?

Anyways, I followed close by, trying to stay out of sight. At this point, you're probably wondering how I didn't get caught, aren't you? Well, I did get caught! Many times, in fact! What can I say, I'm not exactly a leaf in the breeze while carrying all my noisy gear!

These classes have brief descriptions, all which can be found below. Talk to your Dungeon Master before you attempt to play one of these, as they may not be fully balanced.

ARTIFICER

An artificer comes in many variants. They often bind arcane studies with their craft, being either of potions, constructs, or a weapon that fires like a bow called a Thunder Cannon. Artificers are generally associated and found with wizards, grouped in the way that they study. When an artificer is depicted, it can often be a little gnome, tinkering away, much like my friend Draper, and her construct Felipe!

There are three variants - the Alchemist, the Construct Crafter, and the Gunsmith - each performing a special trade.

DEATH KNIGHT

The death knight is said to be an unholy binding of a fallen warrior or paladin, and infused with necrotic energies. Once this occurs, there is little that can stop a death knight on their quest. This knight of darkness and decay amplifies their battlefield prowess by utilizing the runes that they carve into armor and weapons.

Four types of death knights occur - Blood, Disease, Frost and Unholy - specializing in a way to cause paranoia and fear wherever they go.

MAGUS

A soldier on the battlefield, first and foremost. A magus is often promoted into the position to learn magic. After the rigorous studying that happens, the magus is finally able to cast magic, used to be a team leader and command a small group of 4 to 5.

A magus may go to a school to learn their magic, much like a wizard does. In this regard, they share similar spell lists. The difference is that while a wizard consistently learns just magic, the magus splits their time between both magic and the theories of war. This in turn gives them the ability to use weapons and armor, but is limited to 5th level spells as an arcane caster.

The schooling that each magus gets falls back to four different thoughts, each one that blends two types of magic. These traditions are as follow - Consuming, Distorting, Fabricating, and Protection.

ORACLE

Those that experience a traumatic event often find themselves infused with a magic that they had not before. Often times, an oracle is mistaken as crazed old wizards that mumble about bizarre occurrences. It seems as though the cosmos itself grants the magic as a sort of offering to make up for what happened.

Oracles live with a burden or curse, unlike most others. Whether or not an oracle sees this as such, is up to you.

I've found four different types of oracles so far - Grave Whisperers, Void Mind, Sightless Seer and Star Soul.

CLASSES TABLE

Name	Description	Hit Die	Saving Throw Proficiencies	Armor and Weapon Proficiencies
Artificer	Someone who blends arcane magic with technology	D8	Constitution & Intelligence	Light and medium armor, simple weapons
Death Knight	A paladin whose oath was so much a part of them that they rose back to life	D10	Charisma & Constitution	All armor, shields, and all weapons
Magus	A warrior that is formally taught magic, used on the battlefield	D8	Constitution & Intelligence	Light and medium armor, shields, all weapons
Oracle	A person who had a traumatic experience, which fuels their magic	D6	Charisma & Intelligence	None

MULTICLASSING

Multiclassing allows you to gain levels in multiple classes. Doing so lets you mix the abilities of those classes to realize a character concept that might not be reflected in one of the standard class options.

With this rule, you have the option of gaining a level in a new class whenever you advance in level, instead of gaining a level in your current class. Your levels in all your classes are added together to determine your character level. For example, if you have three levels in wizard and two in fighter, you're a 5th-level character.

As you advance in levels, you might primarily remain a member of your original class with just a few levels in another class, or you might change course entirely, never looking back at the class you left behind. You might even start progressing in a third or fourth class.

Compared to a single-class character of the same level, you'll sacrifice some focus in exchange for versatility.

PREREQUISITES

To qualify for a new class, you must meet the ability score prerequisites for both your current class and your new one, as shown in the Multiclassing Prerequisites table.

For example, a cleric who decides to multiclass into the oracle class must have both Intelligence and Wisdom scores of 13 or higher.

Without the full training that a beginning character receives, you must be a quick study in your new class, having a natural aptitude that is reflected by higher-than-average ability scores.

One extra prerequisite is for the death knight class. You cannot multiclass into death knight if you are a paladin. Instead, if you are a paladin and are successfully resurrected from death, you can choose to instead replace all of your paladin levels with an equal amount of death knight levels.

MULTICLASSING PREREQUISITES

Class	Ability Score Minimum
Artificer	Intelligence 13
Death Knight*	Constitution 13
Magus	Intelligence 13
Oracle	Intelligence 13

PROFICIENCIES

When you gain a level in a class other than your first, you gain only some of that class's starting proficiencies, as shows in the Multiclassing Proficiencies table.

MULTICLASSING PROFICIENCIES

Class Proficiencies Gained

Artificer One tool of your choice

Death Knight Light armor, medium armor, shields, simple weapons, martial weapons

Magus Light armor, medium armor, shields, simple weapons, martial weapons

Oracle -

CLASS FEATURES

When you gain a new level in a class, you get its features for that level. A few features, however, have additional rules when you're multiclassing: Extra Attack, and Spellcasting.

EXTRA ATTACK

If you gain the Extra Attack class feature from more than one class, the features don't add together. You can't make more than two attacks with this feature unless it says you do (as the fighter's version of Extra Attack does). Similarly, the warlock's eldritch invocation Thirsting Blade doesn't give you additional attacks if you also have Extra Attack.

SPELLCASTING

Your capacity for spellcasting depends partly on your combined levels in all spellcasting classes and partly on your individual levels in those classes. Once you have the Spellcasting feature from more than one class, use the rules in the *Player's Handbook* on page 164 to determine what you can do.

Spell Slots. You determine your available spell slots by adding together all your levels in the oracle class, and half of your levels in the artificer and magus classes.

Rune Magic. If you have both the Spellcasting class feature and the Rune Magic feature from the death knight class, you treat it as the same rules as the Pact Magic class feature from the warlock. These rules can be found in the *Player's Handbook* on page 164.



ARTIFICER

"Do you find it odd that a majority of magical items were created a long time ago? The craft of Artificers nearly died out. I'm here to bring it back."

The makers of magically infused items, artificers are widely known for their inventiveness. Gnomes are most commonly associated with artificers, as they have an uncommon talent and love for inventing.

Like wizards, artificers see magic as a complex code that needs deciphering. Once done, it can be applied through a series of formulas, studying and practice.

Though they focus on marvelous new magical items, spells are often times created based off of their findings. This being said, object creation is their first priority.

CRAFTERS OF TECHNOLOGY

As stated, an artificer reigns supreme on all things constructed. These can vary from supervising large sewage systems for a city, to being tasked on building an iron golem.

They see the world as a means of advancement. Where a druid may think that the natural world is perfect as it is, the artificer is always coming up with new ideas on how to improve on it. Many of the creations an artificer may come up with will impact civilization in a positive way. This can then put a guild of artificers and a circle of druids at opposition.

ARCANE USERS

Not all creations are as mundane as a windmill. Artificers have the ability to imbue arcane magic into the devices they build. This in itself can vary a large amount.

One example of this can be found by tinker gnomes. Their nimble hands and love of experimentation has lead into a toy mechanical toys that you can wind up. Taken to the extreme, an artificer can seemingly imbue life into a mechanical construct, much like a stone golem or shield guardian.

This doesn't stop here for artificers when dealing with arcane matters. After enough time, they can give tiny gems the power to unleash spells when used. At first, they may look like an arcane focus, but when the sword and shield wielding fighter can fly on their own, it catches many off guard.

CREATING AN ARTIFICER

As you build an artificer, the most important question to consider is what got you into the life? Not all can understand the finer workings of technology, let alone magic.

Once you have an idea, then begin to think of how this may affect the world you live in. Because of your work, is there now an increase in little odd devices? Do you now have a rival craftsman who wants nothing more than for you to lose all your business? Do outsiders find your work unnatural?

QUICK BUILD

You can make an artificer quickly by following these suggestions. First, Intelligence should be your highest ability score, followed by Constitution or Wisdom. Second, take the guild artisan background.

CLASS FEATURES

As an artificer, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per level

Hit Points at 1st level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per artificer level after 1st

PROFICIENCIES

Armor: Light and medium armor

Weapons: Simple weapons

Tools: Thieves' tools, one other tool of your choice

Saving Throws: Constitution, Intelligence

Skills: Choose three from Arcana, Deception, History, Investigation, Medicine, Nature, Religion, Sleight of Hand

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a handaxe and light hammer or (b) two simple weapons
- a light crossbow and 20 bolts
- (a) scale mail or (b) leather armor
- thieves' tools and a dungeoneer's pack

ARTIFICER

Level	Proficiency Bonus	Features	Spells Known	1st level	2nd level	3rd level	4th level	5th level
1st	+2	Artificer Advancement, Tool Expertise	0	0	0	0	0	0
2nd	+2	Magic Item Analysis, Spellcasting	2	2	0	0	0	0
3rd	+2	Artificer Advancement	3	3	0	0	0	0
4th	+2	Ability Score Improvement	3	3	0	0	0	0
5th	+3	Infuse Magic, Wondrous Invention	4	4	2	0	0	0
6th	+3	—	4	4	2	0	0	0
7th	+3	Artificer Advancement	5	4	3	0	0	0
8th	+3	Ability Score Improvement	5	4	3	0	0	0
9th	+4	Wondrous Invention	6	4	3	2	0	0
10th	+4	—	6	4	3	2	0	0
11th	+4	Artificer Advancement, Superior Attunement	7	4	3	3	0	0
12th	+4	Ability Score Improvement	7	4	3	3	0	0
13th	+4	Wondrous Invention	8	4	3	3	1	0
14th	+4	—	8	4	3	3	1	0
15th	+4	Artificer Advancement	9	4	3	3	2	0
16th	+4	Ability Score Improvement	9	4	3	3	2	0
17th	+4	Wondrous Invention	10	4	3	3	3	1
18th	+4	—	10	4	3	3	3	1
19th	+4	Ability Score Improvement	11	4	3	3	3	2
20th	+4	Mind of the Artificer, Wondrous Invention	11	4	3	3	3	2

ADDITIONAL TABLES

You can use the additional tables to give your character more interaction in the world, or make them stand out among other characters that may be playing.

WORK ETHIC

Artificers have many trades that define who they are, but also their work ethic. Do they do so restlessly, not taking breaks? Do they occasionally tinker with their project, spending days doing nothing in between?

Use the Work Ethic table for more details and inspiration.

WORK ETHIC

d6 Ethic

- 1 I refuse to take any breaks or get distracted while working. It is my priority to complete my task at hand
- 2 If I don't get the task done successfully on the first attempt, I quit in anger and never return back to it
- 3 I am a perfectionist. If I must do something, why not make sure it is as good as it can be?
- 4 I sometimes rush my crafts to get them done. I have too much to do, and never enough time to do it
- 5 I will take my time with my art. I don't mind waiting days for the right inspiration to come to me
- 6 I always find something wrong with my creations. It might take years, but I will apply my new skills to it



TOOL BAG

Tool bags are required for artificers to contain all the tools of their trade, and even more. Just like the number of tools there are in the world, there are as many objects to hold them. Does your artificer have a specific bag that they carry on their person? What does it say about them? Is it organized, or just have things strewn about?

Use the Tool Bag table for inspiration.

TOOL BAG

d4 Bag

- 1 I keep all my tools in a pack that attaches around my waist, and is near my hip for easy access. I never go without it
- 2 I crafted a colorful and artistic satchel, where I toss all my tools without looking
- 3 The tool bag is just a folded-up piece of plain gray cloth with leather straps to hold the tools. It is always organized, and no tool is ever out of place
- 4 My tool bag is an oversized backpack, where I keep every tool. I never throw away anything I might see as useful, even the broken or rusted tools

RIVAL CRAFTSMEN

Being in this field, there is plenty of competition. Those that make specialty goods often find out that someone has joined the business, undercutting their profits. Friendly competitors are always nice, but sometimes there are some that are cut throat and merciless. What sort of rival does your artificer have?

Use the Rival Craftsmen table for inspiration.

RIVAL CRAFTSMEN

d4 Rival

- 1 No matter what I do, there is one person that keeps undercutting my products. They have nearly run me out of business
- 2 I have tried to make the best masterpieces I can, but they are just as good
- 3 My childhood friend works with me. We have friendly wagers on who can craft the better item
- 4 I have yet to be bested by my rival. They are quickly learning though, and that worries me

ARTIFICER ADVANCEMENT

At 1st level, you choose the type of Artificer you are: Alchemist, Construct Crafter, or Gunsmith, all of which are detailed at the end of the class description. Your choice grants you features at 1st level and again at 3rd, 7th, 11th, and 15th level.

TOOL EXPERTISE

Also, at 1st level, your proficiency bonus is doubled for any ability check you make that uses any of the tool proficiencies you gain from this class.

MAGIC ITEM ANALYSIS

Starting at 2nd level, your understanding of magic items allows you to analyze and understand their secrets. You know the artificer spells *detect magic* and *identify*, and you can cast them as rituals. You don't need to provide a material component when casting *identify* with this class feature.

SPELLCASTING

As part of your study of magic, you gain the ability to cast spells at 2nd level. The spells you learn are limited in scope, primarily concerned with modifying creatures and objects or creating items.

SPELL SLOTS

The Artificer table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

SPILLS KNOWN OF 1ST LEVEL AND HIGHER

You know two 1st-level spells of your choice from the artificer spell list (which appears at the end of this document). The Spells Known column of the Artificer table shows when you learn more artificer spells of your choice from this feature. Each of these spells must be of a level for which you have spell slots on the Artificer table.

Additionally, when you gain a level in this class, you can choose one of the artificer spells you know from this feature and replace it with another spell from the artificer spell list. The new spell must also be of a level for which you have spell slots on the Artificer table.

SPELLCASTING ABILITY

Intelligence is your spellcasting ability for your artificer spells; your understanding of the theory behind magic allows you to wield these spells with superior skill. You use your Intelligence whenever an artificer spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for an artificer spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Intelligence modifier

Spell attack modifier = your proficiency bonus + your Intelligence modifier

SPELLCASTING FOCUS

You can use an arcane focus as a spellcasting focus for your artificer spells. See Chapter 4, "Equipment," in the *Player's Handbook* for various arcane focus options.

ABILITY SCORE IMPROVEMENT

When you reach 4th, 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

INFUSE MAGIC

Starting at 5th level, you gain the ability to channel your artificer spells into objects for later use. When you cast an artificer spell with a casting time of 1 action, you can increase its casting time to 1 minute. If you do so and hold a nonmagical item throughout the casting, you expend a spell slot, but none of the spell's effects occur.

The spell transfers into that item for later use if the item doesn't already contain a spell from this feature. Any creature holding the item thereafter can use an action to activate the spell, as long as the creature has an Intelligence score of at least 6.

The spell is cast using your spellcasting ability, targeting the creature that activates the item. If the spell targets more than one creature, the creature that activates the item selects the additional targets. If the spell has an area of effect, it is centered on the item. If the spell's range is self, it targets the creature that activates the item. If the spell requires concentration, the item itself maintains the concentration.

When you infuse a spell in this way, it must be used within 8 hours. After that time, its magic fades and is wasted.

You can have a limited number of infused spells at the same time. The number equals your Intelligence modifier.

WONDROUS INVENTION

Also, at 5th level, you gain the use of a magic item that you have crafted. Choose one wondrous item in the *Dungeon Master's Guide* that has a rarity of uncommon or lower.

Crafting an item is a difficult task. When you gain a magic item from this feature, it reflects long hours of study, tinkering, and experimentation that allowed you to finally complete the item. You are assumed to work on this item in your leisure time and to finish it when you level up.

You complete another item of your choice when you reach certain levels in this class: 9th level is an uncommon or lower item, 13th and 17th levels are rare or lower items, and 20th level is a very rare item or lower.

SUPERIOR ATTUNEMENT

At 11th level, your superior understanding of magic items allows you to master their use. You can now attune to up to four, rather than three, magic items at a time.

At 20th level, this limit increases to five magic items.

MIND OF THE ARTIFICER

At 20th level, your understanding of magic items is unmatched, allowing you to mingle your mind with items linked to you. If you fail a Constitution saving throw in order to maintain concentration on a spell, you can choose to succeed instead, once per rest.

In addition, you gain a +1 bonus to all saving throws per magic item you are currently attuned to.

ARTIFICER ADVANCEMENTS

Artificers from around the world practice differently, each coming from a new train of thought. Called artificer advancements, the three most common ones practiced are alchemists, construct crafters, and gunsmiths.

ALCHEMIST

An alchemist is a master of combining foreign ingredients with exotic reactive mixtures to produce one final outcome. This can be anything from a philter that protects whoever drinks it, a small digestible paper that wards off death, or even magical fires in a bottle.

MASTER ALCHEMIST

When you choose this artificer advancement at 1st level, you gain proficiency with the alchemist's supplies and the herbalism kit. Whenever you attempt to identify a potion or poison with the alchemist's supplies or herbalism kit, you may do so during a short rest.

ALCHEMIST'S SATCHEL

At 1st level, you craft an Alchemist's Satchel, a bag of reagents that you use to create a variety of concoctions. The bag and its contents are both magical, and this magic allows you to pull out exactly the right materials you need for your Alchemical Formula options, described below. After you use one of those options, the bag reclaims the materials.

If you lose this satchel, you can create a new one over the course of three days of work (eight hours each day) by expending 100 gp worth of leather, glass, and other raw materials.

ALCHEMICAL FORMULA

At 1st level, you learn three Alchemical Formula options: Alchemical Fire, Alchemical Acid, and one other option of your choice. You learn three additional formulas of your choice at 3rd, 7th, 11th, and 15th levels.

To use any of these options, your Alchemist's Satchel must be within reach. If an Alchemical Formula option requires a saving throw, the DC is 8 + your proficiency bonus + your Intelligence modifier.

ALCHEMICAL FIRE

As an action, you can reach into your Alchemist's Satchel, pull out a vial of volatile liquid, and hurl the vial at a creature, object, or surface within 30 feet of you (the vial and its contents disappear if you don't hurl the vial by the end of the current turn). On impact, the vial detonates in a 5-foot radius. Any creature in that area must succeed on a Dexterity saving throw or take 1d6 fire damage.

This formula's damage increases by 2d6 when you reach certain levels in this class: 5th level (3d6), 11th level (5d6), and 17th level (7d6).

ALCHEMICAL ACID

As an action, you can reach into your Alchemist's Satchel, pull out a vial of acid, and hurl the vial at a creature or object within 30 feet of you (the vial and its contents disappear if you don't hurl the vial by the end of the current turn). The vial shatters on impact. A creature must succeed on a Dexterity saving throw or take 1d6 acid damage. An object automatically takes that damage, and the damage is maximized.

This formula's damage increases by 2d6 when you reach certain levels in this class: 5th level (3d6), 11th level (5d6), and 17th level (7d6).

BAG OF BELLOWS

As an action, you can reach into your Alchemist's Satchel, pull out a leather bag, and open the bag in a direction (the bag and its contents disappear if you don't open the bag by the end of the current turn). Opening the bag is similar to a *gust* cantrip, and you may select one option of which to use. Keeping the bag open requires a bonus action on each successive turn, and you may choose a different effect. You must use both hands to keep the bag open.

BOTTLE OF LIGHTNING

As an action, you can reach into your Alchemist's Satchel, pull out a glass bottle of captured lightning, and uncork the bottle towards a creature or object within 30 feet of you (the bottle and its contents disappear if you don't uncork the bottle by the end of the current turn). All creatures within a 30 foot by 5 foot line must succeed on a Dexterity saving throw or take 1d4 lightning damage. A wall will reflect the lightning bolt into a random direction.

This formula's damage increases by 2d4 when you reach certain levels in this class: 5th level (3d4), 11th level (5d4), and 17th level (7d4).

CONCOCTION OF COOLING

As an action, you can reach into your Alchemist's Satchel, pull out a vial of light blue liquid, and hurl the vial at a creature or object within 30 feet of you (the vial and its contents disappear if you don't hurl the vial by the end of the current turn). The vial shatters on impact. A creature must succeed on a Dexterity saving throw or take 1d6 cold damage and reduce their movement speed by 10 feet until the end of their next turn.

An object automatically takes that damage, and the damage is maximized. An area that has the liquid contents from this vial has large ice crystals form in a 5 foot square, and can freeze water.

This formula's damage increases by 2d6 when you reach certain levels in this class: 5th level (3d6), 11th level (5d6), and 17th level (7d6).

HEALING DRAUGHT

As an action, you can reach into your Alchemist's Satchel and pull out a vial of healing liquid. A creature can drink it as an action to regain 1d8 hit points. The vial then disappears. Once a creature regains hit points from this alchemical formula, the creature can't do so again until it finishes a long rest. If not used, the vial and its contents disappear after 1 hour. While the vial exists, you can't use this formula.

This formula's healing increases by 2d8 when you reach certain levels in this class: 5th level (3d8), 11th level (5d8), and 17th level (7d8).

MIXTURE OF WARDING

As a bonus action, you can reach into your Alchemist's Satchel and pull out a flask filled with a bright, orange liquid. As an action, a creature can drink it. Doing so grants the creature resistance to one non-magical damage type of their choice for 1 minute, and the flask disappears. If not used, the flask and its contents disappear after 1 minute.

After using this formula, you can't do so again for 1 minute.

PHILTER OF RESISTANCE

As a bonus action, you can reach into your Alchemist's Satchel and pull out a philter filled with a foggy, gray liquid. As an action, a creature can drink it. Doing so grants the creature resistance to one magical damage type of their choice for 1 minute, and the vial disappears. If not used, the philter and its contents disappear after 1 minute.

After using this formula, you can't do so again for 1 minute.

SMOKE STICK

As an action, you can reach into your Alchemist's Satchel and pull out a stick that produces a thick plume of smoke. You can hold on to the stick or throw it to a point up to 30 feet away as part of the action used to produce it. The area in a 10-foot radius around the stick is filled with thick smoke that blocks vision, including darkvision. The stick and smoke persist for 1 minute and then disappear.

After using this formula, you can't do so again for 1 minute.

SWIFT STEP DRAUGHT

As a bonus action, you can reach into your Alchemist's Satchel and pull out a vial filled with a bubbling, brown liquid. As an action, a creature can drink it. Doing so increases the creature's speed by 20 feet for 1 minute, and the vial disappears. If not used, the vial and its contents disappear after 1 minute.

After using this formula, you can't do so again for 1 minute.

TABLET OF DEATH DEFYING

As a bonus action, you can reach into your Alchemist's Satchel and pull out a small blue paper strip. As an action, a creature can place it under their tongue. Doing so grants the creature advantage on death saving throws for 1 minute. After one minute, the tablet dissolves and the benefits are lost.

After using this formula, you can't do so again for 1 minute.

TANGLEFOOT BAG

As an action, you can reach into your Alchemist's Satchel and pull out a bag filled with writhing, sticky black tar and hurl it at a point on the ground within 30 feet of you (the bag and its contents disappear if you don't hurl the bag by the end of the current turn). The bag bursts on impact and covers the ground in a 5-foot radius with sticky goo. That area becomes difficult terrain for 1 minute, and any creature that starts its turn on the ground in that area has its speed halved for that turn.

After using this formula, you can't do so again for 1 minute.

THUNDERSTONE

As an action, you can reach into your Alchemist's Satchel and pull out a crystalline shard and hurl it at a creature, object, or surface within 30 feet of you (the shard disappears if you don't hurl it by the end of the current turn). The shard shatters on impact with a blast of concussive energy. Each creature within 10 feet of the point of impact must succeed on a Constitution saving throw or be knocked prone and pushed 10 feet away from that point.

TONIC OF THE FEYWILD

As a bonus action, you can reach into your Alchemist's Satchel and pull out a tonic filled with a transparent, amber liquid. As an action, a creature can drink it. Doing so grants the creature the ability to cast *misty step* as a bonus action within 1 minute. Once the creature has used *misty step* in this way, the effects of the tonic wear off. If not used, the tonic and its contents disappear after 1 minute.

After using this formula, you can't do so again for 1 minute.

TOXIC TONIC

As an action, you can reach into your Alchemist's Satchel, pull out a vial of green gas, and hurl the vial at a creature or object within 30 feet of you (the vial and its contents disappear if you don't hurl the vial by the end of the current turn). The vial shatters on impact and the gas covers a 10 foot radius, centered on the point of impact. A creature must succeed on a Constitution saving throw or become poisoned.

CONSTRUCT CRAFTER

Focused on blending magic with technology, artificers in this advancement see metal in a way that a necromancer sees a corpse. They often ask themselves why should we not use a resource to advance ourselves and reap the benefits? Construct crafters may build multiple mechanized objects in their lifetime, and is said to be the creators of the first warforged.

MASTER CONSTRUCTOR

When you choose this artificer advancement at 1st level, you gain proficiency with the smith's tools. Whenever you attempt to repair your construct with smith's tools, you may do so during a short rest.

MECHANICAL SERVANT

At 1st level, your research and mastery of your craft allow you to produce a mechanical servant. The servant is a construct that obeys your commands without hesitation and functions in combat to protect you. Though magic fuels its creation, the servant is not magical itself.

Select a Large beast or smaller with a challenge rating of half your proficiency bonus or less, and cannot have a swim or fly speed. The servant uses that beast's game statistics, but it can look however you like, as long as its form is appropriate for its statistics. It has the following modifications:

- It is a construct instead of a beast.
- It can't be charmed.
- It is immune to poison damage and the poisoned condition.
- It gains darkvision with a range of 60 feet if it doesn't have it already.

- It understands the languages you can speak when you create it, but it can't speak.

- It loses its Multiattack feature, if it has one.

The servant obeys your orders to the best of its ability. In combat, it rolls its own initiative and acts on its own.

For each level you gain after 1st, your construct gains an additional hit die and increases its hit points accordingly. Whenever you gain the Ability Score Improvement class feature, you construct's abilities also improve. Your construct can increase one ability score of your choice by 2, or it can increase two ability scores of your choice by 1.

As normal, your construct can't increase an ability score above 20 using this feature unless description specifies otherwise.

If the servant is killed, it cannot be returned to life via normal means, such as with the *revivify* spell, as it has no soul. Instead, over the course of a long rest, you can repair a slain servant if you have access to its body. It returns to life with 1 hit point at the end of the rest. If the servant is beyond recovery, you can build a new one with one week of work (eight hours each day) and 50 gp of raw materials, per artificer level.

CONSTRUCTIVE MODIFICATION

At 3rd level, you can start making replacements to the parts of your construct. Your construct uses statistics based off of your level. Your companion uses your proficiency bonus rather than its own. In addition, it also adds your proficiency bonus to its AC and to its damage rolls.

Lastly, you learn two Constructive Modification options listed below. You learn one additional modification of your choice at 7th, 11th, and 15th levels. Whenever you modify your construct, you must meet the minimum prerequisites. You may replace one Constructive Modification as long as you meet the minimum requirements, spend eight hours and 100 gp to do so.

ADAMANTINE COATING

Prerequisites: 11th level, Construct Strength Score 15

Your construct is covered with an adamantine composite plating. Your construct has resistance to non-magical bludgeoning, piercing and slashing damage.

ARCANE EYES

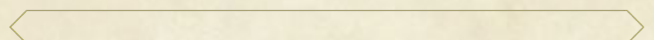
Prerequisites: 7th level

Your construct has a specialized crystal, infused with arcane magic. This pendant is bound with a pendant of your own. As an action, you can see through the eyes of your construct as long as you are within 60 feet of each other. During this time, you are blind and deafened to your own senses.

ARCANE PROCESSING

Prerequisites: 7th level

A specialized piece imbued with arcane magic gives the construct a set of instructions. The construct's Intelligence score becomes 6, allowing the construct to use items from your Infuse Magic feature.



BALLISTA

Prerequisites: 11th level, Construct Strength Score 13

Your construct has a ballista mounted to its shoulder. As an action, the construct makes a ranged weapon attack. On a hit, the ballista bolt deals 3d10 piercing damage, and does maximum damage against an object. The ballista has a normal range of 120 feet, and its maximum range is 480 feet.

After the ballista is fired, only your construct may reload it, which takes a bonus action.

CANNON ARM

Prerequisites: 15th level, Construct Strength Score 15

Your construct has a cannon mounted to its arm. As an action, the construct makes a ranged weapon attack. On a hit, the cannon ball deals 8d10 bludgeoning damage, and does maximum damage against an object. The cannon has a normal range of 600 feet, and its maximum range is 2,400 feet.

After the cannon is fired, only your construct may reload it, which takes an action.

CLOAKING MECHANISM

Prerequisites: 7th level

Your construct has reflective shards that cover the outside of the body, bending perception. Your construct can cast *invisibility* as a 2nd level spell, once per long rest.

CONSTRUCT CAGE

Prerequisites: Harness modification

Your construct is now equipped with a protective cage around the harness. Whenever a creature is the target of an attack and is in the harness of the construct, the creature may choose to have the construct be the target of the attack instead.

CONSTRUCT JEWELRY

Prerequisites: Harness modification

Your construct can fold itself into two decorative pieces of jewelry on your wrists. As a bonus action, you can have the bracelets unfold themselves out, with you inside the harness of your construct. As another bonus action, you can have your construct return into the bracelets, provided that you are inside the harness.

DEPLOY SHIELD

Your construct can fold itself out to protect others behind it. As an action, it can take a stance to become a 5 foot wide by 3 foot tall wall. A creature behind this has half cover from attacks. Your construct cannot move while in this form. Another action can be used to return itself into their previous state.

EXTINGUISHER

Your construct is outfitted with a fire extinguishing system. You construct knows the *control bonfire* and *ray of frost* cantrips. Constitution is the construct's spellcasting ability.

FORCE BARRIER

A magical array has been placed on the construct, granting slight protection. The construct may cast *shield*, once per long rest.

HARNESS

Your construct has a built-in harness. This harness can carry any humanoid as long as they are smaller than the size of your construct.

HYDRAULIC MOTORS

Your construct may push, pull, drag and lift twice as much weight as before. In addition, while your construct has this modification, the construct has a +1 to their Strength score.

INITIATE PROTOCOL

Your construct has a set of predetermined instructions that it can follow. Select two simple instructions that your construct can follow when given orders. Examples of this can be to keep watch at your campsite, to secretly follow a person, or to take itself apart if captured.

MAGNETIC ARMS

Prerequisites: 15th level

Your construct has magnets in their body that they can command. The construct may cast *telekinesis* on a metal object, once per day.

PRECAUTIONARY PROGRAMMING

Prerequisites: 15th level

Your construct has an internal set of instructions for preventing destruction. If your construct would be reduced to 0 hit points from damage, they can instead drop to 1.

Once your construct has used this feature, it cannot again until it finished a long rest.

PROPELLERS

Prerequisites: 7th level

Your construct has a flying and swimming speed of its normal walking speed. If the construct has the **Harness** modification, the construct is able to fly and swim with you.

RAM

Your construct is equipped with a battering ram. As an action, the construct makes a melee weapon attack. On a hit, the ram deals 3d10 bludgeoning damage, and does maximum damage against an object.

SOUND DAMPENERS

You have equipped your construct with internal sound dampeners to help it move silently. Your construct has advantage on Dexterity (Stealth) checks that rely on sound.

VOICE BOX

You have installed a speaker inside your construct. Your construct can now speak Common, along with any language you know.

GUNSMITH

Finally, this artificer tinkers with a hollowed metal tube, capable of firing different projectiles with the help of tiny arcane charges. Known far and wide as gunsmiths, they can often be seen running firework shows, or performing impressive feats of hitting targets that would make a skilled archer blush.

MASTER TINKERER

When you choose this artificer advancement at 1st level, you gain proficiency with the tinker's tools, and learn the *mending* cantrip.

THUNDER CANNON

At 1st level, you forge a deadly firearm inspired by the magical creatures in the world. This firearm uses a combination of arcane magic and your knowledge of engineering called the Thunder Cannon.

You are proficient with the Thunder Cannon. The firearm is a two-handed ranged weapon that deals 2d6 piercing damage. Its normal range is 150 feet, and its maximum range is 500 feet. Once fired, it must be reloaded as a bonus action. If you decide to swap ammunition, the reload takes an action.

If you lose your Thunder Cannon, you can create a new one over the course of three days of work (eight hours each day) by expending 100 gp worth of metal and other raw materials.

ARCANE MAGAZINE

At 1st level, you craft a leather bag used to carry your tools and ammunition for your Thunder Cannon. Your Arcane Magazine includes the powders, lead shot, and other materials needed to keep that weapon functioning.

You can use the Arcane Magazine to produce ammunition for your gun. At the end of each long rest, you can magically produce 20 rounds of ammunition with this magazine. After each short rest, you can produce 10 rounds.

If you lose your Arcane Magazine, you can create a new one as part of a long rest, using 25 gp of leather and other raw materials.

GOBLIN PIERCER

At 3rd level, you have mimicked the way goblins poke and prod with sharpened objects. Your Thunder Cannon has an attached bayonet to the end of it. This bayonet is a two-handed melee weapon that deals 1d10 piercing damage.

Whenever you hit a creature with the bayonet, the target creature must make a Strength saving throw. On a failure, the creature becomes grappled, and you may make one ranged attack with the Thunder Cannon as a bonus action. This ranged attack must be the same target that is grappled by the bayonet.

You can only have one creature grappled at a time with the bayonet.

GIANT'S BOULDER

Starting at 7th level, you can load a cannon ball through your Thunder Cannon. As an action, you can make a special attack with it. Rather than making an attack roll, you cause the gun to unleash a line of destruction, 5-feet wide and 30-feet long. Each creature in that area must make a Dexterity saving throw. On a failed saving throw, a target takes 4d6 bludgeoning damage.

This damage increases by 1d6 when you reach certain levels in this class: 11th level (5d6) and 17th level (6d6).

DRAGON'S BREATH

Starting at 11th level, you can channel energy into your Thunder Cannon that resembles a dragon. As an action, you can make a special attack with it. Rather than making an attack roll, you unleash energy in a 15-foot cone from the gun. Select one of the following damage types - acid, cold, fire, lightning, or poison. Each creature in that area must make a Dexterity saving throw. On a failed saving throw, a target takes 4d6 damage of the energy type, or half on a success.

This damage increases by 2d6 when you reach 17th level (4d6).

EXTENDED CAPACITY

Starting at 15th level, your Thunder Monger has an expanded carrying capacity. It now can fire the standard ammunition twice before being reloaded, and reloading the standard ammunition will reload two bullets.



ARTIFICER SPELL LIST

1ST LEVEL

Alarm
Arcane Arrow
Cure Wounds
Disguise Self
Expeditious Retreat
False Life
Jump
Longstrider
Magnesis
Sanctuary
Shield of Faith

2ND LEVEL

Aid
Alter Self
Arcane Lock
Blur

Communicate Idea
Continual Flame
Darkvision
Enhance Ability
Enlarge/Reduce
Invisibility
Lesser Restoration
Levitate
Magic Weapon
Protection from Poison
Rope Trick
See Invisibility
Spider Climb

3RD LEVEL

Arcane Explosion
Blink
Fly
Frozen Fire

Gaseous Form
Glyph of Warding
Haste
Protection from Energy
Renovate
Revivify
Water Breathing
Water Walk

4TH LEVEL

Absorb Hazard
Arcane Eye
Corrosion
Death Ward
Dimensional Anchor
Fabricate
Freedom of Movement
Leomund's Secret Chest

Mordenkainen's Faithful Hound
Mordenkainen's Private Sanctum
Otiluke's Resilient Sphere
Spell Storage
Stone Shape
Stoneskin

5TH LEVEL

Animate Objects
Bigby's Hand
Creation
Legend Lore
Modify Memory
Scrying
Skill Empowerment
Transmute Rock





DEATH KNIGHT

"I do not know why I have returned. All I know is that I have a purpose. I swore an oath in my previous life, and I must fulfill it."

A shadow strides through the heavy fog, draped in black armor. Their blue eye glow, striking their foes and piercing through them. He lifts his two-handed sword with a swift motion, pointed at the opposing forces. A gravelly laugh comes from him, echoing throughout the air.

A skeleton, clothed in tattered robes, stands over the fallen warrior. A sick-green glow of arcane energy crackles from their fingertips. It travels over the wisps of smoke, engulfing the paladin. "Rise... Rise once more for me!" the skeleton jaw clacks. At once, the knight stands up, picks up their weapon, and bows to it.

Death knights are the creation of paladins whose oath remains intact and prevents them from moving on from this world. The oath and its tenants are so intertwined into the person's being, that they cannot rest until they have made peace with their final goal. But this is not the only way a Death knight can come to be. Performing the dark ritual wizards use to become liches, they can turn the living or dead into one, following orders of the master.

UNNATURAL WARRIORS

On the outside, a death knight might seem as though they are just another armor-clad person. Hidden away beneath the armor is another story. Pain and anguish follow them wherever they go, bringing untold destruction of others and themselves.

Death knights do not rest, they do not dream. They can be caught up in their memories though, as it is the only time to escape the horrendous reality that they have become. They are the walking dead, an abomination of anything holy or righteous.

To be one is to suffer immensely. No living being should want to become one, unless there is a specific reason to do so. Examples of this is the bond they share with their companions. They do not wish to pass on yet, and must find a way to continue fighting beside them.

CREATING A DEATH KNIGHT

When creating a death knight character, think about where your character comes from and his or her place in the world. Talk with your DM about an appropriate origin for your death knight. Did you come from the wreckage of a long-forgotten battlefield, making you a stranger in the area of the campaign? Or were you recently raised, knowing the exact location that you grew up in?

QUICK BUILD

You can make a death knight quickly by following these suggestions. First, put your highest ability score in Constitution, followed by Charisma. Second, choose the soldier background from the *Player's Handbook*, or the haunted one from *Curse of Strahd*.

CLASS FEATURES

As a death knight, you gain the following class features.

HIT POINTS

Hit Dice: 1d10 per level

Hit Points at 1st level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per death knight level after 1st

PROFICIENCIES

Armor: All armor, shields

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Constitution, Charisma

Skills: Choose two from Acrobatics, Animal Handling, Athletics, Deception, Intimidation, and Religion

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a two-handed martial melee weapon or (b) two one-handed martial melee weapons.
- (a) a dungeoneer's pack or (b) an explorer's pack
- Chain mail



DEATH KNIGHT

Level	Proficiency Bonus	Features	Spell Slots	Spell Level	Runes Infused
1st	+2	Rune Inscribe, Rune Magic	1	1	1
2nd	+2	Fighting Style	1	1	1
3rd	+2	Death Aspect	1	2	1
4th	+2	Ability Score Improvement	1	2	1
5th	+3	Extra Attack	1	3	2
6th	+3	Aura of Fear	2	3	2
7th	+3	Aspect Feature	2	4	2
8th	+3	Ability Score Improvement	2	4	2
9th	+4	—	2	5	3
10th	+4	Will of the Runes	2	5	3
11th	+4	Aspect Feature	3	5	3
12th	+4	Ability Score Improvement	3	5	3
13th	+5	—	3	5	4
14th	+5	Aspect Feature	3	5	4
15th	+5	Dread Lord, Runic Empowerment	3	5	4
16th	+5	Ability Score Improvement	4	5	4
17th	+6	—	4	5	5
18th	+6	Aspect Feature	4	5	5
19th	+6	Ability Score Improvement	4	5	5
20th	+6	Master of Death	4	5	5

ADDITIONAL TABLES

You can use the additional tables to give your character more interaction in the world, or make them stand out among other characters that may be playing.

YOUR REASON OF BEING RISEN

Death Knights do not just manifest out of nothing. There must be a reason for why you came to be. Maybe your will to live was so strong that you came back, or a dark entity wanted to see you fight some more.

Use the Reason Being Risen table to justify your cause.

REASON BEING RISEN

d4 Reason

- 1 You cannot rest until you have obtained vengeance
- 2 You died with an oath in your heart that you must fulfill
- 3 A necromancer raised you to fight for them, but you escaped
- 4 You were a spirit that had your original body die long ago. You have taken over this new corpse

WEAPON OF CHOICE

In their previous life, they had been proficient in their martial prowess. Those same skills are apparent here, where they can stand their ground with any weapon. What weapon does your Death Knight prefer? What does it say about their tactics?

Use the Weapon of Choice table below for details.

WEAPON OF CHOICE

d4 Weapon

- 1 I prefer the feel of a sharp blade in my enemies' chest
- 2 Halberds and glaives allow me to strike my foes quicker, and from further away
- 3 The cracking of bones under blunt weapons is like music to my cold, rotting ears
- 4 I strike fear into my enemies as I carry a weapon that I too heavy for others

ODDITY

Being back from the dead is a heavy toll on people. Certain quirks come up, as you might not seem all there. Your body needs time to settle back into this new... form. What kinds of things happen to your character that you might not notice, but others would?

Use the Oddities table for inspiration.

ODDITIES

d6 Oddity

- 1 I don't remember the last time I blinked without thinking
- 2 The taste of food doesn't occur anymore. Everything is bland
- 3 My hair and fingernails have stopped growing altogether
- 4 Occasionally, a worm will burrow and reemerge through my skin
- 5 There is a subtle stench of decay that follows me
- 6 My eyes are a different color that they previously were, such as completely white, or lavender

RUNE INSCRIBE

All death knights learn the art of rune carving, allowing them to inscribe mystic runes into their weapons and armor. Carving a rune into a weapon takes one hour and costs 50gp worth of silver. The cost represents material components that are required in the carving.

Once a rune has been carved, you can fill it with power over the course of an hour, which you can do during a short rest. You must be touching the weapon or armor that the rune is carved into during this time, and you can only fill one rune with power at a time. Additionally, all of your runes are filled with power when you finish a long rest. An item cannot have duplicate runes inscribed into it.

Once a rune has been filled with power, you can then later use that rune to cast spell-like abilities. In addition, any weapon with a power-filled rune carved into it counts as a magic weapon for the purposes of overcoming resistance and immunity to non-magical attacks and damage.

RUNE MAGIC

As a death knight, you can use rune magic, allowing you to channel the power of death into powerful, often destructive spells. Death knight spells are taken from the paladin spell list when learning new spells. See Chapter 9 of the Player's Handbook for the general rules of spellcasting.

RUNES

The Death Knight Table shows how many runes you can have infused with power at any given time. If you attempt to fill a rune with power beyond this limit, one of your already filled runes is expended. The Death Knight Table shows what level spell you cast when you use a rune in this way, if the rune has a spell like abilities.

At 1st level, you know one rune of your choosing from the Rune list. You are able to know runes equal to half of your death knight level, rounded up. When you increase your Death Knight level, you are able to switch one rune you currently know with another.

SPELL SLOTS

The Death Knight Table shows how many spell slots you have. The table also shows what the level of those slots are; all of your spell slots are the same level. To cast one of your death knight spells of 1st level or higher, you must expend a spell slot. You regain all expended spell slots when you finish a short or long rest. For example, when you are 5th level, you have two 3rd-level spell slots. To cast the 1st-level spell *thunderwave*, you must spend one of those slots, and you cast it as a 3rd-level spell.

SPELLS KNOWN AT 1ST LEVEL AND HIGHER

At 1st level, you know two 1st level spells from the paladin spell list, which are considered death knight spells for you. Whenever you increase in levels, you know spells equal to your Charisma modifier + half of your death knight level. Any time you would learn a new spell, you can swap out a previously known spell for a new spell. A spell you choose must be of a level no higher than what's shown in the table's Slot Level column for your level. When you reach 6th level, for example, you learn a new death knight spell, which can be 1st, 2nd, or 3rd level.

SPELLCASTING ABILITY

Charisma is your spellcasting ability for your death knight spells, since the power derives from your ability to manifest your will over the latent powers of death and destruction that fill you and the world around you. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a death knight spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Charisma modifier

Spell attack modifier = your proficiency bonus + your Charisma modifier

SPELLCASTING FOCUS

You can use your rune weapon as a spellcasting focus for your death knight spells.

FIGHTING STYLE

At 2nd level, you adopt a style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

DEFENSE

While you are wearing armor, you gain a +1 bonus to AC.

DUELING

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

GREAT WEAPON FIGHTING

When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can re-roll the die and must use the new roll. The weapon must have the two-handed or versatile property for you to gain this benefit.

TWO-WEAPON FIGHTING

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.



DEATH ASPECT

At 3rd level, you choose an aspect of death to focus your energies towards. Choose Blood, Frost, Disease or Unholy, all detailed at the end of the class description. The aspect you choose grants you features at 3rd level and again at 7th, 11th, 14th, and 18th level.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

AURA OF FEAR

Beginning at 6th level, you can create a 10' radius centered on you as a bonus action. Any hostile creature that starts its turn within this radius or enters it must make a Wisdom saving throw. On a failure, that creature is frightened. If the creature succeeds the Wisdom saving throw, it cannot be affected by this feature for 24 hours. This aura lasts for 1 minute and ends early if you dismiss it as an action or become unconscious.

You can use this feature a number of times equal to your Charisma modifier per day (minimum one 1).

WILL OF THE RUNES

Beginning at 10th level, your AC is increased by 1 as long as you are wielding a weapon or armor that has been inscribed with a rune and is full of power. This ability does stack with consecutive items, examples being two swords or a shield and full plate.

DREAD LORD

At 15th level, your Aura of Fear radius becomes 20' instead of 10'.

RUNIC EMPOWERMENT

At 15th level, you can refill two runes during a short rest, instead of one.

MASTER OF DEATH

At level 20, you gain a special attachment your rune weapon(s) or armor. When you die, your soul naturally seeks out your rune weapon (if you have more than one weapon carved with runes, it seeks out the closest) or armor and hides inside of it, rather than moving on to the afterlife. While hidden this way, you cannot see, hear, speak, or take any actions. You are dimly aware of living creatures within 100 feet of you, but cannot discern anything about them.

When a creature touches your weapon or armor, you can cast the *dominate person*, *dominate beast*, or *dominate monster* (as appropriate) spell, targeting them. The spell has a duration of 8 hours when cast this way. If the target breaks free of your spell, you can't cast it on them again within the next 24 hours.

If the creature fails to break free from your domination before the spell's duration ends, they must make a final Charisma saving throw. If they fail, their soul is forcibly removed from their body, and yours leaves your sword to take its place. You use the new body's base Strength, Dexterity, and Constitution scores, and any racial statistics, but retain your Intelligence, Wisdom, and Charisma scores and all of your class levels, including any ability score increases or feats you gained.

DEATH ASPECTS

Few death knights are created, and much less the same. Their Death Aspect determines how they affect the world. Your choice of Blood, Disease, Frost or Unholy will show the true threat you are.

EXPANDED SPELL LIST

The Death Knight of Blood receives spells from blood that has been spilled in the heat of battle, which you gain the following spells once you reach the following death knight levels listed.

DEATH KNIGHT OF BLOOD SPELLS

Death Knight Level Spells

3rd	<i>Inflict Wounds, Searing Smite</i>
5th	<i>Flame Blade, Scorching Ray</i>
7th	<i>Life Transference, Vampiric Touch</i>
9th	<i>Banishment, Evard's Black Tentacles</i>

BLOOD

The aspect of Blood focuses on the physical act of dying, and uses the power of blood to fortify the death knight's body against death and debilitate wounded enemies. Blood knights often seem (and sometimes are) wild and violent as they revel in death and the spilling of blood.

VAMPIRIC BLOOD

Beginning when you choose this archetype at 3rd level, whenever you hit a living creature with a melee weapon attack, you may use a bonus action to spend one of your hit dice to regain health.

You can use this feature a number of times equal to your Charisma modifier per day (minimum of 1).

WILL OF THE BLOODLINE

Starting at 7th level, you may add your Charisma modifier to your attack and damage rolls instead of your Strength or Dexterity modifiers.

SCENT OF BLOOD

Starting at 11th level, whenever a creature within your Aura of Fear radius is reduced to 0 hit points, you gain advantage on your next weapon attack.

BLOOD TAP

At 14th level, you can use your action to channel your own life force into death energy, refilling one of your runes by spending one of your Hit Dice.

Once you use this feature, you cannot again until you finish a short or long rest.

MIRROR OF ICHOR

At 18th level, you can use your reaction to an attack that you are the target of to half all damage during this turn.

Once you use this feature, you cannot again until you finish a long rest.

DISEASE

The aspect of disease focuses on the helpless aspect of dying, and how people feel incapable to its will around you. This power hones the death knight's physical abilities beyond what they were. Plaguebringer's often seem (and sometimes are) sporadic and random, bringing sickness wherever they go.

EXPANDED SPELL LIST

The Death Knight of Disease receives spells from viruses and bacteria that gather from bodies on the battlefield, which you gain the following spells once you reach the following death knight levels listed.

DEATH KNIGHT OF DISEASE SPELLS

Death Knight Level	Spells
3rd	<i>Detect Poison and Disease, Ray of Sickness</i>
5th	<i>Protection From Poison, Ray of Enfeeblement</i>
7th	<i>Gaseous Form, Stinking Cloud</i>
9th	<i>Blight, Sickneing Radiance</i>

CONTAGION

Starting when you choose this aspect at level 3, whenever you make a successful melee attack, you can spend a bonus action to infect the creature. The target creature must make a Constitution saving throw or be poisoned for 1d4 hours.

You can use this feature a number of times equal to your Charisma modifier per day (minimum of 1).

PLAGUE IMMUNITY

Starting at 7th level, you gain resistance to poison damage, have advantage on poison saving throws, and are immune to diseases.

PESTILENCE

Starting at 11th level, your Aura of Fear radius deals poison damage equal to your Charisma modifier to all hostile creatures when they start their turn in the radius.

SCOURGE EPIDEMIC

Starting at 14th level, whenever you make a melee attack to a creature with the poisoned condition, you deal extra poison damage equal to your Charisma modifier. You can also target a creature you can see within 30' as a bonus action to perform the Contagion feature.

INFESTATION OF DEATH

Starting at 18th level, the plague you carry may spread far and wide, infecting all. Any creature you infect with your Contagion ability can have their symptoms suppressed, taking effect within 1d4 days instead. Within that time, all humanoids that creature interacts with must make a Constitution saving throw or be affected by the poisoned condition for 1d4 hours.

Once you use this feature, you cannot again until you finish a long rest.

FROST

The aspect of frost focuses on the emotional aspect of dying, the sense of loss and emptiness that it causes, and uses this power to hone the death knight's mental and physical abilities to perfection. Frost knights often seem (and sometimes are) emotionless and uncaring, with little regard for the sanctity of life.

EXPANDED SPELL LIST

The Death Knight of Frost receives spells from the chill of bodies that fall on the battlefield, which you gain the following spells once you reach the following death knight levels listed.

DEATH KNIGHT OF FROST SPELLS

Death Knight Level	Spells
3rd	<i>Armor of Agathys, Hex</i>
5th	<i>Misty Step, Pass Without Trace</i>
7th	<i>Hunger of Hadar, Sleet Storm</i>
9th	<i>Control Water, Ice Storm</i>

CHILBLAINS

Starting when you choose this aspect at level 3, whenever you deal cold damage to a creature, that creature's speed is reduced by 10' until the start of your next turn.

BLIZZARD'S BLESSING

Starting at 7th level, you gain resistance to cold damage.

FROZEN FOG

Starting at 11th level, your Aura of Fear radius deals cold damage equal to your Charisma modifier to all hostile creatures when they start their turn in the radius.

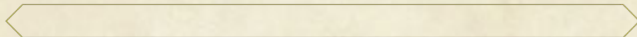
WHISPER OF WINTER

Starting at 14th level, whenever you reduce a creature's health to 0, you may refill one rune of your choice.

Once you use this feature, you cannot again until you finish a short or long rest.

PERMAFROST

Starting at 18th level, the area affected by your Aura of Fear counts as difficult terrain for all creatures except for you.



UNHOLY

The aspect of unholy focuses on the physical remains of death, the flesh and bones left to rot after the spirit has left, and uses them to further their quest for power. Unholy knights often seem (and sometimes are) sacrilegious and irreverent, treating the bodies of their friends and enemies alike with little respect.

EXPANDED SPELL LIST

The Death Knight of Unholy receives spells from corpses that decay and are forgotten about on the battlefield. You gain the following spells once you reach the following death knight levels listed.

DEATH KNIGHT OF UNHOLY SPELLS

Death Knight Level Spells

3rd	<i>Inflict Wounds, Wrathful Smite</i>
5th	<i>Enthrall, Ray of Enfeeblement</i>
7th	<i>Animate Dead, Fear</i>
9th	<i>Death Ward, Phantasmal Killer</i>

UNDEAD MINION

Beginning when you choose this archetype at 3rd level, you gain the ability to create a loyal undead minion to serve you. You can raise a minion by spending 10 minutes performing a ritual over a corpse.

Choose an undead type no larger than medium and that has a challenge rating of half your proficiency bonus or lower (examples include a zombie or skeleton). Add your proficiency bonus to the minion's AC, attack rolls, and damage rolls, as well as to any saving throws and skills it is proficient in. Its hit point maximum equals its normal maximum or twice your death knight level, whichever is higher.

The minion obeys your commands as best as it can. It takes its turn on your initiative, though it doesn't take an action unless you command it to. On your turn, you can mentally command the minion to move (no action required by you). You can use your bonus action to mentally command it to take the Attack, Dash, Disengage, Dodge, or Help action.

You can only have one minion at a time. If you try to create a second minion when you already have one, the old one turns back into a corpse.

LICHBORNE

At 7th level, you gain resistance to necrotic damage, and gain advantage on saving throws to avoid being frightened or charmed.

PERNICIOUS

Starting at 11th level, whenever a creature within your Aura of Fear radius makes a saving throw, it does so at disadvantage.

ARCHFIENDS WISH

Starting at 14th level, when you create a minion for the Undead Minion feature inside the radius of your Aura of Fear, you can create an undead creature with a CR equal to or less than your proficiency bonus.

In addition, whenever you drop to 0 hit points, you may use your reaction to absorb the soul of your minion. When you do so, your minion is destroyed, and you instead drop to 1 hit point.

REAPER'S INFUSION

At 18th level, you can use your action to reap the soul of a fallen creature, filling all of your runes with power. The creature must be at 0 hit points, unconscious, or dead for no more than one minute. Performing the reaping kills the creature instantly if it was not already dead.

Once you have reaped a soul this way, you must finish a short rest before you can perform a reaping again.

DEATH KNIGHT RUNE LIST

If a Rune has a prerequisite, you must meet them to learn it. You can learn the rune at the same time you meet its prerequisites. If the augment keyword is listed, you can increase the ability by expending a higher spell slot.

The runes listed will be in order of level requirements for ease of access. In the earlier levels, there are many more runes to choose from. On the other side though, due to how few death knights that have been released to the world, even less have made it to higher level play. This means not as many runes have been discovered. Talk to your Dungeon Master if you have an idea for a rune that you would like to use.

1ST LEVEL RUNES

These runes are available to select as soon as you become a death knight.

BOUND RUNE

The item you engrave this rune into and empower can be summoned as an action to you, as long as it happens to be on the same plane of existence as you. Once summoned, the rune loses power, requiring you to empower it once more.

DISTRESS RUNE

Whenever you roll for initiative, you may add your Charisma modifier to your roll. If you do this, you have advantage on all attacks during your first round, but enemies also have advantage to attack you during this same round.

HEX RUNE

Prerequisite: Engraved into weapons

When you roll initiative for combat, you may expend the power of this rune to select one target to become under your hex. While the target is hexed, you have advantage to melee attack rolls on that target. If your target's hit points drop to 0, you may select a new target as a bonus action.

3RD LEVEL RUNES

The following runes are able to be selected when you choose your Death Aspect path.

BLIZZARD RUNE

Prerequisite: Engraved into only weapons, Frost Aspect

The weapon you engrave this rune into now only deals cold damage, instead of either bludgeoning, piercing or slashing damage.

CRUOR RUNE

Prerequisite: Engraved into only weapons, Blood Aspect

The weapon you engrave this rune into now only deals fire damage, instead of either bludgeoning, piercing or slashing damage.

UNHALLOWED RUNE

Prerequisite: Engraved into only weapons, Unholy Aspect

The weapon you engrave this rune into now only deals necrotic damage, instead of either bludgeoning, piercing or slashing damage.

VIRULENT RUNE

Prerequisite: Engraved into only weapons, Disease Aspect

The weapon you engrave this rune into now only deals poison damage, instead of either bludgeoning, piercing or slashing damage.

5TH LEVEL RUNES

At 5th level, you have the ability to have an additional rune infused.

BLISTERING RUNE

Prerequisite: Engraved into only weapons, Blood Aspect, level 5

The weapon you engrave this rune into can deal extra damage when you attack. During an attack, you can expend this rune and a spell slot of at least 3rd level to deal 3d8 fire damage. Once expended, the rune loses power, requiring you to empower it once more.

Augment: If you use a spell slot higher than 3rd level, the damage increases by 1d8 per spell slot level.

FESTERING RUNE

Prerequisite: Engraved into only weapons, Disease Aspect, level 5

The weapon you engrave this rune into can deal extra damage when you attack. During an attack, you can expend this rune and a spell slot of at least 3rd level to deal 3d8 extra poison damage. Once expended, the rune loses power, requiring you to empower it once more.

Augment: If you use a spell slot higher than 3rd level, the damage increases by 1d8 per spell slot level.

So are these runes written in giant?
Draconic? Maybe even something fiendish
like infernal? I didn't get close
enough, it was too creepy!

MORTIFEROUS RUNE

Prerequisite: Engraved into only weapons, Unholy Aspect, level 5

The weapon you engrave this rune into can deal extra damage when you attack. During an attack, you can expend this rune and a spell slot of at least 3rd level to deal 3d8 extra necrotic damage. Once expended, the rune loses power, requiring you to empower it once more.

Augment: If you use a spell slot higher than 3rd level, the damage increases by 1d8 per spell slot level.

SOUL STEALER RUNE

Prerequisite: Level 5

Whenever you make a creature reach 0 hit points, you can spend this infused rune to recover hit points equal to your Death Knight level + your Constitution modifier.

VERGLAS RUNE

Prerequisite: Engraved into only weapons, Frost Aspect, level 5

The weapon you engrave this rune into can deal extra damage when you attack. During an attack, you can expend this rune and a spell slot of at least 3rd level to deal 3d8 extra cold damage. Once expended, the rune loses power, requiring you to empower it once more.

Augment: If you use a spell slot higher than 3rd level, the damage increases by 1d8 per spell slot level.

9TH LEVEL RUNES

At level 9, death knights have the ability to have 3 runes infused at once.

CLOAK OF SHADOWS RUNE

Prerequisite: Level 9

While you are in dim light or darkness, you may use your action to expend this rune and become invisible until you attack, move or cast a spell.

LIFELESS SOLDIER RUNE

Prerequisite: Level 9

You no longer have to eat, drink, breathe or sleep. In addition, you cannot be surprised.

OMEN OF DEATH RUNE

Prerequisite: Level 9

You may cast *bestow curse* at no material component cost or spell slots, once per day.

VEIL OF MIST RUNE

Prerequisite: Level 9

When you attack with a melee weapon and reduce that target's hit points to 0, you may expend this infused rune to teleport up to 30'. You can decide to teleport before or after you attack again during the same attack action.

WHISPER OF THE WIND RUNE

Prerequisite: Level 9

You may cast *speak with dead* at no material component cost or spell slot cost, once per day. This spell duration lasts 8 hours.

13TH LEVEL RUNES

Once a death knight reaches 13th level, they have the ability to infuse an additional rune.

FRIGID RUNE

Prerequisite: Engraved into only armor or shields, Frost Aspect, level 13

The armor or shield you engrave this rune into extends your Frozen Fog radius by 5'.

MARROW RUNE

Prerequisite: Engraved into only armor or shields, Blood Aspect, level 13

The armor or shield you engrave this rune into extends your Scent of Blood radius by 5'.

PROFANE RUNE

Prerequisite: Engraved into only armor or shields, Unholy Aspect, level 13

The armor or shield you engrave this rune into extends your Pernicious radius by 5'.

SEPTIC RUNE

Prerequisite: Engraved into only armor or shields, Disease Aspect, level 13

The armor or shield you engrave this rune into extends your Pestilence radius by 5'.

SHIELD OF THE WICKED RUNE

Prerequisite: Level 13

You may cast *fire shield* as an action, without a material component cost or spell slot cost, but has the following changes. When cast, you may choose either Fire, Cold, Necrotic or Poison.

Selecting fire will grant you resistance to cold damage, whereas selecting cold will grant you resistance to fire damage. Necrotic will grant you resistance to poison damage, and selecting poison will grant you resistance to necrotic.

In addition, whenever a creature within 5 feet of you with a melee attack, the shield erupts. The attacker takes 2d8 damage of the type you selected.

Once you do this, you must take a long or short rest before performing this again.

17TH LEVEL RUNES

Few runes have been located or created, as not many death knights ever reach this far. At level 17, death knights have the ability to have 5 runes infused at once.

ASHES OF THE FALLEN RUNE

Prerequisite: Level 17

You may cast *wall of fire* as an action, without a material component cost or spell slot cost. Once you do this, you must take a long or short rest before performing this again.

BONES OF THE FALLEN RUNE

Prerequisite: Level 17

You may cast *wall of fire* as an action, without a material component cost or spell slot cost. The damage type is necrotic instead of fire. Once you do this, you must take a long or short rest before performing this again.

PLAGUE OF THE FALLEN RUNE

Prerequisite: Level 17

You may cast *wall of fire* as an action, without a material component cost or spell slot cost. The damage type is poison instead of fire. Once you do this, you must take a long or short rest before performing this again.

SHARDS OF THE FALLEN RUNE

Prerequisite: Level 17

You may cast *wall of fire* as an action, without a material component cost or spell slot cost. The damage type is cold instead of fire. Once you do this, you must take a long or short rest before performing this again.



MAGUS

"I've trained countless years, practicing both with my sword and spells. All this time, I wanted revenge. And now that I have you, it seems this will be all too easy."

They say that if you can cast magic effortlessly, you are a sorcerer. If you want to study spells, folks will call you a wizard. If you would trade your humanity for a taste of arcane power, you're labelled a warlock. But if you want to wield both the blade and the tome, you are known as a magus.

Magus are warriors in their own right, that have no time to pour over dusty grimoires to study. Instead, being on the battlefield, they must be on constant awareness of their surroundings, and cannot be buried in their books.

Blending two philosophies together, as a forge bonds iron together and creates a more durable and stronger metal, so to does a magus. The magus perfects the use of weapons, so much that it is nearly an extension of their physical body. Along that, their rigorous studies of magic allow them to increase their mental capacity and improve their judgement on the battlefield. The idea of martial prowess as iron, their spellcrafting as the heat, and the school as the forge, out comes the perfect weapon known as the magus.

A WARRIOR OR A MAGE

In older times, many would not consider a sword-swinging and a spellcaster as the same person. Now in Faerun, the world is filled with magic. In fact, there are many who can do just what the magus can. In a pinch, the magus can be utilized to hold their own in combat with another armor-clad enemy, while can be as versatile in research or arcane matters.

The magus as previously stated, is a blend of two ideologies that comes together. They can be used as a jack of all trades in many situations, but are never the master of their fields.

CREATING A MAGUS

Creating a magus character generally involves the backstory of a great war that is occurring, or the aftermath of a war. What could cause the character to advance forth into the world? Whatever it may be, a magus will be up front in battle.

QUICK BUILD

You can make a magus quickly by following these suggestions. First, Intelligence should be your highest ability score, followed by Strength or Dexterity. Second, choose the sage, soldier or city watch background. Third, choose the *blade ward* and *green flame blade* cantrips.

CLASS FEATURES

As a magus, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per level

Hit Points at 1st level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per magus level after 1st

PROFICIENCIES

Armor: Light armor, medium armor, shields

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Constitution, Intelligence

Skills: Choose two from Acrobatics, Arcana, Athletics, History, Investigation, Nature and Religion

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a one-handed martial melee weapon or (b) a two-handed martial melee weapon
- (a) a scholar's pack or (b) an explorer's pack
- (a) leather armor or (b) chain shirt
- an arcane focus

ADDITIONAL TABLES

You can use the additional tables to give your character more interaction in the world, or make them stand out among other characters that may be playing.

REASON FOR TRADITION

The magus blends both martial fighting with arcane magic to overwhelm their foes. Whenever a person learns to become a magus, a special choice has to be made. What was the reason you choose a certain schooling, also known as a War Tradition? Each tradition takes two different arcane schools and mashes them together for one end product.

These can be summarized with brief descriptions. The Tradition on Consuming takes necromancy and divination, allowing the magus to overwhelm their enemies by raising the fallen foes and turning them against them. Distorting, on the other hand, focuses on deceiving others with illusion and enchantment magics. The Tradition on Fabricating relies on summoning items and creatures to bolster their forces, by using transmutation and conjuration magic. Lastly, the Tradition of Protecting does just that - protects themselves and others from harm, while blasting the opposing forces.

Use the Reason for Tradition table for inspiration.

REASON FOR TRADITION

d8 Reason

- 1 I've seen too many friends killed because I either could not protect them, or was not powerful enough to kill the enemy
- 2 I didn't have the right supplies at the time of an attack, and I blame myself
- 3 We found a squad of five that passed away. I wasn't able to speak to them at the time, which lead my squad in a similar situation
- 4 I don't believe in harming others. I want to manipulate the others to see us as friends, so that we can complete the mission without casualties
- 5 I wish to use my magic so that I can end the bloodshed quicker
- 6 My people were outnumbered. I called for support, but nothing came. I don't want that to happen again, so I'll manifest my own help
- 7 Psychologically destroying the enemy will weaken their forces. Who would want to fight an undead form of their best friend?
- 8 The magic I wish to wield will devastate any who stand before me. They cannot harm us if we destroy them with a fireball first

CHAIN OF COMMAND

Being part of a military means nothing without the structure of a chain of command. Who do you directly report to? Do you two get along at all? Are they too serious, or joke around too much? Do you think the same, or just complete opposites?

Use the Chain of Command table for details.

CHAIN OF COMMAND

d6 Chain of Command

- 1 My sergeant and I never agree on anything. It seems as though no matter what I suggest, they will ignore it
- 2 My lieutenant is too new at this. Even though I am much older and have more experience, they still outrank me. I have to fix their mistakes consistently
- 3 The platoon sergeant and I are incredibly close with one another. Even though it is highly unprofessional, we call each other by first names
- 4 I have never seen the war-hardened captain smile at all. They show no emotion, even during my funniest jokes

DIVISION AND CORPS

There are always smaller sections of troops that make up a larger portion. A division is one of many parts of a corps, who have a similar set of soldiers. These divisions can be identified with numbers and symbols, whereas the corps with a theme. What kind of division and corps do you fall under?

Use the Division and Corps table for ideas.

DIVISION AND CORPS

d4 Corps

- 1 I belong to the medical corps. My job is to keep others alive
- 2 I belong to the intelligence corps. It is my task to gather as much information about the enemy for proper tactics
- 3 I belong to the quartermaster corps. It is my duty to provide all the necessary equipment for success
- 4 I belong to the engineer corps. It is my service to help construct and repair damage caused by the battles

SPELLSTRIKE

At 1st level, when the magus casts a cantrip that deals damage and does not require a saving throw, they can deliver the spell through any weapon they are wielding as part of a melee attack. The attack is with the current weapon attack bonus, deals the cantrip damage plus the weapon damage modifier, and any additional cantrip effects.

CANTRIPS

At 1st level, you know two cantrips of your choice from the wizard spell list. You learn an additional magus cantrip of your choice at levels 5, 9, 13 and 17. Intelligence is your spellcasting ability.

SPELL COMBAT

Also at 1st level, you are in better control of your actions with both blade and spell. Whenever you cast a cantrip that does not deal damage as an action, you may make one melee attack as a bonus action.

FIGHTING STYLE

At 2nd level, you adopt a particular style of fighting as your specialty. Choose a fighting style from the list of optional features. You can't take the same Fighting Style option more than once, even if you get to choose again.

Hey! Corporal Redbloom was one of these!
And so was his sergeant, Gale!

DEFENSE

While you are wearing armor, you gain a +1 bonus to AC.

DUELING

When you are wielding a melee weapon in one hand and no other Weapons, you gain a +2 bonus to Damage Rolls with that weapon.

GREAT WEAPON FIGHTING

When you roll a 1 or 2 on a damage die for an Attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the Two-Handed or Versatile property for you to gain this benefit.

SPELLCASTING

As a user of arcane magic, you have an arcane focus which helps you craft your spells into the known plane. See Chapter 9 in the *Player's Handbook* for the general rules of spellcasting and Chapter 10 for the wizard spell list.

SPELLCASTING ABILITY

Intelligence is your spellcasting ability for your magus spells, as you learn your spells through your teachings. You use your Intelligence whenever a spell refers to your spellcasting ability.

In addition, you use your Intelligence modifier when setting the saving throw DC for a wizard spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Intelligence modifier

Spell attack modifier = your proficiency bonus + your intelligence modifier

Spell Slots. The Magus table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

Spells Known of 1st Level and Higher. You know three 1st level magus spells from the wizard spell list. You learn additional spells chosen from your War Tradition spell list as indicated in the spells known column in each tradition or select from the wizard spell list.

Ritual Casting. You can cast wizard spells as a ritual if that spell has the ritual tag and you know the spell.

Spellcasting Focus. Your spellcasting focus is an arcane focus of your choice. You use this to cast your magus spells.

THE MAGUS

Level	Proficiency Bonus	Features	Cantrips	Spells Known	1st	2nd	3rd	4th	5th
1st	+2	Spellstrike, Spell Combat	2	—	—	—	—	—	—
2nd	+2	Fighting Style, Spellcasting	2	3	2	—	—	—	—
3rd	+2	War Tradition	2	3	2	—	—	—	—
4th	+2	Ability Score Improvement	2	4	3	—	—	—	—
5th	+3	Extra Attack	3	5	4	2	—	—	—
6th	+3	Arcane Deflection	3	5	4	2	—	—	—
7th	+3	Magus Archetype Feature	3	6	4	3	—	—	—
8th	+3	Ability Score Improvement	3	7	4	3	—	—	—
9th	+4	—	4	8	4	3	2	—	—
10th	+4	Battlemind	4	8	4	3	2	—	—
11th	+4	Magus Archetype Feature	4	9	4	3	3	—	—
12th	+4	Ability Score Improvement	4	10	4	3	3	—	—
13th	+5	—	5	11	4	3	3	1	—
14th	+5	Spell Warfare	5	11	4	3	3	1	—
15th	+5	Magus Archetype Feature	5	12	4	3	3	2	—
16th	+5	Ability Score Improvement	5	13	4	3	3	2	—
17th	+6	—	6	14	4	3	3	3	1
18th	+6	Counterstrike	6	14	4	3	3	3	1
19th	+6	Ability Score Improvement	6	15	4	3	3	3	2
20th	+6	True Magus	6	16	4	3	3	3	2

WAR TRADITION

At 3rd level, you choose an archetype that you magus would fill on the battlefield, shown by the tradition of magic you study under. Your choice grants you features at 3rd level, and again 7th level, 11th level and 15th level.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two Ability Scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

ARCANE DEFLECTION

At 6th level, whenever you are hit by an attack you can see or must make a Constitution saving throw to maintain concentration, you can use your reaction to gain a bonus to your AC equal to your proficiency bonus for that attack, or a bonus to that saving throw.

When you use this feature, you cannot cast spells other than cantrips until the end of your next turn.

BATTLEMIND

At 10th level, you can assess the battlefield for quick reactions and thinking. You gain a bonus to your initiative equal to your Intelligence modifier.

SPELL WARFARE

At 14th level, your control over magic and sword is even greater than before. Whenever you cast a spell that does not deal damage as an action, you may make one melee attack as a bonus action.

COUNTERSTRIKE

At 18th level, you protect those around you from other dangerous casters. If there is an enemy within 5 feet of you who casts a spell, you may use your reaction to make one melee weapon attack. If your melee attack hits, the target must make a Constitution saving throw equal to 10 + the melee attack damage. If the target fails, their spell fails.

You may use this feature equal times to your Intelligence modifier, per long rest.

TRUE MAGUS

At 20th level, you act as an avatar of the battlefield. Whenever you receive damage from an attack that you can see while maintaining concentration on a spell, you may spend spell slots equal to half of the level of the spell you are maintaining concentration on. If you do so, you succeed on your concentration check.

You may choose to do this before or after you roll your concentration check, but must be before the Dungeon Master declares if it is a success or failure.

Once you use this feature, you cannot again until you finish a long rest.

WAR TRADITIONS

Different magus are put into various platoons, based on the type of magic they specialize in. Called War Traditions, select the blend of two schools that best match the approach you would like to take.

TRADITION OF CONSUMING

In this branch of war training, the Tradition of Consuming focuses on the schools of Divination and Necromancy.

Divination, so that you may find the truth when lies blanket your allies, and necromancy so that you can raise your men to continue fighting.

WAR TRADITION SPELLS

Whenever you increase your magus level to where you would learn another spell, you can now learn any Divination or Necromancy spell from any list, instead of a spell from the magus spell list.

After finishing a long rest, you may switch one spell you know for any spell that is one of those two schools. You must have the spell slot in order to learn this new spell.

SOUL COLLECTION

Starting at 3rd level when you take this War Tradition, you can absorb the life essence of those you defeat in battle.

Whenever you cast a necromancy spell of 1st level or higher which drops at least one creature to 0 hit points, you may use your reaction to capture the soul to restore hit points of yourself and another person.

The amount of hit points recovered to each person is equal to the spell level + half of your magus level, rounded down.

DIVINE RECOVERY

At 7th level, you have mastered the ability to retrieve energy that has been once expended. Whenever you cast a divination or necromancy spell, you may regain one spell slot. The spell slot must be half the level or lower than the spell you had just cast.

CLUTCHES OF VICTORY

At 11th level, whenever a friendly creature within 30 feet of you that you can see drops to 0 hit points, you can save them from the brink of death. As an action, you can expend hit dice equal to or less than half of your magus level. That target creature recovers hit points equal to the total you roll plus their Constitution modifier.

Once you have used this feature, you cannot again until you finish a long rest.

REVELATION

At 15th level, you have the ability to discern what is true and what is false. As an action, you may cast the *true seeing* spell at no material cost. If you use this feature, the spell duration is instead shortened to 10 minutes.

Once you use this feature, you cannot use it again until you finish a long rest.

TRADITION OF DISTORTING

Second of the four branches of war training, the Tradition of Distorting focuses on the schools of Enchantment and Illusion. Enchantment, so that you alter the emotions of those you are fighting, and illusion so that you can deceive the mind of the enemies.

WAR TRADITION SPELLS

Whenever you increase your magus level to where you would learn another spell, you can now learn any Enchantment or Illusion spell from any list, instead of a spell from the magus spell list.

After finishing a long rest, you may switch one spell you know for any spell that is one of those two schools. You must have the spell slot in order to learn this new spell.

GLANCE OF INFLUENCE

Starting at 3rd level when you take this War Tradition, you can beguile, frighten or invoke any other emotion. Whenever you are within 10 feet of a creature that you can see, you can select them as an action.

The target creature must succeed on a Wisdom saving throw against your magus spell save DC or be affected by either the *charm person*, *confusion*, *fear*, or *suggestion* spell, as your choice.

On subsequent turns, you can spend your action maintaining this effect until the end of your next turn. However, this effect ends if the creature takes damage, the creature cannot see or hear you, or if you move more than 10' away from the creature.

Whenever you use this feature and end the effect or the effect is ended by one of the ways listed, you cannot use this feature again until you complete a long rest.

GENUINE ILLUSION

Starting at 7th level, when you cast an illusion spell that has a duration longer than one round, you can use your action to change the nature of that illusion.

CROWDED EMOTIONS

Starting at 11th level, whenever you cast an enchantment spell that targets only one target or use your Glance of Influence, you may choose one additional target.

CONSTRUCTED APPARITION

Starting at 14th level, you have learned how to turn ordinary illusions into reality. Whenever you cast an illusion spell of 1st level or higher, you can choose one part of the illusion that is inanimate and nonmagical. You can then turn that object into a real object.

On subsequent turns, you can use your bonus action to keep this ongoing, and select which parts are real and which parts are not. This effect lasts 1 minute. The object cannot deal damage or directly harm anyone.

Once you use this feature, you cannot again until you finish a long rest.

TRADITION OF FABRICATING

The Tradition of Fabricating focuses on the schools of Conjururation and Transmutation. Conjururation, so that you summon powerful creatures and weapons out of nothing, and transmutation so that you can twist the existence around you.

WAR TRADITION SPELLS

Whenever you increase your magus level to where you would learn another spell, you can now learn any Conjururation or Transmutation spell from any list, instead of a spell from the magus spell list.

After finishing a long rest, you may switch one spell you know for any spell that is one of those two schools. You must have the spell slot in order to learn this new spell.

MIST OF CREATION

Starting at 3rd level when you take this War Tradition, you have the ability to conjure inanimate objects in your hand or on the ground in an unoccupied space within 10 feet of you. This object cannot be larger than 3 feet on any side and weigh no more than 10 pounds. This object is nonmagical, disappears within 1 hour, and radiates dim light out to 5 feet.

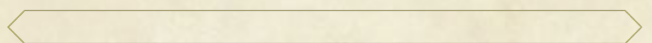
You can have multiple objects created in this fashion at the same time. The amount that you can have active is equal to your Intelligence modifier.

ADAPTIVE PROPERTIES

Starting at 7th level, you can use an action to alter the physical properties of one item, changing it from one substance to another. You can take an object composed of wood, stone, iron, copper or silver, and transform it into another substance that was listed.

If the object you are changing was created from your Mist of Creation, you can additionally chance the substance into gold, mithral or adamantine.

This feature lasts for 10 minutes or until you lose concentration on this feature.



CONVEYANCE

Starting at 11th level, you can change your place instantly at your whim. Whenever you cast a conjuration spell of 1st level or higher, you may move to an unoccupied space within 30 feet of you.

Alternatively, you can choose a space that is within that range and is occupied by a creature that is the same size as you or smaller. If that creature is willing, you both swap places instead.

You can use this feature a number of times equal to your Intelligence modifier per day (minimum of one).

FOCUS OF FABRICATION

Starting at 15th level, you can spend 1 hour creating an object of your own magic. You can benefit from this object or give it to another creature.

Select a spell that you know and have available spell slots for. You may expend that spell slot to imbue your object with that spell. Whenever a creature activates this object with an action, that stored spell is activated at the level you used your spell slot. Treat the object as though it is maintaining concentration for any spell that requires it.

This object has the same spell attack bonus and spell save DC as you. This object can only contain one spell at a time, and one spell slot of that level.

Once the spell has been used in this way, the object cannot cast this spell again until the holder finishes a long rest, or until you cast a transmutation spell of equal spell level or higher.

TRADITION OF PROTECTING

Of the four branches of war training, the Tradition of Protecting focuses on the schools of Abjuration and Evocation. Abjuration, so that your allies are protected by attacks, and evocation so that your allies can walk past those you have devastated.

WAR TRADITION SPELLS

Whenever you increase your magus level to where you would learn another spell, you can now learn any Abjuration or Evocation spell from any list, instead of a spell from the magus spell list.

After finishing a long rest, you may switch one spell you know for any spell that is one of those two schools. You must have the spell slot in order to learn this new spell.

PROACTIVE WARD

Starting at 3rd level when you take this War Tradition, you can weave magic around your allies to ward off harm. When you cast an abjuration spell of 1st level or higher, you can target a friendly creature within 30 feet of you as part of the spell. That target has a magical ward that lasts until you finish a long rest, or until the ward reaches 0 hit points.

The ward has hit points equal to half of your magus level + your Intelligence modifier. Whenever the target takes damage, the ward takes the damage instead. If this damage reduces the ward to 0 hit points, the target creature takes the remaining damage.

You can create the ward through this feature a number of times per day equal to your Intelligence modifier.

PROTECTIVE CASTING

Starting a 7th level, you are able to create nets of safety to your allies while casting dangerous close to them. When you cast an evocation spell that affects other creatures that you can see, you can choose a number of them equal to 1 + the spell's level.

The chosen creatures automatically succeed on the saving throws from the spell, and they take no damage from this successful save.

Once you use this feature, you cannot again until you finish a long rest.

PROJECTED HARM

At 11th level, you can either take some pain away from another, or inflict it to someone else. As a reaction, choose one of the following abilities:

- Select a friendly creature. Whenever that creature takes damage from an attack that you can see, you may half the damage they would receive. You then take the remaining damage.
- Select a hostile creature. Whenever you take damage from an attack that you can see, you may half the damage you receive. The target creature then takes the remaining damage.

This feature lasts for 10 minutes. Once you use this feature, you cannot again until you finish a long rest.

POWER SWELL

At 15th level, you have the ability to decimate all those that dare stand in your way. When you cast a spell that requires multiple targets to make saving throws against the damage of your spell, you can increase the amount of dice you roll for damage. The amount of dice increases by 1 additional die for every two levels that the spell was casted at, rounded down.

Once you use this feature, you cannot again until you finish a long rest.



ORACLE

"The stars have spoken, and they deem me an eavesdropper. For that, I bare witness to the horrors many are ignorant to."

Clothed in wraps of fur, the dwarf lowers her hood. Revealing a single missing eye, she mumbles a few words and fingers shape in front of her as the fighter deals a precise blow to the beholder's eye. Down the creature goes, barely making it out with their lives.

The quiet halfling sits patiently at a tombstone made of granite. Bowing down to the soil, his mouth moves but there is no sound. Quickly, the faint appearance of an elven woman comes forth from the grave, wisps of cream-colored hair flowing gently. Although he makes no sound, the halfling is still understood as she communicates with him.

A bronze dragonborn stands still, staring directly into the sun, calculating its location away from the moon. After a brief moment, he tells the exact time to the second, surprising the gnome who is keeping his time piece away from the man.

Oracles have a connection to the cosmos, deep within them from an unfortunate accident. This accident, which could occur during birth or out in the world, shapes their views of everything, and everyone around them. As such, this defect isn't so much as an inhibitor, more as a badge that some wear with either shame or pride. Oracles are arcane users, whose powers they don't seem to fully understand, and outsiders might see that it seems divine in nature. A single deity might be worshipped from a cleric, and a wizard may practice magic from tomes, but the oracle is gifted from the cosmos and all that is within it.

MAGIC FROM ALL

Mysterious and varied in their physical attributes, some might mistake them from crazed old wizards who had seen battle. They do not follow a temple or path of a deity, instead make their own way into the world either by themselves or with a small gathering. Their magic is used for healing the sick, banishing evil spirits, and protecting others.

CREATING AN ORACLE

Creating an oracle character involves the backstory of a traumatic event that happened to them. Is there a physical or mental scar from a past that won't heal? Are they adventuring to rid them of this? Was it developed during birth, or did they sustain it in research?

Although it may seem like a curse, the cosmos itself manifested its power onto you, chosen for a reason that may not be known to you. Did your community look up to you for power and wisdom? Or did they banish you as a threat of civilization? Whatever the case may be, your days of gathering knowledge are truly just beginning.

QUICK BUILD

You can make an oracle quickly by following these suggestions. First, Intelligence should be your highest ability score, followed by Charisma or Constitution. Second, choose the sage or hermit background. Third, choose the *guidance*, *thaumaturgy* and *fire bolt* cantrips, along with the following 1st-level spells for your spellbook: *bless*, *healing word*, and *sanctuary*.

CLASS FEATURES

As an oracle, you gain the following class features

HIT POINTS

Hit Dice: 1d8 per level

Hit Points at 1st level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per death knight level after 1st

PROFICIENCIES

Armor: None

Weapons: Daggers, darts, slings, quarterstaves, light crossbows

Tools: None

Saving Throws: Intelligence, Charisma

Skills: Choose two from Arcana, Deception, History, Investigation, Nature, Performance, Persuasion, and Religion

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a quarterstaff or (b) a dagger
- (a) a light crossbow and 20 bolts or (b) 20 darts
- (a) an explorer's pack or (b) a scholar's pack
- an arcane focus, determined by your essence below

THE ORACLE

Level	Proficiency Bonus	Features	Augur Points	Cantrips Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	Spellcasting, Essence of the Cosmos	—	3	2	—	—	—	—	—	—	—	—
2nd	+2	Augur of the World	2	3	3	—	—	—	—	—	—	—	—
3rd	+2	Influence of the Cosmos	3	4	4	2	—	—	—	—	—	—	—
4th	+2	Ability Score Improvement	4	4	4	3	—	—	—	—	—	—	—
5th	+3	—	5	5	4	3	2	—	—	—	—	—	—
6th	+3	Essence Feature	6	5	4	3	3	—	—	—	—	—	—
7th	+3	—	7	6	4	3	3	1	—	—	—	—	—
8th	+3	Ability Score Improvement	8	6	4	3	3	2	—	—	—	—	—
9th	+4	—	9	7	4	3	3	3	1	—	—	—	—
10th	+4	Essence Feature	10	7	4	3	3	3	2	—	—	—	—
11th	+4	—	11	8	4	3	3	3	2	1	—	—	—
12th	+4	Ability Score Improvement	12	8	4	3	3	3	2	1	—	—	—
13th	+5	—	13	8	4	3	3	3	2	1	1	—	—
14th	+5	Essence Feature	14	8	4	3	3	3	2	1	1	—	—
15th	+5	—	15	8	4	3	3	3	2	1	1	1	—
16th	+5	Ability Score Improvement	16	8	4	3	3	3	2	1	1	1	—
17th	+6	—	17	8	4	3	3	3	2	1	1	1	1
18th	+6	Haven of the Cosmos	18	8	4	3	3	3	3	1	1	1	1
19th	+6	Ability Score Improvement	19	8	4	3	3	3	3	2	1	1	1
20th	+6	Intervention of the Cosmos	20	8	4	3	3	3	3	2	2	1	1

ADDITIONAL TABLES

You can use the additional tables to give your character more interaction in the world, or make them stand out among other characters that may be playing.

RUMORS

Sometimes, rumors occur about oracles because people do not understand you. You're different in their eyes, and much like children at a playground, make up things about knowledge they do not have. These rumors can even be true, for all we know.

Use the Rumors table for inspiration.

RUMORS

1d6 Rumors

- 1 You are known to steal babies for various hags
- 2 You got your power from pacts with creatures
- 3 You are simply a mad wizard, babbling gibberish
- 4 You catch rats in the streets for your meals
- 5 You commune with the sprites of the forests
- 4 You talk to dead bodies all the time

SOCIETAL STATUS

Being an oracle, you can be looked upon differently by many societies. Are you seen as the crazed old person that lives alone? Are you respected in your town and seen as a wise prophet?

Use the Societal Status table for more information.

SOCIETAL STATUS

1d4 Status

- 1 My local town looks down upon me, and sees my powers as the work of fiends
- 2 Whenever there is a festival or ritual, I am asked to lead it
- 3 My power is seen as work from a higher power, and people travel far and wide to seek my answers
- 4 I have been shunned since my tragic event, and have become a shameful mark

SUPERSTITIONS

Often times, an oracle may hold a superstition in an idea. Whether this thing is actually true or just made up is entirely up to you. What sort of beliefs does your oracle hold?

Use the Superstitions table below for more details.

SUPERSTITIONS

1d4 Superstitions

- 1 The world we know is just the game of higher entities
- 2 There is no such thing as destiny. Our lives depend on the luck of the roll
- 3 Our decisions are not our own, but instead forced upon us
- 4 A more powerful entity decides the fate of the entire world, including the actions of the deities

SPELLCASTING

As a user of arcane magic, you have an arcane focus which helps you craft your spells into the known plane. See Chapter 9 for the general rules of spellcasting in the *Player's Handbook* and Chapter 10 for the wizard spell list.

CANTRIPS

At 1st level, you know three cantrips of your choice from the wizard spell list. You learn additional cantrips of your choice from the wizard spell list at higher levels, as shown in the Cantrips Known column of the Oracle table.

PREPARING AND CASTING SPELLS

The Oracle Table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the list of wizard spells that are available for you to cast. To do so, choose a number of wizard spells that you know equal to your Intelligence modifier + your oracle level (minimum of one spell). The spells must be of a level for which you have spell slots.

For example, if you're a 3rd-level oracle, you have four 1st-level and two 2nd-level spell slots. With an Intelligence of 16, your list of prepared spells can include six spells of 1st or 2nd level, in any combination. If you prepare the 1st-level spell *magic missile*, you can cast it using a 1st-level or a 2nd-level slot. Casting the spell doesn't remove it from your list of prepared spells.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of wizard spells requires time spent communing with the cosmos in meditation; at least 1 minute per spell level for each spell on your list.

SPELLCASTING ABILITY

Intelligence is your spellcasting ability for your oracle spells, as you learn your spells through trial and error, receiving knowledge from the world and the cosmos itself. You use your Intelligence whenever a spell refers to your spellcasting ability.

In addition, you use your Intelligence modifier when setting the saving throw DC for an oracle spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Intelligence modifier

Spell attack modifier = your proficiency bonus + your intelligence modifier

RITUAL CASTING

You can cast an oracle spell as a ritual if that spell has the ritual tag. You don't need to have the spell prepared for the day.

SPELLCASTING FOCUS

You can use an arcane focus (found in Chapter 4 of the *Player's Handbook*) as a spellcasting focus for your oracle spells. You can also select a set of tarot cards or chipped bones as an arcane focus.

ESSENCE OF THE COSMOS

At 1st level, you choose a path that the universe had decided for you. The cosmos will shape you in a way that may not make sense to your character at the beginning, and ultimately leaves a mental or physical scar on you. In this way, you are forever bound, becoming either the Grave Whisperer, the Void Mind, the Sightless Seer, or the Star Soul, all detailed at the end of the class description.

Your choice grants you features at 1st level, and again at 6th, 10th, and 14th levels.

AUGUR OF THE WORLD

At 2nd level, you have a pool of energy, coming directly from the cosmos. This pool is represented by the Augur Points, which allow you to create special effects.

AUGUR POINTS

You start with 2 Augur Points at 2nd level, and you gain more points as your oracle level increases, shown on the Oracle Table. You can never have more points than your maximum for your level. You regain all spent Augur Points once you finish a long rest.

COSMIC CASTING

You can convert your Augur Points directly into spell slots, used for casting. When you do this, you recover expended spell slots equal to the points you spend, divided in half, rounded down. The spell slots recovered can be a mixture of lower spell slots, but the total cannot exceed the amount of Augur Points you spend.

As an example, if you are a 4th level Oracle, you can spend 4 Augur Points to recover either a 2nd level spell slot, or two 1st level spell slots. You cannot create a spell slot above 5th level in this way.

In addition, you can convert a spell slot into Augur Points. When you do so, you recover points equal to the spell slot used, divided in half, rounded down. If your Augur Points would exceed your maximum allowed by your level, your Augur Points equal your maximum.

INFLUENCE OF THE COSMOS

At 3rd level, as an action, you can infuse your energy into another person. For every 3 Augur Points you spend, you can give a target you can see within 30' an additional point, die or spell slot. An example of this would be sorcery points, bardic inspiration die, or battle master superiority die.

These dice gained can only be for class features that are spent from the features. Targets that use Hit Dice or *guidance* for example, do not roll additional dice.

If a person would recover a spell slot from this feature, the spell slot level increases for every three Augur Points you spend.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

HAVEN OF THE COSMOS

At 18th level, the dust particulates of the universe gather around you, suspended in air. Whenever you finish a long rest, you are considered under the effects of a *sanctuary* spell for 8 hours.

This effect ends if you attack or cast a spell at an enemy.

INTERVENTION OF THE COSMOS

At 20th level, you draw on the massive emptiness that surrounds all, at the cost that it takes a toll on your body. You can spend a short rest meditating, recovering 4 Augur Points. Once you use this feature, you must finish a long rest before doing so again.

ESSENCE OF MAGIC

Becoming an Oracle is no small feat. In fact, traumatic events are usually the calling sign of becoming an oracle, as the universe works in many strange ways.

As you read over the Essence of the Grave Whisperer, the Void Mind, the Sightless Seer and the Star Soul, it is apparent that each have something that is taken from them. In this, what they lack in one area, it is made up for somewhere else, as they've had to learn to overcome this.

Will your oracle let themselves be defined by their trauma, or will they attempt to overcome it and not let it rule over them?

GRAVE WHISPERER

Speaking to the dead, in public anyway, is not common in many civilizations and often considered taboo. In other societies, it is highly regarded as an honor, and people will go so far as to fake communication in order for recognition.

Grave Whisperers console spirits who cannot rest or move on to the next plane. In this, they will try to help those spirits with their unfinished business. Sometimes malevolent spirits will attack, in which case a Grave Whisperer is brought in to exorcise it.

EXPANDED SPELL LIST

The Grave Whisperer receives spells from beyond the grave, which you gain the following spells once you reach the following oracle levels listed in the Grave Whisperer Spells Table. These do not count against the maximum number of spells that you know.

GRAVE WHISPERER SPELLS

Oracle Level Spells

1st	<i>Bane, Protection From Evil and Good</i>
3rd	<i>Gentle Repose, Warding Bond</i>
5th	<i>Enemies Abound, Feign Death</i>
7th	<i>Aura of Life, Death Ward</i>
9th	<i>Dispel Evil and Good, Raise Dead</i>

MUTE COMMUNICATION

At 1st level, you lose the ability to speak clearly. It could have been because you never learned to talk, or perhaps your tongue was physically removed from your mouth. Either way, you are unable to communicate through spoken words properly, although undead creatures can communicate with you without hinderance, as if you had cast the *speak with dead* spell.

When you are talking to a humanoid who shares a similar language that you know, you have disadvantage on Charisma (Persuasion) and Charisma (Deception) checks while talking to them.

You can still read, write and understand the spoken languages you know. In addition, you learn two additional languages of your choice, and learn the *spare the dying* cantrip if you do not already know it.

EARS OF THE GRAVE

At 6th level, you gain an innate sense to detect creatures that might have shed their mortal coil, but not passed on fully. If you spend 1 minute in concentration, you can determine the presence and nature of undead creatures within a 1 mile radius. You learn the rough number of creatures in the radius, along with the number of the highest CR creature.

You can perform this once per long rest at no cost. If you try to do this again before performing a long rest, you must spend 1 Augur Point to do so.

You can also telepathically communicate with creatures, including undead creatures, up to 30'.

AWAKEN THE CRYPT

At 10th level, you can beckon creatures to aid your allies and yourself. You can spend 8 Augur Points to cast *dominate monster* as an 8th level spell on celestials, constructs, fiends and humanoids. These creature types have advantage on the saving throw.

You can instead spend 4 Augur Points to cast *dominate monster* in this way on an undead creature, and the target creature has disadvantage on the saving throw.

The creature acts on your initiative. You can only have one creature under the *dominate monster* spell at one time. If you cast *dominate monster* while another creature you control is under the same spell, the spell ends on the first creature.

EMPTY THE CATACOMBS

At 14th level, creatures around you have a harder time going to their grave. If a creature within 30 feet of you would drop to 0 hit points this turn, you can spend 1 Augur Point and your reaction to reduce them to 1 hit point instead.

The creature must take damage from either non-magical bludgeoning, piercing or slashing damage, or either necrotic or poison damage.

SIGHTLESS SEER

Commonly confused with those that have divine powers, it is easy to see the connection. The Sightless Seers, or Seer or short, have an unnatural sense of the world around them, gathering information from all their available senses.

Some Seers have gone so far in their senses that they can in fact see visions of the future, and offer their services to those that request it.

EXPANDED SPELL LIST

The Sightless Seer receives spells in waves of visions, which you gain the following spells once you reach the following oracle levels listed in the Sightless Seer Spells Table. These do not count against the maximum number of spells that you know.

SIGHTLESS SEER SPELLS

Oracle Level	Spells
1st	<i>Identify, Illusory Script</i>
3rd	<i>Augury, Locate Object</i>
5th	<i>Clairvoyance, Tongues</i>
7th	<i>Arcane Eye, Locate Creature</i>
9th	<i>Legend Lore, Scrying</i>

BLINDED AWARENESS

At 1st level, both of your eyes get a dull, foggy like appearance. Was it from birth, or was it staring at eclipses while studying? Perhaps from it being plucked out in the heated battlefield? Either way, you cannot see out of an eye.

You have disadvantage on all Wisdom (Perception) and Intelligence (Investigation) checks that rely on sight. Any proficiency bonus in those skills is not added when using those skills in that way. You also have disadvantage on ranged weapon attacks due to your depth perception becoming impaired.

In addition to this, if you would have to do a saving throw due to sight, identical to a Mummy Lord's Dreadful Glare or a Red Dragon's Frightful Presence, you automatically succeed the save. Your maximum distance to see is 30 feet.

FORESIGHT

At level 6, you have the ability to change the course of fate by seeing the future. Before a session starts or whenever you finish a long rest, you may roll up to 3d20 in front of your Dungeon Master and record the dice rolls, at the cost of expending 2 Augur Points per die.

Whenever you or a friendly creature makes an attack roll, ability check, or a saving throw, you can replace their roll with one of your recorded numbers. You can allow this to happen before or after the dice has been rolled, but must be before it is declared a success or failure.

Once a recorded number has been used this way, you cannot use it again. If you complete another long rest while you still have recorded numbers, you lose those rolls.

EYES OF THE SEER

At 10th level, the dullness of your eyes can change into something vibrant and full of life. As an action, select either yourself or a willing creature. You may expend Augur Points to grant the target creature a single new eyesight, which has a duration of 1 hour or until used.

Darkvision. At the cost of 1 Augur Point, target creature gains darkvision out to 60'. In this way, even in bright or dim light, you cannot discern color.

Ethereal Sight. At the cost of 2 Augur Points, the target creature can see into the ethereal plane out to 60'. Invisible creatures are now visible and creatures on the ethereal plane seem translucent.

Truesight. At the cost of 4 Augur Points, target creature gains truesight out to 60'. You can see invisible creatures and objects, doors that are magically hidden, creatures on the ethereal plane, and the true form of creatures that have changed shape.

Foresight. At the cost of 6 Augur Points, a creature you selected other than yourself gains the benefits of your Foresight feature. They can roll up to 2d20, recording the numbers. If they roll an attack roll, ability check or saving throw, they can decide to take one of the rolls they recorded instead. This recorded number cannot be used again. If the creature takes a long rest or does not use these recorded numbers gained by this feature within 10 minutes, the creature loses these rolls.

DESTINY WEAVER

At 14th level, your manipulation into the future is so great that you can affect creatures you are not close with. Whenever you have at least one recorded number from your Foresight feature, you can now replace attack rolls, ability checks and saving throws from creatures that are not friendly towards you. You can select to do this before or after the Dungeon Master rolls the dice, but must be before it is declared successful or failure.

In addition, you can expend even more points, allowing a maximum of 5 recorded numbers instead of 3 from your Foresight feature.

STAR SOUL

Very few know what the universe is, much less know what it is made of. Balls of fire and chaos swarm and condense, creating what we know as stars. People born during eclipses or solar flares have a touch of the stars in their being, which replaces some humanity.

Often found with a bright outlook on life, it is cut short from a lack of regeneration. Because of this, they find pleasure in doing everything they can, without restraints.

Cosmic energy that flows through them allow them to manipulate gravity, thus affecting time itself. Not only this, but they are more attuned to the sky and make their own path from the stars that paint the night sky.

EXPANDED SPELL LIST

The Star Soul receives spells in from the constellations, which you gain the following spells once you reach the following oracle levels listed in the Star Soul Spells Table. These do not count against the maximum number of spells that you know.

STAR SOUL SPELLS

Oracle Level Spells

1st	<i>Guiding Bolt, Magic Missile</i>
3rd	<i>Flaming Sphere, Scorching Ray</i>
5th	<i>Daylight, Protection From Energy</i>
7th	<i>Freedom of Movement, Resilient Sphere</i>
9th	<i>Flame Strike, Hold Person</i>

EMPTY VESSEL

At 1st level, you lost your soul, the humanity that makes someone a person, but instead a core of particles that radiate energy. It could have been due to a deal your parents had made while you were being born, or a plea for more time. Whatever it may be, you no longer have a soul.

Because of this, your body is susceptible to energy that harms the body, and flourishes in energy that heals the body. You are now vulnerable to necrotic damage, while you are immune to radiant damage.

FOLLOW THE CONSTELLATION

At 6th level, you gain an innate sense to detect the time and weather, based directly on the stars. If you spend 1 minute in concentration and 1 Augur Point, you can determine the exact time and location you are in. In addition, you know the weather events that will happen for the 48 hours, cannot become lost unless from magical effects, and traversing difficult terrain does not slow you or your party.

FLOW OF TIME

At 10th level, you can pull the weight of the stars to affect the material plane, slowing down time. Select up to 5 creatures within 30' as an action. You spend 2 Augur Points per target creature, and then choose one of the following effects:

- Those creatures have a -10 on their initiative roll.
- Those creatures can only take either an action or bonus action on their turn.

If a creature's initiative would be negative because of this feature, it has an initiative of 1.

This effect lasts for a number of rounds equal to your Intelligence modifier.

SEA OF SILVER

At 14th level, you can temporarily send yourself and others into the Astral Plane, where time stops and people float freely in glitter of pink and mists of silver. You can perform this as an action for 2 Augur Points for every person you decide to bring, including yourself, as if you had cast the *plane shift* spell on yourself. By using this feature in this way, you are only to arrive at the Astral Plane of existence.

While yourself and other target creatures are in the Astral Sea due to this feature, you can still act on your turns. Each creature acts on their initiative, and can take actions.

You are able to be in the Astral Plane in this way for a number of rounds equal to your Intelligence modifier + your Oracle level. Once you return, you appear back in your original spots and it seems as if time had stopped while gone.

VOID MIND

To those that have their minds wander, they often find themselves into the Far Realms. Life is scarce, and the deities of old remain forgotten. This area is harsh and near unlivable, where the other realms dare not enter. Here, the radiation of the Far Realms collide with one another, and horrors come to life and then vanish. Trying to understand this void is so foreign that those who study it often go mad.

EXPANDED SPELL LIST

The Void Mind receives spells from an emptiness so foreign that it is eerie, which you gain the following spells once you reach the following oracle levels listed in the Void Mind Spells Table. These do not count against the maximum number of spells that you know.

VOID MIND SPELLS

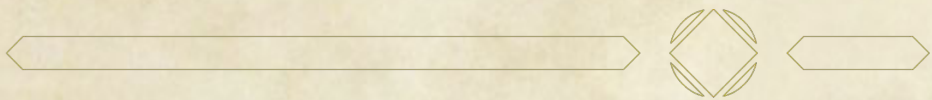
Oracle Level	Spells
1st	<i>Silent Image, Unseen Servant</i>
3rd	<i>Crown of Madness, Darkness</i>
5th	<i>Blink, Gaseous Form</i>
7th	<i>Banishment, Confusion</i>
9th	<i>Mislead, Modify Memory</i>

AURORA OF EMPTINESS

At 1st level, your study of the void, and its emptiness has taken a toll on your mind. It could have been because you were afraid of heavily crowded spaces, or perhaps being alone for much of your life.

Due to you coming to terms with the trauma you experienced, you are absent minded - even in combat. If you have to make a Dexterity saving throw, you do so at disadvantage.

In addition to this, spells such as *detect thoughts* cannot affect you. Creatures who attempt to do a Wisdom (Insight) check on your emotional state do so at disadvantage.



I don't know any oracles in person,
but I did hear that there was
one in Ostoria that lived above
an aboleth.

TURN THE MIND TYRANT

At level 6, your mind has become clouded, just like the dust you saw in the Far Realm. You have advantage on Intelligence, Wisdom and Charisma saves against spells. If you succeed on a saving throw against being charmed or frightened that only targets you, you can spend Augur Points equal to the spell level to redirect that spell at the original caster. If the original caster fails against your spell save DC, the creature is now under the effects of the original spell.

CHILL OF THE NOTHINGNESS

At 10th level, while you are not affected by an emotional state, like charms or fear, all friendly creatures within 10 feet of you have advantage on saves against being charmed or frightened.

If you are affected by an emotional state similar to that listed above, all friendly creatures within 10 feet of you are immune to the Fear and Charmed conditions.

If a friendly creature that you can see would be affected by fear or madness, you can spend Augur Points equal to the spell level (or half of the creature's CR if not from a spell) to become the target instead.

LONELINESS OF THE VOID

At 14th level, your mind has been altered so gruesomely that not only should you be affected, but others should sense the horror as well. You can take an action to teleport yourself and a creature within 5 feet of you to the Far Realm. This action costs 2 Augur Points and lasts rounds equal to your Intelligence modifier.

While you are in the Far Realm, the target creature you brought with you must make a Wisdom saving throw at the start of their turn. On a failure, the creature takes 2d10 psychic damage and receives one level of madness. On a success, the creature takes half damage.

You both reappear in your same positions once this feature ends. If you were affected by the Fear or Charmed condition when you used this ability, you are no longer affected.

CHAPTER 4: WALKS OF LIFE



Almost anyone can pick up a sword and start swinging it around. Heck, look around you now, friend! That shovel the gravedigger could be just like a warhammer, or the farmer's pitchfork is like quarterstaff. Honestly, it is all up to the imagination, as long as it is reasonable!

As you read this guide, I hope your view on the world changes. Faerun is full of potential! Not everyone has to stay in the same village for all their life! Anyone could go out and experience the rush of battle, the danger of the wilderness, and the excitement of finding loot!

Here are a few examples of people I've found that are great candidates for adventurers.

PLAYER BACKGROUNDS

Background	Skill Proficiencies	Languages	Proficiencies	Feature
Apprentice	Insight, Performance	One of your choice	One artisan tool	Easy Work
Brewmaster	Medicine, Performance	-	Brewer's supplies, one gaming set of your choice	Life of the Party
Butler	History, Performance	Two of your choice	-	Knowledge of Nobility
Cartographer	Nature, Perception	-	Calligrapher's supplies, cartographer's tools	Never Lost
Cobbler	Persuasion, Sleight of Hand	-	Cobbler's tools, leatherworker's tools	Natural Mender
Courier	Acrobatics, Insight	Two of your choice	-	Street Smarts
Diplomat	Deception, Persuasion	Two of your choice	-	Noble Bargaining
Demonologist	History, Religion	Abyssal and Infernal	-	Fiendish Lore
Ex-Cultist	History, Religion	One of your choice, one exotic of your choice	-	Insider Information
Executioner	Athletics, Intimidation	One of your choice	Battleaxes, greataxes	Capital Punishment
Farmer	Animal Handling, Nature	-	Carpenter's tools, herbalism kit	Nature's Gift
Gravedigger	Athletics, Medicine	One of your choice	Warpick	No Rest For the Weary
Prisoner	Intimidation, Sleight of Hand	One of your choice	Thieves' tools	Prison Break
Scavenger	Investigation, Survival	One of your choice	Tinker's tools	Sharp Eyes

APPRENTICE

Ever since you could remember, you have been working under the guidance of a master. The hours are long, tedious, and the pay might not be that great, but it beats not having a job.

What did you train to be when you were younger? Who was your master? Did you two get along at all? You can roll on the table below or pick one of your choice.

APPRENTICESHIP

d6	Job
1	Baker
2	Cordwainer
3	Gaffer
4	Seamstress
5	Stationer
6	Tailor

Skill Proficiencies: Insight, Performance

Languages: One of your choice

Tool Proficiency: One artisan tool that matches with your apprenticeship

Equipment: A tool of your choice that would match your apprenticeship, a pouch with 5 gp

FEATURE: EASY WORK

While in town, you can pick up temporary jobs that match your apprenticeship. You earn enough to cover a comfortable living quarters.

SUGGESTED CHARACTERISTICS

Use the tables for the **guild artisan** background in the *Player's Handbook* as a basis for your traits and motivations, modifying the entries as you see fit.

APPRENTICE

d4 I became an apprentice because...

- 1 My parents couldn't afford to take care of me as a child
- 2 I had a natural talent and was noticed
- 3 I had been caught for a crime, and my punishment was to learn the trade
- 4 I always had envy for the local guild and wanted to join

BREWMASTER

One of the oldest trades known to the races, wherever there is strong drink, there is civilization. You have crafted your trade by crafting ales, knowing the finer workings of dry wines to enhancing robust flavors of ales.

How did you become a brewmaster? Was it a family business that you took the mantle of? Were you an alcoholic, so dependent on strong drink that you wanted to create your own?

Skill Proficiencies: Medicine, Performance

Tool Proficiency: Brewer's supplies, a gaming set of your choice

Equipment: Brewer's supplies, a gaming set that you are proficient with, and a pouch with 5 gp

FEATURE: LIFE OF THE PARTY

You can use your brewer's supplies for skill checks to determine the origin of where drinks are made, and if a drink is harmful to consume.

SUGGESTED CHARACTERISTICS

Use the tables for the **guild artisan** background in the *Player's Handbook* as a basis for your traits and motivations, modifying the entries as you see fit.

BREWMASTER

d4 I became a brewmaster because...

- 1 I developed a drinking problem but had no money for drinks
- 2 All the other products were bland, and I knew I could do it better
- 3 The science and chemistry always fascinated me
- 4 Being business minded, I knew that this job would stay afloat while others would not

BUTLER

Growing up in households of wealthy, you've always been called upon to take care of the owners. Bringing dishes, cleaning the homestead, answering doors or whatever else it might be, you know how it feels to be relied on for all tasks.

How did you come to be a butler? Were you raised in the household with other family members that were maids? Perhaps you were hired because there was an open position? Did you owe a debt to someone?

Skill Proficiencies: History, Performance

Languages: Two of your choice

Equipment: A set of fine clothes, a pouch containing 10 gp

FEATURE: KNOWLEDGE OF NOBILITY

You can more easily recognize households of nobility, based on the insignia on the banners, last names of the family, or even where the family resides.

SUGGESTED CHARACTERISTICS

Use the tables for the **noble** background in the *Player's Handbook* as a basis for your traits and motivations, modifying the entries as you see fit.

BUTLER

d4 I became a butler because...

- 1 The life of wealth always impressed me
- 2 I was born into a family that were house servants
- 3 Secrets are always spilled around those not deemed important, and I wanted blackmail
- 4 I am more comfortable being seen and not heard, a perfect job for me

CARTOGRAPHER

You've always had an eye for drawing locations around you. With a simple piece of charcoal and a sheet of parchment, your hands create works of art that bring areas to life, as if you are really there. People have asked for you by name to make them maps personally, which brings much pride.

Skill Proficiencies: Nature, Perception

Tool Proficiency: Calligrapher's supplies, cartographer's tools

Equipment: Cartographer's tools, a handmade map of the region you are from, and a pouch with 5 gp

FEATURE: NEVER LOST

While travelling in either an urban or rural area, you can remember the prominent features of the area so you can draw them for future use. You do not forget these features for the next week.

SUGGESTED CHARACTERISTICS

Use the tables for the **guild artisan** background in the *Player's Handbook* as a basis for your traits and motivations, modifying the entries as you see fit.

CARTOGRAPHER

d4 I became a cartographer because...

- 1 I always longed to explore the world and capture it
- 2 Attention to detail has been a part of me for as long as I can remember
- 3 With a piece of paper and charcoal, I can help people
- 4 I wish to hold onto the memories of all the areas I visited

COBBLER

A simple worker, out on the streets. Within a few minutes, you can repair the soles of shoes and the souls that wear them. A quick shine for a passerby can lead into an interesting conversation, which might reveal information that you did not know about previously.

Skill Proficiencies: Persuasion, Sleight of Hand

Tool Proficiency: Cobbler's tools, leatherworker's tools

Equipment: Cobbler's tools, soap, string and needle, and a pouch with 5 gp

FEATURE: NATURAL MENDER

You can offer your services to clean and repair shoes of those around you. Any character that has your services has advantage on Charisma (Persuasion) checks for the next hour.

SUGGESTED CHARACTERISTICS

Use the tables for the **guild artisan** background in the *Player's Handbook* as a basis for your traits and motivations, modifying the entries as you see fit.

COBBLER

d4 I became a cobbler because...

- 1 Fixing even the most basic of items brings me joy
- 2 It has always been hard to have the spotlight on me
- 3 I get to listen to people talk while I work
- 4 It was part of the family business

COURIER

You've roamed the streets and even close lands, delivering packages and mail for the populace. The busy streets have made you more knowledgeable about finding the fastest route, and which places you should keep your guard up.

Skill Proficiencies: Acrobatics, Insight

Languages: Two of your choice

Equipment: A small side bag that you keep your packages and mail in, a coin pouch that contains 10 gp

FEATURE: STREET SMARTS

Traveling the back paths have made you aware of shady characters. You can more easily climb over objects without it counting as difficult terrain.

SUGGESTED CHARACTERISTICS

Use the tables for any background in the *Player's Handbook* as a basis for your traits and motivations, modifying the entries as you see fit.

COURIER

d4 I became a courier because...

- 1 My parents couldn't afford to take care of me as a child
- 2 I had a natural talent and was noticed
- 3 I had been caught for a crime, and my punishment was to learn the trade
- 4 I always had envy for the local guild and wanted to join

DIPLOMAT

Wide grasslands, the open sky, and communicating with nobility are only some of the perks. Being one with your words, you either having a tongue of silver or perhaps you have words as sweet as honey. You can nearly convince anyone of anything you set your mind to.

Skill Proficiencies: Deception, Persuasion

Languages: Two of your choice

Equipment: A set of fine clothes, a pouch containing 10 gp

FEATURE: NOBLE BARGAINING

While communicating with a noble family that you have been hired by, you are able to more easily get additional help, such as a horse drawn cart.

SUGGESTED CHARACTERISTICS

Use the tables for the **noble** background in the *Player's Handbook* as a basis for your traits and motivations, modifying the entries as you see fit.

DIPLOMAT

d4 I became a diplomat because...

- 1 My parents couldn't afford to take care of me as a child
- 2 I had a natural talent and was noticed
- 3 I had been caught for a crime, and my punishment was to learn the trade
- 4 I always had envy for the local guild and wanted to join

DEMONOLOGIST

To study the ways of a devil or demon is not a noble cause, but a much required one. You have spent endless nights pouring through ancient tomes, learning the ways of controlling and banishing demons. You know what really makes their blood boil, how to manipulate them, and to get exactly what you want from them.

Although people may call you mad, you know that your hard work will eventually pay off. Demons are forever eternal in the abyss, but hopefully your knowledge will keep them out of Faerun.

Skill Proficiencies: History, Religion

Languages: Abyssal and Infernal

Equipment: A backpack, a set of common clothes, a hooded cloak, several books on the origin of demons, a bedroll, a sack of salt, a pouch containing 5 gp.

FEATURE: FIENDISH LORE

Whenever you come across a piece of lore for devils and demons, you can recognize their names more easily. In addition, you have advantage on History or Religion checks in order to recall their information.

SUGGESTED CHARACTERISTICS

Use the tables for any background in the *Player's Handbook* as a basis for your traits and motivations, modifying the entries as you see fit.

DEMONOLOGIST

d4 I became a demonologist because...

- 1 My parents couldn't afford to take care of me as a child
- 2 I had a natural talent and was noticed
- 3 I had been caught for a crime, and my punishment was to learn the trade
- 4 I always had envy for the local guild and wanted to join

EX-CULTIST

You've seen how people treat one another, how they are deceived and easily manipulated. False worship to things beyond mortal power, the things that beckon to those with weak consciousness. Somehow, you realized the error of your ways and escaped with your life.

What cult were you a part of? Did it affect you in any way, such as viewing opposing cults negatively? You can roll on the table below or pick one of your choice.

CULTS

d6	Cult Type
1	Demonic Cult
2	Devilish Cult
3	Dragonic Cult
4	Giant Cult
5	Kraken Cult
6	Undead Cult

Skill Proficiencies: History, Religion

Languages: One of your choice, and one exotic language that matches with the appropriate cult

Equipment: A set of cultists clothes, a pouch containing 5 gp

FEATURE: INSIDER INFORMATION

You can recall information about a particular cult more easily. In addition, you can pass yourself off as a cult member, with all knowledge of their mannerisms.

SUGGESTED CHARACTERISTICS

Use the tables for the **acolyte** or **soldier** background in the *Player's Handbook* as a basis for your traits and motivations, modifying the entries as you see fit.

EX-CULTIST

d4 I became an ex-cultist because...

- 1 My parents couldn't afford to take care of me as a child
- 2 I had a natural talent and was noticed
- 3 I had been caught for a crime, and my punishment was to learn the trade
- 4 I always had envy for the local guild and wanted to join

EXECUTIONER

Empires rise and fall, and so do the criminals that live there. When evil needs put down, you were there to bring the blade. While many don't see much of the same that you do, it must have been satisfying knowing that one less trouble plagued the world. Coin is coin, and although it isn't the best job that people want, you know that there will always be a demand for it.

Skill Proficiencies: Athletics, Intimidation

Languages: One of your choice

Weapon Proficiencies: Battleaxes and greataxes

Equipment: The executioner mask and axe that you used, a pouch containing 5 gp.

FEATURE: CAPITAL PUNISHMENT

Whenever you confront criminals, you can execute criminals as long as you have justifiable cause for your actions. Whenever you do so, you must be in possession of your executioner wear and it must be donned. If not, guards may punish you as they see fit.

SUGGESTED CHARACTERISTICS

Use the tables for the **soldier** background in the *Player's Handbook* as a basis for your traits and motivations, modifying the entries as you see fit.

EXECUTIONER

d4 I became an executioner because...

- 1 My parents couldn't afford to take care of me as a child
- 2 I had a natural talent and was noticed
- 3 I had been caught for a crime, and my punishment was to learn the trade
- 4 I always had envy for the local guild and wanted to join

This isn't even close to all the careers
that exist. Who knows, maybe you
will find another soon? If I could,
I would have become
a farmer.

FARMER

As long as you treat the land with respect, you shall receive plenty. These words have been ingrained into your mind, repeating with every stroke of the hoe or every egg plucked. You have a way with animals, along with the ability to identify foreign plants. Farmers provide the backbone of civilization, and your traditions will not fade away.

Skill Proficiencies: Animal Handling, Nature

Tool Proficiencies: Carpenter's Tools, Herbalism Kit

Equipment: A set of clothes, an herbalism kit, a pouch containing 5 gp

FEATURE: NATURE'S GIFT

Whenever you are outside, you can forecast the weather based on patterns, up to 6 hours ahead of time. On top of that, you know what time it currently is, along with the various plants that can frequently be found in your terrain, as long as plant life grows there.

SUGGESTED CHARACTERISTICS

Use the tables for any background in the *Player's Handbook* as a basis for your traits and motivations, modifying the entries as you see fit.

FARMER

d4 I became a farmer because...

- 1 My parents couldn't afford to take care of me as a child
- 2 I had a natural talent and was noticed
- 3 I had been caught for a crime, and my punishment was to learn the trade
- 4 I always had envy for the local guild and wanted to join

GRAVEDIGGER

You have buried many people in your life time, including your family, best friends and guardsmen. It is difficult doing this job, watching loved one be torn apart, but that is just how life comes to be.

You've been doing this for a large portion of your life, breaking your back and shovels to make big enough graves. The only good thing about this job is that it will never come to an end, as people are always passing.

Skill Proficiencies: Athletics, Medicine

Languages: One of your choice

Weapon Proficiency: Warpick

Equipment: A shovel made of iron and wood, a mess kit, a bedroll, a backpack and a small pouch with 5 gp.

FEATURE: NO REST FOR THE WEARY

If a character has died within the past 24 hours, you can spend your long rest preparing the body and digging a grave for that person. If you do so, you get the benefits of a full rest.

SUGGESTED CHARACTERISTICS

Use the tables for any background in the *Player's Handbook* as a basis for your traits and motivations, modifying the entries as you see fit.

GRAVEDIGGER

d4 I became a gravedigger because...

- 1 My parents couldn't afford to take care of me as a child
- 2 I had a natural talent and was noticed
- 3 I had been caught for a crime, and my punishment was to learn the trade
- 4 I always had envy for the local guild and wanted to join

PRISONER

For some reason, you had been caught for a crime. Maybe you were in the wrong place at the wrong time, or perhaps you were left to take the fall from your group. What were you doing that got you caught? Picking locks of small merchant chests, or were you threatening people to give them protection?

Skill Proficiencies: Intimidation, Sleight of Hand

Languages: One of your choice

Tool Proficiency: Thieves' tools

Equipment: A set of dark clothes, a pouch containing 10 gp

FEATURE: PRISON BREAK

You know the inner workings of cuffs and manacles, their function and how to use that to your advantage. Whenever your hands are bound, you can take time to free yourself, being either rope knots or shackles.

SUGGESTED CHARACTERISTICS

Use the tables for the **criminal** background in the *Player's Handbook* as a basis for your traits and motivations, modifying the entries as you see fit.

PRISONER

d4 I became a prisoner because...

- 1 My parents couldn't afford to take care of me as a child
- 2 I had a natural talent and was noticed
- 3 I had been caught for a crime, and my punishment was to learn the trade
- 4 I always had envy for the local guild and wanted to join

There was this weird dwarf, Balur,
a gravedigger. Had an obsession
with masks. His younger brother
was a pretty good guy though

SCAVENGER

Abandoned homes, battlefields and even trash piles have treasure to be found. The treasure might look worthless or ordinary to most, but you know how to make it shine like a gem. You've risked your life countless times - to disease, to poisons, to sharp objects and wild feral beasts. In the end, you find what you were looking for and even more.

Skill Proficiencies: Investigation, Survival

Languages: One of your choice

Tool Proficiency: Tinker's tools

Equipment: A pouch containing 10 gp and various little trinkets and supplies that you've gathered, along with smith's tools.

FEATURE: SHARP EYES

When viewing possible items of worth, you can make a reasonable estimate on the real cost of the item. On top of that, you can take apart items to gain objects that you can create other things with, such as screws.

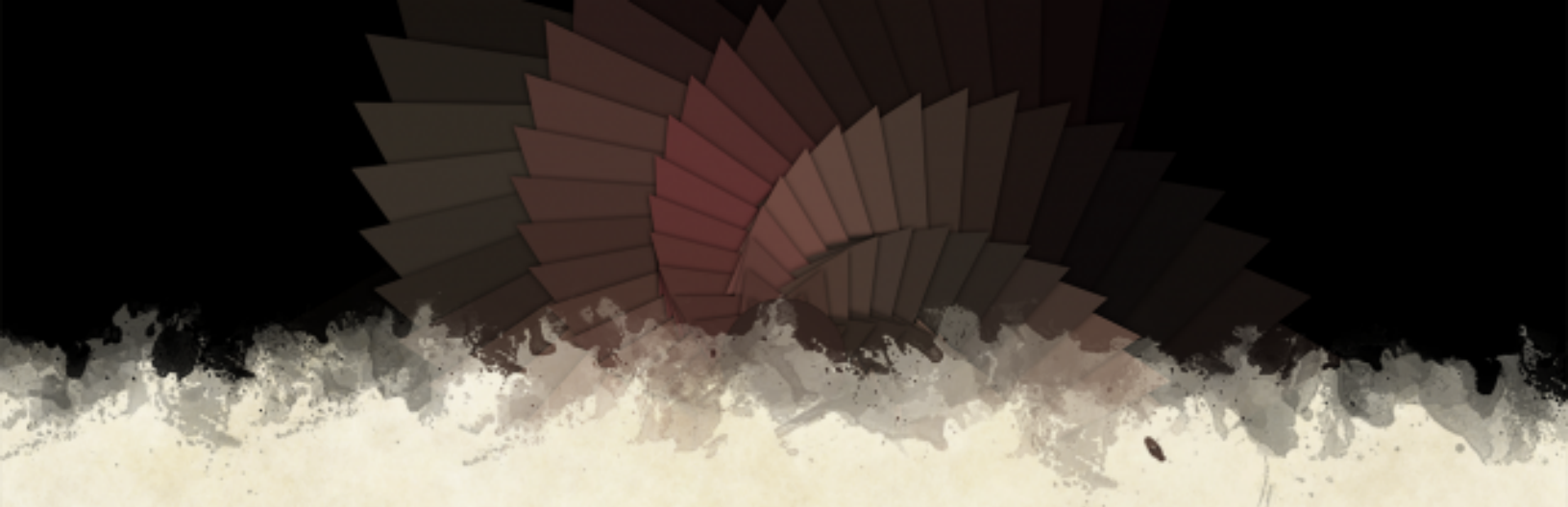
SUGGESTED CHARACTERISTICS

Use the tables for any background in the *Player's Handbook* as a basis for your traits and motivations, modifying the entries as you see fit.

APPRENTICE

d4 I became an apprentice because...

- 1 My parents couldn't afford to take care of me as a child
- 2 I had a natural talent and was noticed
- 3 I had been caught for a crime, and my punishment was to learn the trade
- 4 I always had envy for the local guild and wanted to join



CHAPTER 5: FEATS

Some people across the land have special talents, allowing them to perform extraordinary things! I've seen bards that swing a rapier, gracefully executing every movement as if their own personality guided it. I've witnessed a dragonborn stop a boulder with nothing but her mind. There are even rumors that some people are fully conscious while dying, applying first aid to themselves to stop fatal bleeding!

Just because you think you are ordinary, it doesn't mean that you are. Think about what all you can do that some others cannot. Casting magic in itself is a fine example of this!

I've noted some of these talents down below, which I call feats. Maybe you can learn these and apply them yourself. How amazing would that be?

ARCANE ARMOR

Prerequisites: The ability to cast at least one spell

You manifest magic around you, granting you additional protection. While you are not wearing any armor, your base AC equals 10 + your Dexterity modifier + your spellcasting ability modifier.

BRAIN OVER BRAWN

Prerequisites: Intelligence or Wisdom of 13 or higher

You've found that some situations require a healthy mind, rather than a physically fit body. You gain the following benefits:

- Increase your Intelligence or Wisdom by 1, to a maximum of 20.
- Whenever you make a Strength, Dexterity or Constitution saving throw, you can instead choose to do an Intelligence or Wisdom saving throw. You can use this feature a number of times equal to your chosen ability, per long rest.

COMBAT CHAMPION

You know exactly what it takes to survive on the battlefield - training and reflexes. You learn one fighting style of your choice from the fighter class. You cannot learn a fighting style that you already have picked before.

COMBAT REFLEXES

Prerequisites: Strength or Dexterity of 13 or higher

You've sharpened your reflexes, much like a blade is sharpened from a whetstone. You gain the following benefits:

- Increase your Strength or Dexterity by 1, to a maximum of 20.
- You get an additional reaction per round. This reaction can only be used to make an attack.

CONSERVE MOMENTUM

Prerequisites: The ability to use heavy weapons

You're able to use the weight of heavier weapons to good use. If you miss with a melee attack while using a weapon with the heavy property, you can make an additional attack as a bonus action. The attack must be within 5 feet of both the original target and yourself.

COUP DE GRACE

You apply a merciful finishing blow to a creature caught off guard. Whenever you attack a single creature that is surprised, you may attempt to deal this death. The creature cannot be a construct or undead, and must have a vital organ available to reach, such as the throat or chest. In addition, the CR of the monster must be one-half of your proficiency bonus or lower.

COUNTER STRIKE

Prerequisites: Strength or Dexterity of 13 or higher

You can react to immediate danger with lethal force. You gain the following benefits:

- Increase your Strength or Dexterity by 1, to a maximum of 20.
- Whenever a creature attacks you, you can use your reaction to make one melee attack towards that creature.

COVER MASTER

You've learned that taking cover is key to survival, and you can use it to the best of your ability. You gain the following benefits:

- Whenever you are behind cover that is light, such as shrubs and tall grass, you may treat it as half cover.
- Whenever you are behind an object that is normally half cover, you may treat it as three-quarters cover.
- Whenever you are behind an object that is normally three-quarters cover, you may treat it as full cover.

DAGGER MASTER

You know the workings of a dagger, from the very point down to the end of the hilt. You gain the following benefits:

- Any attack that hits a surprised creature with a dagger is considered an automatic critical hit.
- You gain advantage on Dexterity (Sleight of Hand) checks in order to conceal your dagger.
- You may conceal your dagger on your body. Any creature attempting to search you for weapons does so at disadvantage in order to find this weapon.

DISTRACTING

You have a way with people that distracts them from what they're trying to accomplish. You gain the following benefits:

- Whenever you make a melee attack on a creature and move away without using the disengage action, you can use your reaction to impose disadvantage on any attack of opportunity on you.
- Whenever a creature within 60 feet of you that can hear or see you makes a skill check or saving throw, you can use your reaction to impose disadvantage on that roll.

DUAL CASTER

Prerequisites: The ability to cast at least cantrips

You have mastered the ability to cast multiple spells at once. Whenever you use your action to cast a cantrip that deals damage as an action, you can cast an additional cantrip as a bonus action. The additional cantrip cannot cause damage in this way.

ELEMENTALIST

Prerequisites: The ability to cast spells

You have an affinity towards a certain element. Select one of the following - acid, cold, fire, lightning, or thunder. Whenever you cast a spell of one of those damage types, you can replace it with the damage type you selected when you took this feat.

Additionally, whenever you take damage of the selected damage type, you can reduce that damage by your proficiency bonus. If this would reduce the damage taken to 0, you instead take 1.

ENDURE PAIN

Prerequisites: Charisma or Constitution of 13 or higher

You can handle more pain than most people could. When you reach 0 hit points, you do not fall unconscious until you fail your first death saving throw. While dying in this state, you cannot make reactions, cannot take the Move action, and cannot take the Attack action.

FEARLESS HERO

Prerequisites: Constitution of 13 or higher

You rush into combat, knowing that any day could be your last. Once per short rest, you can take the Dash action as a bonus action. Additionally, if a creature within 5 feet of you would be the target of an attack, you can use your reaction to become the target instead.

IRREPRESSIBLE

Prerequisites: Proficiency in chosen saving throw

You are an unstoppable force in the face of adversity. You can the following benefits:

- Increase your chosen ability score by 1, to a maximum of 20.
- You add twice your proficiency bonus to the chosen ability saving throw, instead of your normal proficiency bonus.

POWER NAP

Prerequisites: Constitution of 13 or higher

You've learned how to make the best out of little recovery time. You can the following benefits:

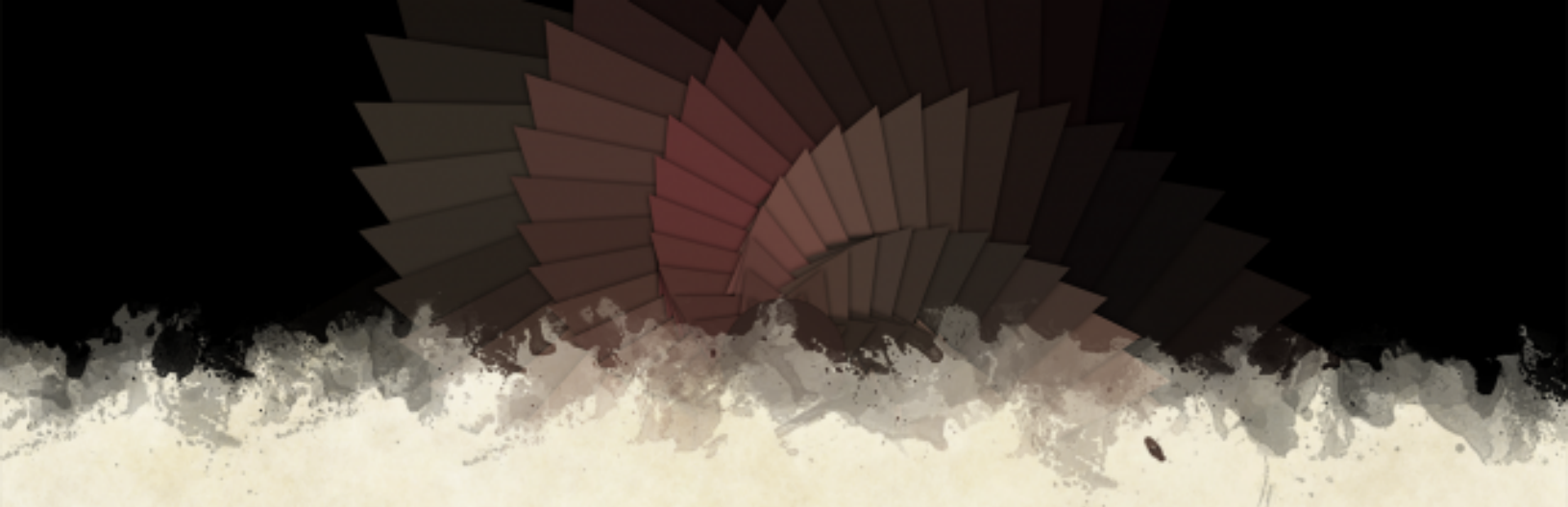
- Increase your Constitution score by 1, to a maximum of 20.
- Whenever you would expend at least 2 hit die during a short rest, if the total rolled is lower than your Constitution score, you may take your Constitution score instead.

SURGE OF POWER

Prerequisites: The ability to cast at least cantrips

Your spells have become even more potent in their effectiveness. You gain the following benefits:

- Increase your Intelligence, Wisdom or Charisma by 1, up to a maximum of 20.
- Whenever you cast a cantrip, you may reroll one damage die of your choice. You must stick with this number, even if the result is lower.



CHAPTER 6: EXPLORATION GEAR

The world has various merchants, offering a wide selection of goods and services. In the largest of cities, entire blocks of stalls can be found, making almost anything available for purchase. This can vary from luxurious spices to exotic clothing.

For an adventurer, the most common item that they will need falls into three categories - armor, weapons, and gear. This chapter details the more mundane items that can be found.

ARMOR AND SHIELDS

The Armor table shows the cost, weight, and other properties of the common types of armor worn in the worlds of D&D.

Armor Proficiency. Anyone can put on a suit of armor or strap a shield to an arm. Only those proficient in the armor's use know how to wear it effectively, however. Your class gives you proficiency with certain types of armor. If you wear armor that you lack proficiency with, you have disadvantage on any ability check, saving throw, or attack roll that involves Strength or Dexterity, and you can't cast spells.

Armor Class (AC). Armor protects its wearer from attacks. The armor (and shield) you wear determines your base Armor Class.

Heavy Armor. Heavier armor interferes with the wearer's ability to move quickly, stealthily, and freely. If the Armor table shows "Str 13" or "Str 15" in the Strength column for an armor type, the armor reduces the wearer's speed by 10 feet unless the wearer has a Strength score equal to or higher than the listed score.

Stealth. If the Armor table shows "Disadvantage" in the Stealth column, the wearer has disadvantage on Dexterity (Stealth) checks.

Shields. A shield is made from wood or metal and is carried in one hand. Wielding a shield increases your Armor Class by 2. You can benefit from only one shield at a time.

ROBES

Robes are not actual armor, but are infused with magical properties, which serves as a favorite for spellcasters. No proficiency is required to effectively wear a set of robes. Spellcasters prefer wearing robes, as they do not hinder the somatic components required for spellcasting.

If you wear robes, you add your spellcasting ability modifier to the base number of the robes you are wearing to determine your Armor Class. If you do not have a spellcasting ability modifier, your Armor Class is the base number.

ARCANE ROBES

Arcane robes consist of silken and cloth robes, often used by spellcasters. These robes are general wear by wizards and the like.

BATTLE ROBES

Battle robes are robes that have been further enhanced with arcane magic. Their use is by war mages, or other similar spellcasters that often find themselves in battle.

RITUAL ROBES

Ritual robes are similar to arcane robes, although these tend to be more impressive in their design. A set of ritual robes compared to a set of arcane robes is like a set of noble robes to common.

LIGHT ARMOR

Made of light and thin material, light armor is often used by adventurers that rely on their nimbleness. It offers basic protection, without hindering your ability to move.

If you wear light armor, you add your Dexterity modifier to the base number of the armor you are wearing to determine your Armor Class.

ELVEN SCALE

This suit of light woven scales is often found worn on elven scouts. A character does not need proficiency with light armor to wear Elven Scale armor.

LEATHER LAMELLAR

Composed of just a tough leather breastplate, there is no other protection given. Due to how stiff this armor is, the wearer has disadvantage on Dexterity (Stealth) checks.

PLATED LEATHER

Plated leather armor is a normal set of leather armor that has strips of metal that line the torso. Due to being reflective, the wearer has disadvantage on Dexterity (Stealth) checks.

QUILLED LEATHER

This armor is made of hides from creatures that have quills covering their bodies. Whenever the wearer grapples a creature, the quills dig in, dealing 1 point of piercing damage at the start of that creature's turn.

MEDIUM ARMOR

Offering more protection than light armor, medium armor tends to also restrict some movement. Not only that, but it is made of harder material, such as metal, which can be noisy and reflect light.

If you wear medium armor, you add your Dexterity modifier, up to a maximum of +2, to the base number of the armor you are wearing to determine your Armor Class.

BARK SCALE

This armor is similarly built to scale mail, except for that it is made of treated tree bark. The bark scraps together when moved, which imposes disadvantage on Dexterity (Stealth) checks.

THORN PLATE

A more improved upon idea of the quilled leather, the thorn plate exchanges organic material for metal. Whenever the wearer grapples a creature, the metal thorns dig in, dealing 1d4 piercing damage at the start of that creature's turn.

In addition, the metal casts light off of it, which makes the wearer have disadvantage on Dexterity (Stealth) checks.

HEAVY ARMOR

The last of the true armor categories is heavy armor. It is cumbersome, impairs movement, and is incredibly noisy. Heavy armor protects the majority of the body from harm.

If you wear heavy armor, your Armor Class is on the table below. Heavy armor does not penalize you for having a negative Dexterity modifier.

BONE ARMOR

Bones of various creatures are strewn together, much like scale mail is. Bone armor is not exactly light, but the materials to make it can be plentiful, depending on where you are.

STONE ARMOR

Designed as a cheap and fast alternative to metal armor, stone armor is exactly what it sounds like. Stone armor is nearly double the weight of some armors, at only a fraction of the cost.

STRONGHOLD PLATE

Stronghold plate armor is the supreme idea of protection. This armor is too bulky to properly operate a shield in one hand. You cannot take the Dash action in this armor. Donning and doffing this armor takes 20 minutes.

SHIELDS

Many types of shields are available for purchase. Depending on the size, the wearer might have to meet a Strength requirement to effectively use it. As always, you can only benefit from one shield at a time, unless otherwise noted.

BUCKLER

Small and agile, it allows the wielder to parry and reflect small blows. If you are wielding a weapon that has either the **light** or **finesse** properties that you have proficiency with, you can use the buckler, even if you lack proficiency with shields.

THORNED BUCKLER

This buckler has spikes attached to the face of it. If you are wielding a weapon that has either the **light** or **finesse** properties that you have proficiency with, you can use the buckler, even if you lack proficiency with shields.

As a bonus action, you can make one melee attack to one target creature. On a hit, the target creature takes 1d4 piercing damage.

KITE SHIELD

A kite shield is a wide shield, carried in one hand. While wielding a kite shield, the wearer reduces slashing damage by their proficiency bonus. If this would reduce the slashing damage to 0, the wielder still takes 1 slashing damage.

SQUARE SHIELD

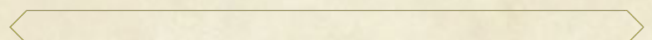
A square shield is a tall shield, carried in one hand. While wielding a square shield, the wearer reduces bludgeoning damage by their proficiency bonus. If this would reduce the bludgeoning damage to 0, the wielder still takes 1 bludgeoning damage.

TOWER SHIELD

This shield is often used in formations of grouped together soldiers. It offers the best protection available. The wielder must also have a Strength score of 13 or higher to use this shield effectively. If the wielder does not, they will have disadvantage on all Strength and Dexterity attacks.

As a bonus action, the wielder can stab the bottom of the shield into the ground. Whenever a creature is behind the tower shield in this way, they are considered behind three-fourths cover, until the shield is knocked to the ground.

As a creature can use an action to knock the shield down, or pick the shield up.



ARMOR

Armor	Cost	Armor Class (AC)	Strength	Stealth	Weight (lbs)
<i>Robes</i>					
Arcane Robes	25 gp	10 + Spellcasting ability modifier	-	-	1 lbs
Ritual Robes	50 gp	11 + Spellcasting ability modifier	-	-	2 lbs
Battle Robes	75 gp	12 + Spellcasting ability modifier	-	-	3 lbs
<i>Light Armor</i>					
Leather Lamellar	5 gp	11 + Dex modifier	-	Disadvantage	13 lbs
Quilled Leather	20 gp	11 + Dex modifier	-	-	7 lbs
Plated Leather	30 gp	12 + Dex modifier	-	Disadvantage	15 lbs
Elven Scale	75 gp	12 + Dex modifier	-	-	5 lbs
<i>Medium Armor</i>					
Bark Scale	30 gp	13 + Dex modifier (Max 2)	-	Disadvantage	20 lbs
Thorn Plate	250 gp	13 + Dex modifier (Max 2)	-	Disadvantage	25 lbs
<i>Heavy Armor</i>					
Bone Armor	50 gp	15	-	Disadvantage	50 lbs
Stone Armor	25 gp	16	Str 15	Disadvantage	95 lbs
Stronghold Plate	2000 gp	20	Str 17	Disadvantage	80 lbs
<i>Shields</i>					
Buckler	5 gp	+1	-	-	3 lbs
Thorned Buckler	15 gp	+1	-	-	6 lbs
Kite Shield	35 gp	+2	-	-	10 lbs
Square Shield	35 gp	+2	-	-	10 lbs
Tower Shield	45 gp	+3	Str 13	Disadvantage	45 lbs

WEAPONS

Weapons are the items required by the more martial classes in order to do damage. The weapon you choose is as essential for describing your character, just as what kind of background they have, the race they are, and the actual class choice.

The Weapons table shows more weapon choices that a character can have, their price and weight, the damage they deal, and any special properties they have. In addition, every weapon is categorized as either a melee weapon or ranged weapon.

MITHRIL WEAPONS

Some weapons can be made of a metal called mithril. Whenever a weapon is made of mithril, the following changes occur, found below:

Light Weapons. If a weapon does not have the *light* property, but is made of mithril, it is treated as a *light* weapon.

Heavy Weapons. If a weapon has the *heavy* property, it is treated as a weapon that does not have the property.

Versatile Weapons. If a weapon has the *versatile* property, the weapon can take the higher damage while attacking with one hand.

SPECIAL

Weapons that have the *special* property have features that don't match the others.

Ball and Chain. If this weapon is used to attack an object, the weapon does full damage. In addition, if this weapon is used to attack a creature and is hit, the wielder of this weapon can use their bonus action to attempt to grapple the target. The target must make an opposed escape check (Athletics or Acrobatics) against your Strength (Athletics) check. On a success, the target is grappled.

Boomerang. If this weapon is thrown, it returns to the thrower at the end of the attack. The thrower can use a bonus action to catch the boomerang.

Chained Sword. This sword can extend up to 10 feet away. When in this extended state as part of the attack, it instead deals piercing damage instead of slashing.

Composite Bow. You may apply your Strength modifier to the attack bonus and damage, instead of Dexterity.

Repeating Crossbow. This crossbow holds five bolts in a single magazine. If you have the Extra Attack feature, you can fire the reloading crossbow up to your maximum number of attacks in this round, as long as your magazine has enough bolts in it.

You do not have to take a bonus action to reload a single bolt into the frame. You must take an action to reload a magazine into the frame.

WEAPON

Name	Cost	Damage	Weight	Property
<i>Simple Melee</i>				
Falx	6 gp	1d6 Slashing	3 lb	Versatile (1d8)
Sap	1 gp	1d4 Bludgeoning	2 lb	Special, Finesse, Light
Scythe	5 gp	2d4 Slashing	5 lb	Two-Handed, Reach
<i>Simple Range</i>				
Boomerang	5 sp	1d4 Bludgeoning	1 lb	Thrown, Special
Kunai	2 sp	1d4 Piercing	.5 lb	Thrown (30/90), Light, Finesse
Throwing Star	2 sp	1d4 Slashing	.5 lb	Thrown (30/90), Light, Finesse
<i>Martial Melee</i>				
Ball and Chain	25 gp	1d10 Piercing	15 lb	Thrown (15/45), Heavy, Reach, Special
Bastard Sword	20 gp	1d10 Slashing	10 lb	Heavy, Versatile (1d12)
Chained Sword	15 gp	1d8 Slashing	5 lb	Reach, Special
Chain Sickle	8 gp	1d4 Slashing	3 lb	Reach, Versatile (1d6)
Great Scythe	15 gp	2d6 Slashing	10 lb	Two-Handed, Reach
<i>Martial Range</i>				
Composite Bow	75 gp	1d10 Piercing	5 lb	Ammunition (100/400), Heavy, Two Handed, Special
Crossbow, Repeating Hand	90 gp	1d6 Piercing	3 lb	Ammunition (30/120), Light, Special
Crossbow, Repeating Heavy	90 gp	1d10 Piercing	18 lb	Ammunition (100/400), Two-Handed, Special

ADVENTURING GEAR

This section describes the following mundane items that a character may use.

AMMUNITION

Ammunition is a projectile that can be fired, shot, or thrown. In order to use the ammunition properly, it must be used with the correct firing device. The weapon used to fire the ammunition will have two numbers following after it in its properties.

The first number is the preferred firing range. If the ammunition is shot and its distance between the target and itself is equal to or less than this number of feet, there is no penalty. The second number is the maximum range. If the ammunition is fired after the preferred range but the target is within the maximum range, the attack roll is at disadvantage. If the target is outside the maximum range, the attack automatically fails.

When trying to fire an arrow, you must use either a *shortbow*, *longbow*, or *composite bow*. If you are attempting to fire a bolt, you must use a *crossbow* variant. Attempting to use the wrong ammunition for these two types of weapons will apply the following penalties.

First, the attack roll is at disadvantage. Once the improper ammunition is fired, the preferred range is halved. If the target is past the preferred range, the attack automatically misses.

If you use the improper ammunition with a blowgun or sling, the attack automatically misses.

There are three additional arrow, bolt, and needle types that can be purchased. These are difficult to find, as there are little people that know how to make them.

Blunt Tip Ammunition. The end of this arrow or bolt is a metallic ball, instead of a point. When using this ammunition, the damage type becomes bludgeoning, instead of piercing.

Hollow Tip Ammunition. The end of this arrow or bolt is empty and fragile. The shaft is also hollow, with a cork on the end of it. This arrow is capable of holding one ounce of a single liquid inside of it. This liquid does not dry out while inside of it.

If the ammunition hits an object and is not a sling bullet, the tip breaks, and the liquid pours out. If the object is a creature, the liquid is injected into the target.

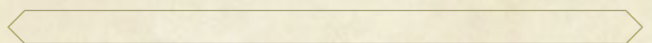
If the ammunition is a sling bullet, the liquid is not injected into the creature. There is a wick that connects to the liquid contents inside the sling bullet.

Serrated Tip Ammunition. The end of this arrow or bolt is serrated, much like a knife. The tip is also widened and flat. When using this ammunition, the damage type becomes slashing, instead of piercing.

If this ammunition is fired in order to cut a rope, the attack roll has advantage. This does not apply to a serrated needle.

MUSICAL INSTRUMENTS

Each musical instrument requires its own separate proficiency in order to add your proficiency bonus to it. A bard can effectively use a musical instrument as a focus for their spellcasting, described in more detail on Chapter 9 of the *Player's Handbook*.



ADVENTURE GEAR

Name	Cost
<i>Ammunition</i>	-
Blunt Tip Arrow (5)	2 gp
Blunt Tip Bolt (5)	2 gp
Blunt Tip Needle (20)	2 gp
Hollow Tip Arrow (5)	2 gp
Hollow Tip Bolt (5)	2 gp
Hollow Tip Needle (20)	2 gp
Hollow Tip Sling Bullet (20)	1 gp
Serrated Tip Arrow (5)	2 gp
Serrated Tip Bolt (5)	2 gp
Serrated Tip Needle (20)	2 gp
Serrated Tip Sling Bullet (20)	1 gp
<i>Musical Instruments</i>	-
Harp	25 gp
Violin	20 gp
<i>Tools and Kits</i>	-
Falconry Kit	5 gp
Farming Tools	5 gp
Prospector's Kit	10 gp
Taxidermist's Kit	10 gp
Parachute	25 gp
Spice Pouch	5 gp

TOOLS AND KITS

Tools and kits allow your character to perform tasks that would otherwise seem impossible. Some of these kits relate to backgrounds that your character may have had before they started adventuring.

Proficiency with a tool allows you to add your proficiency bonus to the check. Tools do not have a mandatory ability score associated with them. Instead, this book will suggest a certain ability score to use with it, depending on the task you are trying to do. The Dungeon Master may ask of a certain ability score to be used. When doing so, you may apply your ability score modifier to the roll.

Falconry Kit. In this bag is a single leather bracer, a leather cowl, a whistle, a set of small bells, and leather strips.

A Wisdom Check may come when training a small bird of prey, where as a Charism check might be useful when taming the bird.

Farming Tools. In this bag is a collapsible hoe, a collapsible rake, a book of known herbs and their farming techniques, and a small satchel of seeds worth 3 gp.

If a character wishes to tend to their own garden or plant seeds, it would be appropriate to ask for a Wisdom check, where as trying to identify a plant with their book may use an Intelligence check. If a character would try to gather leaves in a pile quickly, it wouldn't be uncommon to ask for a Dexterity check, while trying to clear thick roots might be a Strength check.

Prospector's Kit. In this metal box is a collapsible hammer used to breaking small rocks, a gold pan, a tiny magnifying glass, a handful of brushes, and a scraping tool.

It would be common to ask for a Dexterity check when trying to properly scrap clay or rock off of a surface, whereas it might be suitable for a Wisdom check to pick out the fine flakes of gold. An Intelligence check might be called for identifying the difference between silver and Sham Silver.

Taxidermist's Kit. This container holds a set of leather punches, a fine knife for scraping, a pair of small shears, and needles.

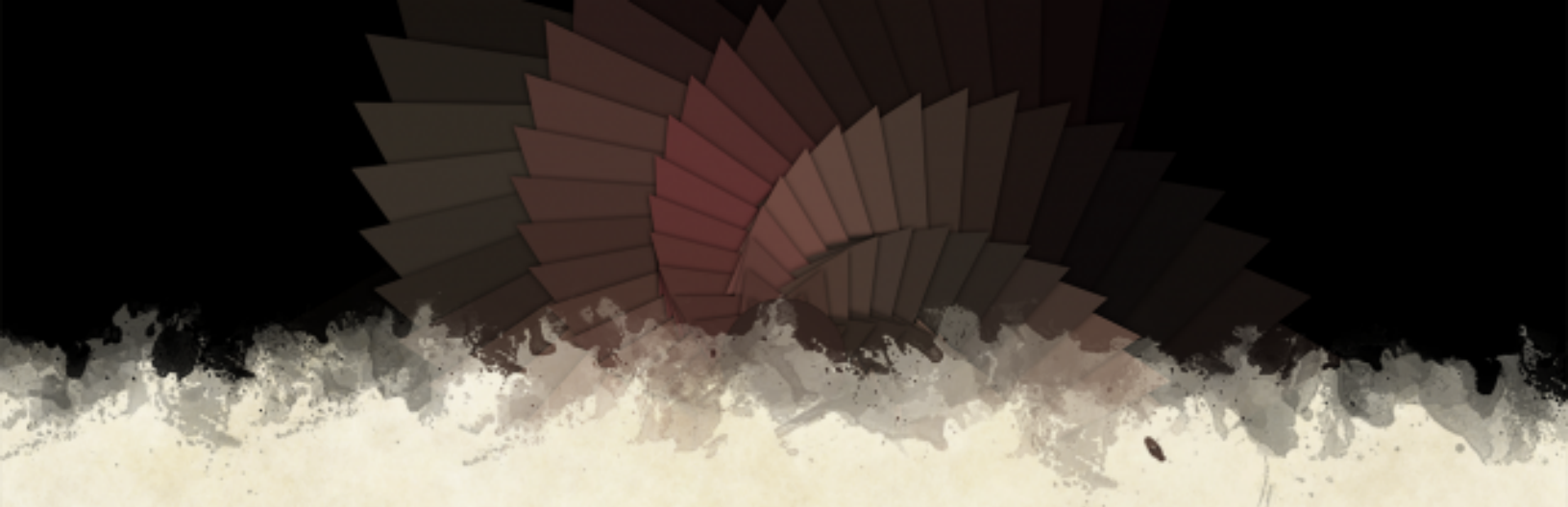
A Strength check would be suitable for attempting to gather the tough scales of a dragon, where as a Dexterity check might be more preferable for softer hides. A Charisma check might be asked in order to make a beautiful taxidermized creature for a patron.

ADDITIONAL ITEMS

These items are still considered adventuring gear, but doesn't fall into another category.

Parachute. This parachute is more of a small glider, rather than a widespread cloth. The frame is made of a sturdy metal, which has loops that hold the fabric. The parachute takes 1 minute to unfold and set up. A creature can use this to move at a rate of their long jump speed per round when in the air, while descending at a slowed rate of 30 feet per round.

Spice Rack. A small assortment of spices and containers are stored in a wooden box. Using a spice rack allows food past its prime to be consumed without ill effects. If the spice rack is used for cooking food during a short rest, a character regains 1 additional hit point for every hit die they expend.



CHAPTER 7: TRAPS AND OTHER DANGERS

Dangers fill the world, and places you think would be safe don't always happen to be. Sure, ruins of ancient cultures, deep dungeons in the Underdark, and even abandoned castles are filled to the brim. But what happens when you walk into a throne room of an occupied castle and become in danger? What if you open a book and are blasted with a glyph?

I am here to make you aware of these various devices. Sure, some are mechanical in nature - trip wires connected to gears, or pressure plates that release blades. Other dangers, they can be growing out in the wilderness, where uncharted jungles stretch for miles, or the depths of the ocean. Lastly, a few spells can cause bodily harm. Without an acute sight for magic in the world, these may be devastating.

The list compiled below will be sorted by these different types of traps - mechanical, magical and nature. I've studied them to the point where I can even describe how to construct them too, if the opportunity requires it, friend. Stay safe!

MAGICAL TRAPS

These traps are arcane in nature, radiating an aura that is perceivable by those trained in it. Be careful with these, as most of them are invisible to the naked eye. Magical traps can be further broken down into various classes - glyphs, proximity, or situational.

Glyphs are written with a special ink or are magically carved into an object, as that upon facing closely to the glyph will activate it. Proximity magical traps activate only when a creature, or perhaps certain creatures get within range of it, like an elf getting too close to a sword. Situational magical traps activate whenever you do something specific, such as opening a chest.

GLYPH TRAPS

Detecting one of these types of traps is difficult, but you can sense them with a *find trap* spell or enhancing your eyes to truesight. If a special ink is used, wiping it away will not deactivate it. Some sort of residue remover will work wonders, but again it depends on the type of ink.

Engraved glyphs are a little harder to work with.

Depending on the type, simply slicing through the glyph will be enough to destroy it. I've seen some where it was carved into an adamantine door!

ATTRACTION GLYPH

Now I know what you're thinking. How can falling in love be a trap? Well have you ever heard of marriage? Exactly. Well, this has nothing to do with love at all, but rather metallic items being stuck to the glyph itself. Its a bit of a problem when the key you need gets pulled out of your hands onto the other side of a lava pit!

Whenever this activates, any metallic items within 15 feet of it is pulled toward the center of the glyph, at a speed of 30 feet per turn. A Strength saving throw is required to hold onto the items. If a creature is wearing armor that mostly consists of metal and weighs under 200 pounds fails their saving throw, they are attracted to the glyph. Once on it, the creature is prone and restricted.

FLASH GLYPH

One of the many glyphs that can be found is the Flash glyph. Whenever this activates, any creature within 10 feet of it has their vision disoriented. A Constitution saving throw must be made, with creatures that fail being blinded for 1 minute.

No damage is done from this type of trap, but it sure is annoying when you find an ancient grimoire and this is in the middle of the book!

LEECH GLYPH

Oh, this is a bummer! Ever had your magical ability removed from you before? Don't ever do it. This is one of the few things that can take it from you. Whenever this activates, any creature within 10 feet of it must make a Wisdom saving throw. On a failure, the creature cannot use any magical spells or spell-like abilities for 1 minute. Magical items within this radius are also considered nonmagical for the duration.

One time, we were trying to run from this pack of owlbeasts in an abandoned dungeon, right? Well, I won't point out any names, but someone (Aoth Rein) stepped on this which was on the ground. Well, we got trapped in a dead end, cornered by these beasts. Let me tell you, that was not fun!

PARANOIA GLYPH

How could I forget this one? Oh, I messed up big time when I touched this. I became afraid of mice! Mice! Do you know how embarrassing it is, when you've delved deeper than any person before, have talked dragons out of burning villages, and conversed with unfathomable horrors?

Whenever this activates, all creatures within 10 feet of it must make a Wisdom saving throw. On a failure, the creature becomes afraid of harmless things around it, overthinking any possible situation, and grows untrust among the party. This effect lasts for 1d10 minutes.

STASIS GLYPH

This one is a pain! Being affected by this can certainly cause many problems, as once you're caught, you can't move!

Whenever this activates, any creature within 5 feet of it must make a Constitution saving throw. On a failure, the creature is paralyzed for 1 minute.

This is another glyph that doesn't do any damage by itself, but I have heard about these being used with falling ceilings that slowly make their way down. People go splat under pressure; did you know that?

PROXIMITY TRAPS

How can someone deactivate a trap that triggers when you get too close? The answer is that you don't, honestly. What you should do is instead cause some motion to activate it, such as throwing some pebbles or letting loose a live rat. Or, you can make the big, bulky guy go in first to activate it. I'm not judging! Without doing so, well... You can say good-bye to the world.

These traps are very difficult to find, and not for the faint of heart either. They activate whenever a creature gets within sight or within range. Some examples of this the *arcane eye* which sees out in a line, or the *clairvoyance* spell in which someone gets within a certain distance. On top of that, *darkvision* placed on a trap can sense creatures in the dark, out to 60 feet in order to trigger the spell. Lastly, a *see invisibility* spell can be cast, or a *true sight* spell so they can see if you are hidden, or if you're on a different plane of existence!

ALARM

Widely known as a spell already, this is famous for protecting objects that you want out of other people's hands. The *alarm* spell is casted on an object, and when you do cast it, you can select a number of people that can interact with the object without setting off the alarm. In addition, you can make the alarm heard to all, or just the people you select in their mind!

Salazar Basha and I went into a crypt of ooze covered skeletons, and found a sword that had not rusted throughout the ages. It was in the hand of a king on a throne, now entirely skeleton. As soon as we touched it, the skeletons made a dead sprint towards us! Get it? *Dead sprint*? Hey, I never said my jokes were funny.

COMBUSTING SLICK SPIKES

This, this one is a mighty danger. It starts off just as a simple ascension or descension on a stone floor. All of a sudden, the stone is covered in a thick layer of grease, risking you fall prone and slide to the bottom. As if that wasn't bad enough, a flame lights the grease, so if you aren't falling, you'll be caught on fire! Additionally, if you are sliding, there are spikes that form at the bottom of the hallway! If I had to recall on it, I would say the spells are *grease*, *produce flame* and perhaps *spike growth*...

Stay away from this one!

HUNGRY ARMS

As soon as you enter the area, tentacles of unknown horror tear through the air, lashing out at anyone unfortunate enough to be near. Upon further inspection, I have found that the spell must be *arms of hadar*, an unfathomable beast from the Far Realms.

ILLUMINATING PRESENCE

This one is not so much a trap, but can startle you at first! Whenever you come within range of an object, it brightens a few torches so that you may see! I have identified what actually activates, and it seems to be the *dancing lights* cantrip. The first time I saw this, I was walking into an ancient keep of a lost civilization, where the torches would emit light along the hallway.

MISSILES IN THE DARK

With the ability of seeing out in darkness, this magical trap will fire 3 *magic missiles*, automatically hitting any creature it sees fit. This is quite dangerous, as I've lost many an ally when we were first travelling out in search of fortune.

MOLTEN METAL

Quite an awful trick, I will admit. As soon as you enter the room, the walls and floor are made of metal. But after a few seconds, the metal changes from a cold, dark color to a heated yellow and red! You will realize that the room is going to burn you alive if you don't get out! That must have been a *heat metal* spell..

RADIATING WEAPONS

Have you seen a bright flash of light, only to realize that it is a weapon? Some traps will conjure one of these weapons. I've seen swords, spears and even maces become real! It must have been a *spiritual weapon* spell that was cast, I'm confident that it was. That reminds me of the time I went into the burial grounds full of heroes, where we were searching for Dothan Sabrina, a famous paladin...

SITUATIONAL TRAPS

These traps are triggered by really specific conditions, such as being an elf and walking into the room, or being the age of 347. Another trigger can be that you simply interacting with something, which is very complicated unless you know exactly what you are doing. Stay safe!

COMPACT HALLWAY

Imagine that the hall you are walking down gets closer and tighter, to the point that you can't budge forward. How would you get through? Corporal Redbloom found out the hard way...

In order to truly disable this magical hallway, you have to keep travelling in, to the point that you are stuck and cannot even back out. Once you do, you will soon realize that the hallway was just an illusion! It was really just as big as normal!

FORGE OF GEMS

Can you believe that Father Time actually exists? If you don't believe me, well I have news for you. I met him! Actually, that is sort of why I am mentioning this trap now...

An efreeti forge, crafted in the City of Brass, made out of the very same metal. In it is a fire that flickers softly, but gives no heat. Upon further investigation, the charcoal is actually small rubies. Simply taking from the forge is what leads to your demise, though... Attempting to take a gem will require a Dexterity saving throw, as a *fireball* centered from the mouth of the forge is released.

If you instead drop a gem into the forge, the spirits of the efreeti manifest, blessing you with resistance to fire damage.

MANIFESTED MIRROR

I wouldn't call this one a trap, but rather a difficult one to process. So mirrors reflect things back into our eyes, correct? Well, this mirror reflects the semi-truth into the gazer. Objects that are hidden in the room, such as secret doors are revealed in the room, but may not be interacted with.

So how do you use that mirror then? Well, you have to go through it. The only difficulty is that your reflection blocks your path. Creatures that don't have a reflect, such as vampires, can freely enter and exit at their will.

ROGUE'S BANE

Some traps are designed for certain... Professions. A small gearbox often is connected to a mechanical trap, and the trap disabler will do their job. But what happens when they do their job, but that is what causes the activation?

In times like this, the disabled device actually triggers the magic to take effect. I've seen it where doors lock because of this, or poisonous gas clouds the room.

TELEPORTATION ROOM

Entering this room will lead you to different chambers, in which you will be unfamiliar with. As soon as the magically rigged item is interacted with, all doors slam shut, and once opened will reveal that the halls outside look much different. Why? Because the characters themselves had their entire room teleport over to a new location.

I remember one time, we were exploring this location called the Tomb of Vrouk'zous the Foul in the Underdark. We slipped into one room, where a chest lay in the center. Well, the rogue searched it in its entirety for traps, but couldn't find any! As soon as it was opened, we all lurched backwards, landed on our butts and the doors locked shut! As soon as I felt I was done spinning, I opened the door to get out and I didn't recognize anything!

MECHANICAL TRAPS

Mechanical traps vary widely, being able to be controlled from an input device, such as a pressure plate or trip wire, all the way to being carved into something such as a pit trap. As such, I have organized these into input devices, as most pit traps are common knowledge.

INPUT DEVICES

Input devices are what needs to be tampered with in order to activate the trap itself. Things such as a trip wire being broken or a light source having a shadow casted are examples.

What is great about these traps is that they are easily created, requiring minimal set up time and can be taken down for transport. On the other hand, being taken down is a way to lose the trap itself from sticky fingers.

DOOR HINGE

Simply opening a door will trigger a trap. You can do so by having objects attached to the top of the door to tip, or place a trip wire in the hinge so that it will be cut when opened.

LIGHT INTERRUPTION

A light source that is constant may look like an ordinary torch, but having a small sensor that picks up the light across the room is a wonderful little item. Whenever the light no longer shines on the sensor, its switch will activate, releasing the trap. These are near impossible to detect, as getting close to it may cast your shadow on it, and the trap will trigger.

NOISE MAKER

This isn't so much an input device but more to keep you aware of their presence. Simply hanging many chains in a hallway can do so, as it will be difficult to pass without bumping into them. Another way to do so is have a bell attached to a door, so that when it opens, it will ring out.

PRESSURE PLATE

A weight sensitive tile or plate has a switch underneath, which can snip a long trip wire or the like. Simply pushing on the pressure plate with a pole will click the switch, which can activate the trap.

TRIP WIRE

Made of fishing line or even heavy duty hempen rope, whenever the line is broken or pulled tight, the release will occur. Unfortunately, these can be simply cut from far away, as long as you can spot them!

NATURE TRAPS

Finally, the wilderness has many, many harmful plants and such that exploring may prove more dangerous than you can handle. Jungles are filled with poisonous plants, rivers may be flooded with sinking mud, boulders may fall from cliff sides.

Be aware of your surroundings! Always pay attention to what is around you. Don't try to be a hero, and don't be a fool. You cannot save anyone or get treasure if you don't even make it to your destination!

ARCANE STORM

Arcane weather tampering is an impressive feat, but also a costly one. With the arcane power still infused with the clouds, the storm will eventually head away, only to bring a different destruction. When this storm occurs, the rain causes damage. Anyone caught in its rain must make a DC 16 Dexterity saving throw. On a failure, the creature takes 1d6 force damage. This saving throw must be repeated at the start of every round. On a successful saving throw, the creature takes half damage.

This location that the storm is in is considered a pocket of wild magic. Any spell casted within this area must have a percentile dice roll, following the Wild Surge Table on page 104 in the *Player's Handbook*.

This storm lasts for 1d4 hours.

HOT PIT

Sometimes, the world around us is full wonder and danger, which captivates me. Once such instance is what I call the hot pit, where massive ponds and lakes instantly heat to the point that they boil. When this occurs, you need to get out right away, as many people who wander into a hot pit receive burns, if they make it at all!

With a successful DC 15 Intelligence (Nature) or Wisdom (Survival) check, you can tell the symptoms of a hot pit about to heat up. Roughly 30 seconds before the heat starts, the water clouds to a deep gray, with the heavy smell of salt that hangs in the air. 15 seconds before the heat begins, the water slowly shakes, rippling on the surface.

All those caught in the water must make a Constitution saving throw, with the DC set at 16. On a failure, the creature takes 4d6 fire damage as the water scalds you, and a level of exhaustion. At the start of every turn, any creature in the water receives an additional 4d6 fire damage. On a successful save, the creature takes half damage for the round that the saving throw occurs.

Flying creatures within 80 feet above the hot pit must also make the Constitution saving throw. On a failure, the creature takes 4d6 fire damage, one level of exhaustion and are falling at a rate of 60 feet per turn.

Once 5 rounds have occurred, the water settles down, and instantly cools.

JAWS OF DOOM

We all know the little tiny plants that eat common pests, correct? Jaws of Doom are similar plants, but on a much more massive scale. Their aroma entices many, where it smells of cooking meat with garlic spice. They look like wide, flat bushes with brown fur on top that takes up a 10 foot space, appearing like mold. Because of this, many lost adventurers looking for food will wander over, stepping on top of the plant, and be swallowed up, slowly dissolved.

Whenever a creature steps on the plant, they must make a DC 15 Dexterity saving throw. On a failure, the plant springs up and swallows the creature. The creature is grappled, and can make a Strength (Athletics) or Dexterity (Acrobatics) check to break free at the end of its turn. A grappled creature takes 2d6 acid damage at the start of their turn.

A creature can recognize the plant with a DC 15 Wisdom (Survival) or Intelligence (Nature) check.

SWAMP ROT

Deep in the swamps, a mist consumes the land during the night. For some strange reason, the mist stays around 10 feet away from any fire source, but will spread around it. If a creature breathes in the mist at any moment, the creature must make a DC 14 Constitution saving throw. The symptoms do not show up until 1d8 hours later.

On a failure, the creature's hit point maximum is reduced by their Constitution modifier per day. If the saving throw is failed by 5 or more, the creature also gains a level of exhaustion. This level of exhaustion does not reduce by taking a long rest. On a successful saving throw, the creature cannot be affected by swamp rot for 24 hours.

Being affected by another cause of swamp rot will require another Constitution saving throw. Additional failures have their penalties stack.

After 1d4 days, the symptoms go away and are no longer affected by swamp rot. A *lesser restoration* or similar spell will remove this disease.

VINE FLOORING

The floor of a jungle has winding layer of vines, but sometimes that is the only thing for flooring, giving a false sense of security. A successful DC 17 Intelligence (Nature) or Wisdom (Survival) check will allow the person to notice that there is no ground underneath. Any creature over 50 pounds that steps on the vines must make a Dexterity saving throw, with the DC set at 15. On a failure, the creature falls 10 feet but is restrained, hanging over the pit or cliffside below them. On a success, the creature holds their footing.

INK TABLE

Ink	Application DC
Rust Powder	10
Squid Ink	11
Goodberry Juice	12
Oak Tree Water	13
Humanoid Blood	14
Basilisk Venom	15
Crushed White Scale Paste	16
Wyvern Poison	17
Purple Worm Poison	18

SPECIAL INKS

Special inks can be harvested and used for different glyphs. Each special ink has difficulty being wiped and cleaned away, unless a specific remover is applied to it, or a procedure happens.

It seems the rarer and more valuable the ink used, the riskier the ink is, as it may decay or fall apart. Down below is an Ink Table that tells the cost of the ink and the DC of creating the glyph. Whenever you apply the ink, you must make a Dexterity (Painter's Tools) check.

BASILISK VENOM

How could you possibly harvest this at all? It is incredibly difficult to survive a basilisk attack, but to render it unable to fight and then get the venom without getting cut at all? That is some serious talent. The only thing that I know of that would get rid of basilisk venom is goat milk. Basilisk venom costs 500 gp per vial.

CRUSHED WHITE SCALE PASTE

The process of grinding white dragon scales is a labor intensive one, where many hours can be spent. At the end of it, you have a substance that seems as a mixture between chalk and flour. Stirring this powder into a small vial of water creates a paste that can be applied. One of the few things that removes white scale paste is an open flame applied to it. One vial of this paste costs as much as 300 gp.

GOODBERRY JUICE

Made from goodberries that have been pulverized in a pestle and mortar, this can easily be applied but dries very quickly. Because of its rich red color, it is also often used to dye clothing. Goodberry juice seems to wash away with oil, oddly enough. You can get a flask of goodberry juice for 5 gp.

HUMANOID BLOOD

If you are in desperate need, you can slice open your own hand and draw with the blood if need be. I won't judge, I have also been put into that same position! A simple wash rag can wipe away the blood though.

OAK TREE WATER

Water that is found in the trunk of a mighty oak can be gathered easily, if you tap into it. Unfortunately, mighty oaks are usually in groves, protected by druid circles to prevent harm. This clear liquid applies just like any other water, and dries with a clear, wax-like residue. The only way to really get rid of oak tree water is with anything that has a high alcohol content. A vial of oak tree water goes for around the price of 30 gp.

PURPLE WORM POISON

Purple worms are massive, burrowing earth worms that of course, are the purple variety. Their poison is so deadly that single drops can kill a humanoid instantly. To gather any of this poison, now that is an adventure in itself! Being that it burrows, it only makes sense that rock will absorb and neutralize this poison. A single vial of purple worm poison goes as high as 2,000 gp!

RUST POWDER

Old swords and armor are usually junk, as their rusted dull edge is in too bad of a condition. If this rust is gathered and suspended in water, it can easily be applied to a surface. To get rid of use, it seems that a splash of acid will remove it, but the acid might also eat away at the surface. Rust powder can be purchased for about 5 gp, but most smiths will give it away for free.

SQUID INK

Squid ink is plentiful in the world, without much trouble to get, especially on the coast! Head to your nearest fish market in port, and I'm sure you can gather quite a bit! Squid ink can easily be removed by wiping it away with a wet cloth. A jar of ink which is one ounce, costs only 10 gp. What a steal!

WYVERN POISON

An incredible feat in itself is to survive seeing a wyvern. It is another to gather the poison of a wyvern and apply it. Personally, I have only heard tales of such, and never personally done it. One of the few things that neutralize wyvern poison is the plant called Wyvern's Bane, which grows on certain mountain ranges. Wyvern venom costs 1,200 gp per vial.

CREATING TRAPS

So you want to learn the art of trapmaking, huh? It is an interesting topic, but I can teach you. Down below are some notes I have jotted down in order to further your knowledge!

MAGICAL TRAP CREATION

In order to create a magical trap, you need to come up with the way that the device will activate, either from glyphs or proximity. Use the following Arcane Spell Activation table in order to find the cost of the activation. If it is a spell, you must spend the spell slot and any additional material component costs.

The Perception DC is to check against a creature that is hidden from a Dexterity (Stealth) check. If a creature is not hiding, the spell automatically succeeds in finding the creature.

If it is a glyph, use the Glyph Spell Activation table below in order to find the difficulty in creating it on certain objects. This difficulty is represented by a DC, which is made by a Dexterity (Woodcarver's Tools), Dexterity (Mason's Tools) or Dexterity (Smith's Tools). If the glyph is made of ink, you must pay the cost of the ink, found in the **Special Inks** section.

ARCANE SPELL ACTIVATION

Activation	Perception DC
Arcane Eye	15
Clairvoyance	17
Darkvision	15
See Invisibility	20
True Sight	25

DC FOR SAVES AND DISARMING

Once you have established the activation requirements or drawn or carved the glyph, you can now imbue some magic into the object.

The requirements to do so are shown by spell slots, giving a DC for the trap to save against the spell or glyph. Glyphs themselves require a spell slot to infuse the arcane energy into it, which you can select in order to get the appropriate DC.

GLYPH SPELL ACTIVATION

Material	DC	Time
Wood	10	1 Minute
Stone	14	10 minutes
Iron	16	1 Hour
Another Metal	18	2 Hours
Adamantine	20	4 Hours

When you use a spell slot, you can select a spell that you wish the trap to cast when activated. When doing so, you must expend material component costs if the spell requires to. Spells that have a range will be firing at the creature that triggers the trap. If a spell is touch based, then the spell triggers whenever a creature touches the object. If the spell requires a saving throw and has an area, treat the object like the center of the spell for calculating the spell.

In addition, there is a DC to disarm the arcane trap or glyph without setting it off, which can be done with an Intelligence (Arcana) check.

SPELL SLOT TABLE

Spell Slot	Save DC	Arcana Disarm DC
Cantrip (0-level)	11	10
1st-level	12	10
2nd-level	13	11
3rd-level	14	11
4th-level	15	12
5th-level	16	13
6th-level	17	14
7th-level	18	15
8th-level	19	16
9th-level	20	17

MECHANICAL TRAP CREATION

Not everyone can cast spells which is just as fine, but with some simple ingenuity, a person with some time on their hands can be a valuable asset when it comes to this. There are a few steps that must be taken, but be warned that most traps may need reset.

The input device is often hidden, which is shown by the Stealth DC on the Mechanical Input Device table. This is contested by a character's Wisdom (Perception) check.

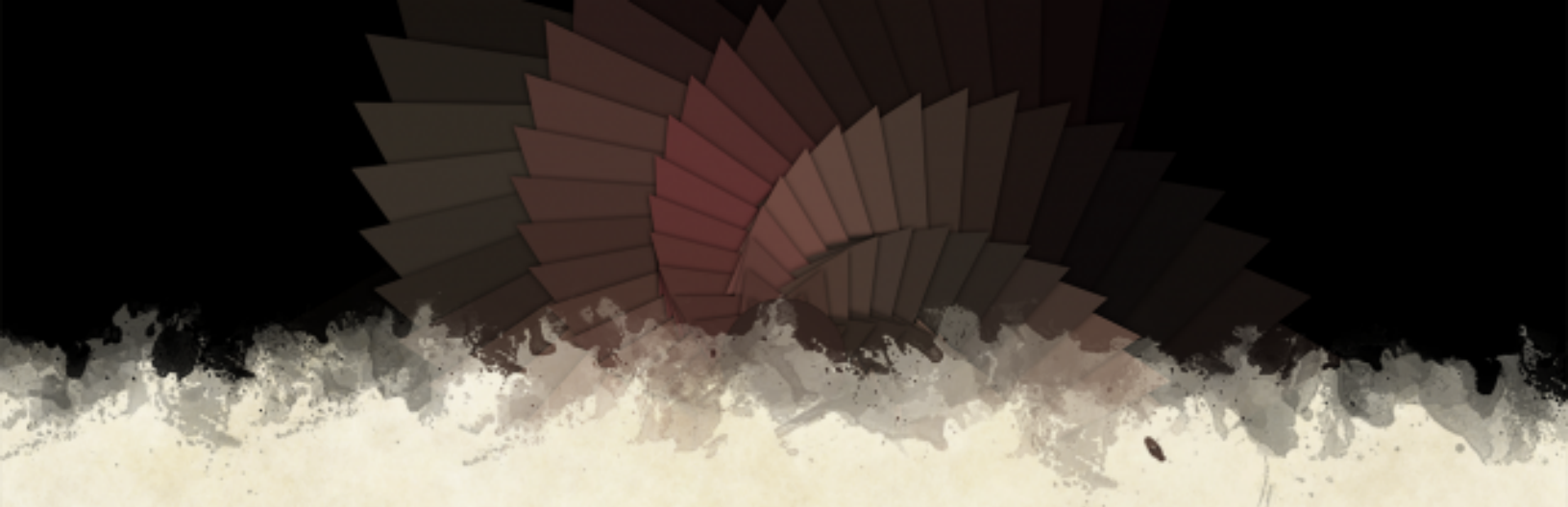
Next to that is the Disable DC column, where it is the DC required to disable the input device with a Dexterity (Thieves' Tools) check.

After that is the Set Up Time column. This is the amount of time it takes to put together one of these traps that use this input device.

Lastly is the Reset column. Whenever your trap activates, it may be possible for the trap to automatically reset itself, or you may need to manually set it again.

MECHANICAL INPUT DEVICE

Activation	Stealth DC	Disable DC	Set Up Time	Reset
Noise Maker	10	10	1 Minute	Automatic
Trip Wire	14	12	1 Minute	Manual
Door Hinge	16	15	3 Minutes	Depends
Pressure Plate	19	15	10 Minutes	Depends
Light Interruption	25	20	30 Minutes	Depends



CHAPTER 8: OPTIONAL RULES

This world is a strange place, I have noticed. You might go one place and think something acts the same, when it could be completely different! I call these changes "variant rules" or "optional rules", where the rules of the known world may be altered in another land.

VARIANT RULES

In no way are these mandatory for use. Instead, these had been created to add to the story telling experience, or for use when we had no answer.

ADDITIONAL STATUS EFFECTS

Conditions can affect and alter characters in many ways. These added conditions can be the result of a class feature, a creature feature, a spell, or other effect. Some conditions can be life changing, like being withered, while other conditions may be beneficial.

BURNED

After three turns of the burning condition, a creature must make a Constitution saving throw, where the DC is 10 + the total fire damage taken from the burning condition.

While burned, a creature has disadvantage on Strength, Dexterity, and Constitution saving throws and ability checks. They can only move up to half their speed when taking the Move action.

Treating a burn requires three successful DC 10 Wisdom (Medicine) checks. These successes do not need to be consecutive. Only one Wisdom (Medicine) check can be attempted per day for burns.

A *lesser restoration* or similar spell will heal a burn.

BURNING

A creature that takes fire damage runs the risk of being engulfed in flames. The creature must succeed on a Dexterity saving throw, where the DC is 10 or half the fire damage, whichever is higher. On a failure, the creature has the burning condition. If the creature is immune to fire damage, the creature automatically succeeds.

While burning, a creature takes 1d4 fire damage at the start of their turn. The creature can use an action to pat out the fire or roll on the ground to extinguish the flames.

After two rounds of being engulfed in flames, organic and flammable materials start to burn. This includes but is not limited to: scrolls, light armor, capes, pouches, and paper.

If the flames are not extinguished within 3 rounds of the initial burning condition, the creature must make a Constitution saving throw to prevent having the burned condition.

DEFILED

A creature that has been cursed by a deity or celestial might receive the defiled condition. Being defiled can last between 24 hours to one week.

While a creature has the defiled condition, they have disadvantage to being charmed, frightened, or possessed by the following creature types: fey, fiends, and undead.

In addition, a defiled creature must subtract 1d4 to any attack, ability check or saving throw.

ENRAGED

While in battle or witnessing a disturbing scene, a creature may become enraged. The creature must make a DC 10 Wisdom saving throw. On a failure, the creature cannot cast any spells, and any spells that they are maintaining concentration on instantly end.

In addition, the affected creature must use their Move action to get as close to the nearest enemy, and proceed to make a melee attack.

This effect lasts 1 minute. An enraged creature can repeat the saving throw at the start of their turn to end the effect early. If a creature succeeds on their saving throw, they cannot become enraged by the same source for 24 hours.

FROSTBITE

If a creature has been in areas of extreme cold, they risk catching frost bite. The creature must have already gained at least one level of exhaustion before risking frostbite. The creature must make a Constitution saving throw, where the DC is 10 + the total number of hours in extreme cold.

While frostbitten, a creature has disadvantage on Strength, Dexterity, and Constitution saving throws and ability checks. They can only move up to half their speed when taking the Move action.

Treating frostbite requires three successful DC 15 Wisdom (Medicine) checks. These successes do not need to be consecutive. Only one Wisdom (Medicine) check can be attempted per day for frostbite. If the creature is near a source of fire, like a campfire, this check is made with advantage.

A *lesser restoration* or similar spell will heal frostbite.

HALLOWED

A creature that has been blessed by a deity or celestial might receive the hallowed condition. Being hallowed can last between 24 hours to one week.

While a creature has the hallowed condition, they are immune to being charmed, frightened, or possessed by the following creature types: fey, fiends, and undead.

In addition, a hallowed creature may add 1d4 to any attack, ability check or saving throw.

WITHERED

If a creature has been touched by a powerful source of necromancy magic, there is the possibility of having a limb shrivel up. The creature must make a Constitution saving throw, where the DC is 10 or half as much necrotic damage you take, whichever is higher.

While withered, a creature has disadvantage on Strength, Dexterity, and Constitution saving throws and ability checks. A withered limb is rendered useless until healed.

Treating a withered limb requires a DC 15 Intelligence (Arcana) or Wisdom (Medicine) check. On a success, the necrotic energy does not travel further into the body, withering the victim. Only one Intelligence (Arcana) or Wisdom (Medicine) check can be attempted per day for withered limbs.

A *greater restoration* or similar powerful spell will heal a withered limb.

ALTERNATE ATTUNEMENT

A character may attune to a number of magical items equal to their proficiency bonus. This allows less magical items to be attuned to during early levels and much more during later levels.

BESTOW CURSE VARIANT

If you cast *bestow curse* at a level higher than 3rd level, a spell like *remove curse* or similar can automatically end any curse on an affected creature or item, as long as the spell is equal to or greater than the level *bestow curse* was casted at.

If a *remove curse* spell is lower than the level *bestow curse* was casted at, the spellcaster must make an Intelligence (Arcana) check against the Spell Save DC of the curse source. If the check is successful, all curses by the source end on the affected object or creature.

CRITICAL HITS

Whenever a creature makes an attack and rolled a natural 20, you do not need to roll dice. Instead, the damage becomes the maximum number rolled per die that would deal damage, plus any additional modifiers.

CRITICAL ON INITIATIVE

Whenever a creature rolls a natural 20 on their initiative roll, their action for this turn has advantage.

In addition, if a creature rolls a natural 1 on their initiative roll, their action for this turn has disadvantage.

DEATH SAVING THROWS

Whenever a creature reaches 0 hit points and must make death saving throws, the Dungeon Master instead makes the death saving throws for the character out of sight.

GOLD FOR EXPERIENCE

In order to swerve a party of murdering everything in their path, this variant rule allows a character to gain experience for making purchases. Instead of the party rushing into danger and expending resources to kill threats for experience, this will hopefully allow the party to think about ways to gain the treasure without conflict, not use as many resources, and hopefully welcome more roleplaying.

For every 1 gold piece (gp), 10 silver piece (sp), or 100 copper piece (cp) that a character uses to make a purchase, that character also receives 1 experience point.

If a purchase includes platinum pieces (pp), the character received 10 experience points for every platinum piece. If a purchase includes electrum pieces (ep), the character received 1 experience point for every 2 electrum pieces.

IDENTIFY SPELL

Whenever a spellcaster attempts to cast the *identify* spell, you can use these rules as an alternative. These rules try to solve the problem with how the spell might reveal any mystery that could have been. Instead, it works with a set DC for how well the attempt is. This reinforces that more powerful spellcasters can properly *identify* the properties of an artifact, whereas a new wizard or sorcerer would not be able to.

Whenever the *identify* spell is cast, the caster must make an ability check using their spellcasting ability. The DC can be found below on the Identify Item table. On a success, the creature learns the properties of the magic item. On a failure, the creature cannot cast *identify* on the item for the next 24 hours.

IDENTIFY ITEM

DC Magic Item Rarity

5 Common or Uncommon

10 Rare

15 Very Rare

20 Legendary

25 Sentient Items or Artifacts

INCREASED HIT POINTS

Whenever a creature rolls a hit die to increase their maximum number of hit points, the creature may take the average of the die if their roll is less than the average.

INITIATIVE

War is not exact, but more fluid like a river and always changing. This variant initiative system allows you to have the battlefield feel more like a breathing area.

At the start of every round, each character and enemy in combat must roll a 1d20, and add their initiative bonus. In addition to this, each character must also roll another die in relation to what the character wants to do this round. This die can be found on the Action Table below, and is added to the initiative roll.

ACTION TABLE

Die	Action
1d4	Attack with a <i>heavy</i> , <i>reach</i> , or <i>two-handed</i> weapon
1d6	Default die for any other action
1d8	Cast a spell or attack with a <i>versatile</i> weapon
1d10	Attack with a <i>range</i> , <i>reloading</i> or <i>thrown</i> weapon
1d12	Attack with a <i>light</i> or <i>finesse</i> weapon

If a character would like to make multiple actions in their turn, like shoot their longbow as an action and then hide as a bonus action, you only use one die in the roll for initiative.

INVESTING IN A MERCHANT

A character should be able to invest in a business or merchant on the street. In order to find a merchant, the character must make a Charisma (Persuasion) check. The result of this check will be found on the Locating Merchant Table found below.

LOCATING MERCHANT TABLE

Persuasion DC	Merchant Found
0-5	Con artist found, requests 100 gp
6-10	No merchant found
11-15	Merchant requests 50 gp
16-20	Merchant requests 100 gp
21-25	Merchant requests 250 gp
26-30	Merchant requests 500 gp

If the character accepts the cost to invest, their profit or loss can be found on the Investment Table below. Roll a percentile die and add the amount of days that had passed since investing. An invested merchant will pay out (when available) once per seven days.

If the con artist is who received the payment, the character will lose all money as the thief heads out of town.

Once the character receives twice their investment from a weekly payout, the contract is complete and no longer receives payment.

INVESTMENT TABLE

Percentile	Result
1-25	The business goes under and closes.
26-40	The business has no business and requires repairs. No profits for the day, lose 25 gp from reserve.
41-60	The business has small business through the day, the profit is enough to cover maintenance fees.
61-70	Business makes a slight profit after maintenance fees. Invested characters earn 1d6 x 5 gp.
71-80	Business makes a profit after maintenance fees. Invested characters earn 2d8 x 5 gp.
81-90	Business makes a large profit after maintenance fees. Invested characters earn 3d10 x 5 gp.
91-00	Business makes a massive profit after maintenance fees. Invested characters earn twice their investment.

LANGUAGE BARRIERS

Sometimes, a character does not know a language that is spoken in front of them. A character might attempt to understand the language, or recall a few words that they might have heard before. The creature must make an Intelligence (History) check. The DC is 15 for a standard language, or 20 for an exotic language.

On a success, the creature can understand one or two key words that the creature had said.

LONG REST TO LEVEL UP

Whenever a character has enough experience to increase their level, the character must finish a long rest to increase their level. This will prevent the level increase in a hostile environment.

MAGIC ITEM CREATION

In order to craft power magical items, there must be more required from the caster. They must meet more minimum requirements, depending on the item they wish to make.

If there is a spell that closely resembles the effect of a magic item, the caster must know the spell. Examples of this would be *fly* for a flying broom, or both the *shield* and *animate object* spells for an animated shield.

The caster must cast the spells required each day until the object is done being made in order to have the magic item successfully crafted.

Secondly, the caster must be able to attune to the item if their class allows it. As an example, a druid may create a Staff of the Addar, but a wizard cannot.

Third, the spells used to create the object may have to be cast at a higher spell slot than the base. An example of this may be a *fly* spell cast at 2nd level for a Broom of Flying, whereas a Carpet of Flying will require a *fly* spell cast at 6th level. If an object has a similar effect, this is where higher spell slots come into play.

For every level of rarity above the base object, the spell slots of the spells required increase by 2.

NEGATIVE LEVELS

When you are affected by necromantic energy, there is a worse fate than just having a limb wither. If you fail your Constitution saving throw against being withered by more than 10, you have a reduction in a character level.

While you have this reduction, you cannot use any class feature that you would have gained at the level taken. If it is an ability score increase, you lose the points you had put into the ability scores.

Negative levels may be able to stack more than once. You cannot receive more than one negative level per round of combat. If your current negative level equals to or greater than your current character level, the character dies.

Negative levels may be removed with a *greater restoration* spell or similar effect. If such a spell is cast, it removes all current negative levels.

PASSIVE ABILITY SCORES

In order to speed up the game and reduce bogging it down, prevent the use of rolling for skill checks. Instead, their passive skill check becomes 10 + their current skill modifier.

If a skill check requires a DC, you instead allow the passive score to replace any roll that would be required. This in turn allows the players keep their characters in line of what they would normally do, and allow more roleplay between the group.

RESURRECTION RISKS

Also known as soul shock, the process of being resurrected is an immense feat in itself. If a character is able to successfully do so, the body enters a comatose state, only to regain consciousness and heal the mortal wounds.

When a character is being attempted for a resurrection, the character must make a Constitution saving throw, where the DC is equal to 15 + the number of times that the character has been resurrected. If the saving throw is a failure, the soul does not return to the body.

If the saving throw is successful, the character enters a comatose state for 1d6+1 days. During this time, the character's ability scores become 1, and increase by 1 at dawn. The character has a permanent reduction to their Constitution ability score of -1, and obtains another penalty every time there is a successful resurrection.

Once a character awakens from being unconscious, the character is physically weakened. During this time, the character has disadvantage on Constitution saving throws against exhaustion for 1d4+1 days.

If the character still has ability scores that have not reached their maximum once the weakened period is complete, the ability scores increase by 1 at dawn until they reach their previous maximum before resurrection.

SELLING SOULS

Sometimes a powerful being will manifest themselves in front of a person, offering a contract. In this contract, a soul may be traded for a boon, found in the *Dungeon Master's Guide* on page 232.

You can only receive one boon when you trade your soul. If you somehow receive your soul after you gain a boon, you do keep the boon but word may spread to other powerful beings, and may refuse to offer a contractual trade.

If a *revivify* spell or similar effect attempts to bring back a creature from death while they do not have a soul, the spell instantly fails. The spell slot and material components are consumed even when the spell fails. Only a *wish* spell may make the soul available to resurrect a body, but the *wish* spell does not automatically resurrect the creature.

SQUEEZED UNDERWATER

Some monstrous creatures have the ability to pull their foes into the water, suffocating them until they drown. As an action, if you grapple or restrain a creature, you can attempt to squeeze the creature to empty their lungs. Each creature must contest Strength (Athletics) checks. If the defending creature fails their check, the number of remaining rounds they can spend underwater is reduced by half, rounded down. On a success, the creature is able to contain their breath.

TAMING AND TRAINING ANIMALS

Rangers are not the only people that can tame beasts as pets. To do so, you must find a beast that is currently not owned. The character must make a Wisdom (Animal Handling) check, where the DC is equal to 10 + the creature CR. If the beast is good or lawful aligned, the check is at advantage, disadvantage is the creature is chaotic or evil aligned.

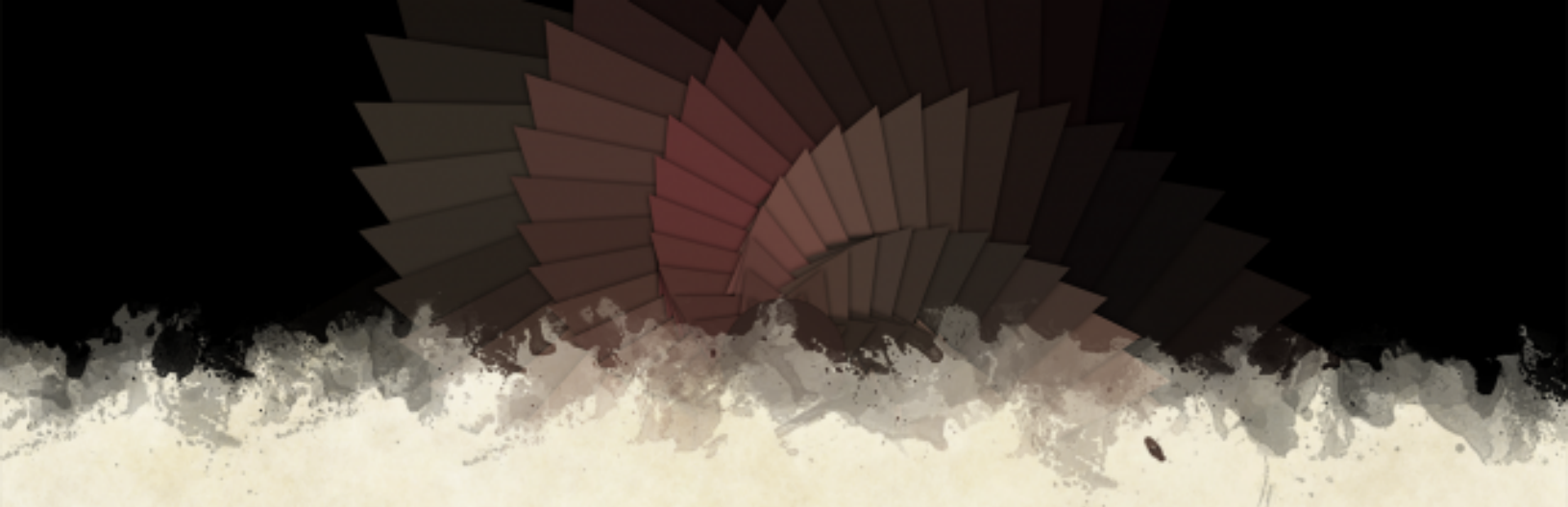
Once the creature is friendly, the character must make an Animal Handling check once a day for a week. If any of the Wisdom (Animal Handling) checks during this time fail, the creature cannot be tamed and will wander away.

If the creature is harmed during combat, the creature will act on its own initiative, and will defend itself from anything it deems a threat.

TEMPORARY HIT POINTS WHILE DYING

Whenever a creature is on the brink of death, magical auras can ward off death temporarily. Whenever a creature is making death saving throws, any source of temporary hit points will stabilize the creature. Treat the temporary hit point amount as hit points for recovery.

The creature may make actions as if they recovered. At the end of a long rest, a creature loses all temporary hit points and is reduced to 1 hit point. The creature does not gain the benefits of a finished long rest in this way.



CHAPTER 9: LICHDOM ASCENSION

To live forever is the dream of many people. You would never worry about the ever present threat of death. The closest that most mortals can be to immortal is being an elf, as they have the ability to live a long life of near 750 years. Another way is through powerful artifacts, one of which is the *Ring of Winter*, rumored to be on Artus Cimber. Lastly, you could live forever by dying, and coming back as an undead monstrosity. Two forms of this undeath can be found - lichdom or vampirism. In this chapter, I will go over how to become the undead spellcaster, known as a lich.

LICHES AND THEIR LICHDOM

A lich is a supremely powerful arcane spellcaster, and are almost always evil. An exception to this is the baelnorn, which are elves that undergo this transformation in order to protect their community.

Liches don't exactly live, but merely exist. This occurs when a wizard or sorcerer seal their soul into an object known as a phylactery. This is no easy task - binding your soul to an object takes a heavy toll on the body, and has a risk of permanently destroying the item, or worse.

After the phylactery has received the soul, the phylactery will require additional souls to consume. Without a consistent source of souls to feed off of, the phylactery will eventually consume the lich's soul, then destroy itself. Without their soul, a lich will be destroyed.

To be a lich is almost a certain malignant fate. What makes a person humane is their soul. Without that, they are merely a selfish husk of a body, free to do whatever they please. With an eternity to live forever, a lich's scheme may take centuries to come into fruition. What you choose to do with your time and research is up to you, but be aware that those who side with goodness may hunt you down.

LICHDOM PREREQUISITES

To begin the path of lichdom, the aspiring spellcaster must be able to cast at least 6th level spells. The source of magic does not matter, although clerics of righteous deities may find their ability to cast magic taken.

After the spellcaster has gained the ability to cast a 6th level spell or higher, they must find the dark ritual. The knowledge is a well-guarded secret, where only those worthy may find it. Perhaps the ritual must be bargained for by Orcus, or a warlock may receive it from their ancient patron.

This ritual is split into multiple parts. It is incredibly rare to find all components to the ritual at once in one central location, although it is possible. Without all parts, it is impossible to complete the ritual.

After completion of the ritual, it is not a guarantee that the spellcaster becomes a lich. Permanent death is always a possibility, or even a loss of a sense. If successful, the spellcaster will awaken a few days later, enjoying their new unlife, as long as they continuously supply the phylactery with souls, and keep it safe.

CREATING THE PHYLACTERY

The phylactery is the object that holds the soul, allowing the body to progress in age, but not die. If a lich's body is destroyed, the phylactery will emit a wafting dark smoke, reforming the lich's body over the course of a few days.

A spellcaster cannot purchase an item to use as a phylactery. Instead, they must craft an item of their choice. The cost of creating this phylactery must be at least 50,000 gp worth of materials, and must use one drop of their fresh blood every day in the process. Doing so will allow the phylactery to know which soul to preserve.

In order to craft the phylactery, the spellcaster must succeed on a DC 25 Smith's Tools or Tinker's Tools check. On a failure of 21 to 24, the crafting of the phylactery will take an additional year for every number the check had failed by. If the check failure is by 5 or greater, the phylactery crafting is unsuccessful.

After the phylactery has been successfully created, it must be inscribed with arcane sigils. To do so, the spellcaster must mark the phylactery with at least 5,000 gp of silver.

Upon completion of the arcane sigils, the spellcaster is mentally linked to their phylactery. In addition, they can see their phylactery as if they had cast *scrying*, without expending a spell slot.



Your phylactery has the following statistics:

- The phylactery has an AC of 10.
- The phylactery has 25 HP.
- The phylactery has resistance to all damage except force damage.
- The phylactery loses one hit point per day that it does not have a soul to feed on. If its hit points reaches 0, it will be destroyed, along with the soul of the lich.

As long as the lich's phylactery remains, the lich can have their body reform after 1d10 days. If a lich does not have a phylactery, they can spend their time performing the same ritual to create their phylactery. If the lich does not have a phylactery whenever their body is destroyed, both their body and soul are consumed by the Shadowfell. Only divine intervention can restore a lich in this way.

Soul Acquisition

After the phylactery has been created, and the silver sigils have been inscribed, it is ready to receive the spellcaster's soul. The phylactery will remain open for 10 days. Without acquiring a soul, it will close off and must be reattempted again.

In order to allow the phylactery to receive your soul, you must make a DC 20 Intelligence (Arcana) check. On a success, the soul is open to receive the soul.

On a failure of 16 to 19, the phylactery remains closed and will not accept a soul, and must be attempted after one day has passed. On a failure of 11 to 15, the phylactery will remain closed off from accepting souls for ten days. On a failure of 10 or lower, the phylactery is destroyed.

The Foul Potion

Once the phylactery has been completed, the next step is to create the vile poison that the spellcaster will consume. This poison is an unholy matrimony of life and death - the physical representation of undeath.

This concoction is made of numerous abominations. It must be consumed during the ritual in order to convert into a lich. This process is almost certain to kill whoever drinks it, and is the likely cause of loss in a lich's senses.

In order to create this poison, you must use at least five of the following ingredients below:

- A vial of wyvern blood
- A vial of manticores venom
- A vial of an elder brain's brine
- A vial of roper saliva
- A vial of gorgon blood
- A vial of purple worm poison
- A gram of crushed and dried belladonna
- A gram of rot grub eggs
- A gram of unicorn horn powder
- A drop of gelatinous cube acid
- A ghoul's finger nail
- A couatl's feather
- The heart of a good-aligned humanoid. The humanoid must have been sacrificed within the past day. The heart is used as the container of the poison, and must be consumed after drinking the poison in order to be used as an ingredient.

The Ascension Ritual

Finally, when the phylactery is able to receive souls, and the potion is consumed, can the ritual begin. The ritual consists of an area that is high in magical concentration. Examples of this may be in a wizard's tower, or an area of faerzress in the Underdark.

This area must be prepared with sigils of binding, written in your blood. To do so, you must succeed on a DC 20 Intelligence (Arcana) check. On a failure, the sigils must be removed and reapplied the next day. In the center of the arcane sigils must be the phylactery.

Once the sigils are complete and the check is a success, the runes will begin to glow with an eerie green. The glowing will continue for one minute, afterwards it will require another application of blood on the next day.

During the glowing, the thick, black ooze of the poison will also glow the same green. The poison must be consumed within the minute of the arcane markings beginning to glow. Failure to consume all of the poison before the glowing ends will result in a 50% chance of entering a coma for 1d6+1 days, or immediate death without transforming into a lich.

If the spellcaster successfully consumes the poison within the minute, roll on the Success to Drink Table. If the ritual was under the light of a full moon, or during a new moon, add 10 to the roll. For each additional ingredient in the poison after the first five, add an additional 5 to the roll.

Success to Drink Table

d100 Roll	Outcome
01-20	Immediate death, failure
21-40	Coma, failure
41-60	Permanent handicap
61-80	Coma, success
81-00+	Immediate death, success

I heard of some mage at the Arcane Brotherhood. Salazar something, I think. He disappeared some time ago after a great war. I wonder what they're doing?

IMMEDIATE DEATH

Upon consumption of the poison, the drinker is immediately killed within 5 rounds. During this time, the phylactery will attempt to retrieve the soul before it goes to the afterlife.

If the roll determined that it was a failure, the soul passes onto the afterlife, determined by the spellcaster's alignment. Due to the horrendous acts that the spellcaster did during the ritual, they are most likely not of good-alignment.

If the roll determined that the death led to a successful retrieval of the soul, the spellcaster awakens as a light at the next dawn.

COMA

Upon consumption of the poison, the drinker falls into a coma within 5 rounds. During this time, the phylactery will attempt to steal the soul of the spellcaster, ripping it from the unconscious body.

The spellcaster is unconscious for 1d6+1 days. No magical spells can reverse this effect. If the roll determined a failure, the spellcaster will awaken without being transformed into a lich.

If the roll determined a success, then the spellcaster will awaken, transformed into a lich.

PERMANENT HANDICAP

Upon consumption of the poison, the drinker falls into a coma within 5 rounds. During this time, the phylactery will attempt to steal the soul of the the spellcaster. The combination of ripping the soul out of the body and the foul nature of the poison will permanently affect the lich.

The spellcaster will awaken within 1d6+1 days. In addition, roll on the Permanent Handicap Table.

PERMANENT HANDICAP

1d4 Outcome

- | | |
|---|--------------------------------------|
| 1 | The lich is mute |
| 2 | The lich is paralyzed in their hands |
| 3 | The lich is deafened |
| 4 | The lich is blinded |

BEING A LICH

As a lich, you gain the following properties:

- You are an Undead humanoid.
- You have advantage against any effect that turns undead.
- Your phylactery will create another body for you within 1d10 days if your body is destroyed.
- You can make one melee spell attack against a creature. The creature must succeed on a Constitution saving throw, or be paralyzed for one minute. The creature can repeat this saving throw at end of each of its turns, ending the effect.

During your time as a lich, you must feed your phylactery souls in order to maintain its state. To do this, the phylactery will automatically retrieve souls by any creature that has died within 300 feet of it. The phylactery will feed on the soul for a number of weeks, equal to the creature's CR.

LEGENDARY AND LAIR ACTIONS

Normally, lichs found elsewhere would have lair actions and legendary actions. This takes many decades at the very least to obtain the ability to do this! Due the becoming a lich recently, you do not have the ability to use lair or legendary actions at this time.

CHAPTER 10: MAGICAL ITEMS OF FAERUN

Many fabled items out in the world are rumored to contain some sort of magical ability. These widely vary, from self-stirring spoons all the way to artifacts of destruction. I've heard of many items, few I've seen, and less even touched. I have personally written all of the magical items I have come in contact with, word or in person.

Some magic is unlocked with a special process or ritual. There are some objects that even have sentience, speaking telepathically to the person that wields it, or some objects that can detect your morals. The process of unlocking an item's full power is called attunement. Because of the strain of magic that is placed from attunement, a normal person can only attune to three items at a time.

CURSED ITEMS

There are various magical items out in the world, but not all of them are very friendly! That is why you should always have a *scroll of identify* ready to know what you're getting yourself into! But that begs the question - how do you know what the scroll is if you don't use the *identify* spell?

When creating a cursed item, you must know what level of curse there happens to be - minor or major. Each item can have up to four minor curses and two major curses. Roll a 1d4 for the number of minor curses and a 1d4-2 for the major curses. Once you have the total of each curse level, roll a percentile die for each individual curse, and then look at the Minor Curse Table or Major Curse Table below for the property that the item has. Curses can be temporarily stopped with a *remove curse* spell. For every level above 3rd that is used to cast *remove curse*, one minor curse is dispelled from the item, whereas for every 3 levels above 3rd will dispel a major curse.

MINOR CURSES TABLE

Percentile Roll	Drawback
1-10	You have disadvantage on a skill check or saving throw.
11-15	You have disadvantage on melee attack rolls.
16-20	You have disadvantage on range attack rolls.
21-25	Your Spell Save DC is reduced by 5.
26-30	Your Spell Attack is reduced by 5.
31-60	Your random ability score is reduced by 1d4.
61-65	You are deaf while not touching the item.
66-70	You gain 1d4 x 10 pounds.
71-75	You lose 1d4 x 3 pounds.
76-80	A large boil appears on your face.
81-85	You cannot sleep within 50' of others.
86-90	You cannot see a certain color.
91-00	You have lost either your sense of smell or sense of touch.

MINOR CURSES

A minor curse is defined as a small detriment to the user. Some of the effects could be as small as the owner trips much more while walking, or is afraid of a certain animal. It should be something that can alter the way someone goes about their life, but not life threatening.

Minor curses are only in effect when the owner has the item on them or is currently using the item. If the owner is no longer touching the item or carrying it, the owner is not affected by the curse anymore.

MAJOR CURSES

A major curse by contrast is defined as a large detriment to the user. These effects can be completely life altering, threatening, or harmful to whoever is near the item. An example of a major curse is that you become cursed with lycanthropy, forever changing into a werewolf during a full moon and cannot control the urges for blood.

Major curses are in constant effect to whoever touches the item. Even if the item and the owner are on two different planes of existence, the curse still lingers on the victim. The only way to break the bond is with a *remove curse* spell or similar effect.

MAJOR CURSES TABLE

Percentile Roll Drawback

1-5	Your alignment changes daily.
6-10	You must kill every few days.
11-15	You are compelled to a quest.
16-20	You look like a corpse.
21-25	Lawful creatures take damage near you.
26-30	Chaotic creatures take damage near you.
31-35	Good creatures take damage near you.
36-40	Evil creatures take damage near you.
41-45	You emanate wild magic.
46-50	A demon is imprisoned in the item.
51-55	You gain one new flaw.
56-60	You gain one effect of long term madness.
61-65	You become affected by lycanthropy.
66-70	You cannot benefit from a long rest.
71-75	You become exhausted easier.
76-80	You see hallucinations.
81-85	You age by 5d6 years.
86-90	Your hands have the <i>withered</i> condition.
91-95	Your legs have the <i>withered</i> condition.
96-00	You are vulnerable to one type of damage.

ALIGNMENT CHANGE

Whenever a creature becomes attuned to an item with this property, their alignment risks being changed. At the start of every dawn, roll a 1d10. The creature's alignment becomes what occurs on the Alignment Table below.

ALIGNMENT DAMAGE

Whenever a creature that has an alignment that matches the Major Curse Table comes within 10 feet of the item, the creature takes 4d6 psychic damage.

COMPELLED TO QUEST

The creature is compelled to do the first quest it hears, every day, as if under the *geas* spell.

ALIGNMENT TABLE

1d10	Alignment
1	Lawful Good
2	Lawful Neutral
3	Lawful Evil
4	Neutral Good
5	True Neutral
6	Neutral Evil
7	Chaotic Good
8	Chaotic Neutral
9	Chaotic Evil
0	Keep the same alignment

CORPSE APPEARANCE

The owner of the item starts to look like a corpse over time. The longer that the curse remains on the owner, the worse the creature looks.

First day. The skin of the owner dulls to a gray.

Second day. The body loses entire clumps of hair.

Third day. Skin shows signs of sagging.

Fourth day. The eyes become glazed over with the iris of the eyes turning white.

Fifth day. Finger nails occasionally fall off.

Sixth day. Teeth fall out randomly.

Seventh day. Patches of skin fall off and do not scab over.

DEMON IMPRISONMENT

The item imprisons a **Vrock** inside it. At the start of each day, roll a 1d20. On a 1, the **Vrock** is released from the item, and is teleported within 15 feet of the owner. The **Vrock** instantly attacks the owner.

EMANATE WILD MAGIC

Whenever the creature is affected by this curse, a pocket of wild magic follows them. This aura is a 10 foot radius, centered on the creature. Whenever a spell is casted within this pocket of wild magic, roll a 1d20. On a 1, roll on the Wild Magic Surge Table in the *Player's Handbook*, found on page 105.

EXHAUSTED EASIER

The creature emanates an aura of exhaustion. Whenever the cursed creature or another creature within 10 feet of them must make a Constitution save against exhaustion, the saving throw is at disadvantage.

GAIN A FLAW

While affected by this curse, the character receives a flaw, chosen by the Dungeon Master.

HALLUCINATIONS

The character is under the effects of *phantasmal killer* at least once per day. The creature must make a DC 15 Wisdom saving throw. On a failure, the creature is frightened and takes 4d10 psychic damage.

KILL EVERY FEW DAYS

The item beckons the owner for the taste of blood. A creature must murder a humanoid every 1d4 days, or else the owning creature has disadvantage on all attack rolls, ability checks, and saving throws.

LONG TERM MADNESS

While affected by this curse, the character receives long term madness, chosen by the Dungeon Master.

LYCANTHROPY

The lust of blood runs through this item and is shown in you. On the night of a full moon, the character turns into a lycantroupe, chosen by the Dungeon Master. The character remembers nothing of the night before, and may wake up in a different location.

MAGICALLY AGED

Whenever the character touches this item for the first time, the character ages by 5d6 years. If the creature would exceed the expected race life expectancy, the creature must make a Constitution saving throw. The DC for this is 10 + the years exceeding the life expectancy. On a failure, the creature dies of old age.

NO LONG REST

While affected by this curse, the character does not gain the benefits of a long rest.

VULNERABILITY

The character has vulnerability to one type of magical damage. Roll a 1d10 and match the roll to the Vulnerability Table found below.

VULNERABILITY TABLE

1d10	Element
1	Fire
2	Cold
3	Poison
4	Acid
5	Lightning
6	Thunder
7	Force
8	Psychic
9	Necrotic
0	Radiant

MAGIC ITEMS

Some magical items work best in pairs, created to do so. If a magical item has the ability to enhance its arcane properties with another item, it will have the **collaborate** property, listing what other magical item it pairs with and the effect.

Magical items have different levels of rarity. This ranges from common, uncommon, rare, very rare, legendary and then artifact. In addition to having a rarity, the item will often have a much harder time being destroyed. Most artifacts can only be destroyed in certain situations, for example!

COMMON MAGICAL ITEMS

Within the *Dungeon Master's Guide* and *Xanathar's Guide to Everything*, there are plenty of common items that have a sliver of magic. These items do not have a major benefit to the characters mechanically speaking, but are interesting enough that roleplay may come out of it.

Not many common items are listed in *Balasar's Guide to Exploration*, but instead a table for common properties that can be placed on items. Roll on the Common Properties Table below for some interesting effects that these items may have.

COMMON PROPERTIES TABLE

1d8+1d6	Property
2	Attentive
3	Bellows
4	Ceremonial
5	Commune
6	Disgraceful
7	Emotional
8	Lore Etched
9	Naturistic
10	Painted
11	Planar
12	Servitude
13	Sham Silver
14	Whistling

ATTENTIVE

Property, Common

An item with this property will tingle whenever they happen to be watched.

BELLOWS

Property, Common

An item with this property has a gentle breeze around it at all times. This wind is merely a small, harmless sensory effect.

WITHERED LIMBS

The character has the **withered** condition on an affected area of their body.

CEREMONIAL

Property, Common

A character that has an item with this property can cast one spell that has the ritual tag in 5 minutes, rather than 10 minutes.

COMMUNE

Property, Common

A character that has an item with this property can use the *message* cantrip, once per long rest.

DISGRACEFUL

Property, Common

A character that has an item with this property has the ability to convert any wound into a disfiguring look not acceptable by society. Whenever a creature is hit while in possession of this item, part of the target's hair falls off of their head.

EMOTIONAL

Property, Common

An item with this property changes color, based off of the mood of its owner. For example, the item may turn red if anger, or light blue if calm.

LORE ETCHED

Property, Common

This item has a paragraph etched into it that tells a story. This paragraph changes daily, revealing more of the story.

NATURISTIC

Property, Common

An item that has this property has leaves and vines that sprout along it. Over time, the plants may grow slightly, and eventually die during harsh climates.

PAINTED

Property, Common

A character that has an item with this property has the ability to tell a story of their battles or hardships. Whenever the owner of this item expends a hit die to recover hit points, tattoos appear on a part of their body, revealing a tale of their life.

PLANAR

Property, Common

An item that has this property will slightly warm in the presence of a portal to another plane, as long as it is within 500 feet of the portal.

SERVITUDE

Property, Common

An item with this property has 1 charge of the *unseen servant* spell. This charge restores at dawn of the next day.

SHAM SILVER

Property, Common

A metal that looks and feels like silver, but instead is fake. Sham Silver is often used in cheap jewelry, and only a trained eye can see the difference. Though it may look like silver, it has none of the properties of silver when used on weapons to bypass certain creature's resistances, such as werewolves.

WHISTLING

Property, Common

An item that has this property will softly whistle whenever moved.

UNUSUAL MAGIC ITEMS

The following items are magical in their own right, but occur less frequently than common items. These can be used in treasure hoards, found on sale in shops, be a family heirloom, or even be awarded for helping a person. Uncommon items or rarer can change the way

AMULET OF DWARVEN IDENTITY

Wondrous Item, rare (requires attunement by a non-dwarf)

This golden amulet has a dwarves' head engraved into it. Whenever a creature wears this, they can use an action and expend 1 charge to change their appearance into a dwarf, or back into their original form. The illusion can be seen through with a DC 13 Intelligence (Arcana) check, or with a *true seeing* or similar spell.

When this amulet is found, it currently contains 1d4+1 charges, and holds to a maximum of 5 charges.

The amulet regains 1d4 + 1 expended charges daily at dawn. If you expend the amulet's last charge, roll a d20. On a 1, the amulet crumbles into ashes and is destroyed.

AMULET OF THE BLIND

Wondrous Item, uncommon (requires attunement)

This amulet has an eye carved into it. If the owner of this item uses their action, they can see through the eye, even if their senses are compromised.

AMULET OF THE STORM KING

Wondrous Item, legendary (requires attunement)

This amulet has a lightning bolt carved into it, worn by Hekaton the Storm King. By expending its 1 charge, you can cast the *true resurrection* spell. Once this amulet loses its charge, it does not regain another character until 10 years have passed.

ANCESTRAL WEAPON

Weapon (any), rare (Requires attunement)

This weapon of your choice contains the spirits of someone's ancestors. As a bonus action, you can expend one of its charges to cast *spiritual weapon* as a 2nd level spell and can increase the spell level by one for an additional charge. This weapon becomes the instrument for the spell, floating in your place. You use your Constitution ability score regarding attacks when this weapon is a *spiritual weapon*.

Legend has it that Muto of Nightstone used the Amulet of the Storm King to bring back his wife from death!

When this weapon is found, it currently contains 1d8 charges, and holds to a maximum of 8 charges.

The weapon regains 1d8 expended charges daily at dawn. If you expend the weapon's last charge, roll a d20. On a 1, the weapon crumbles into ashes and is destroyed.

ARCADIAN ROBES

Armor, uncommon (requires attunement)

This set of robes shifts from violet to deep burgundy depending on the angle they are viewed from, with a trim of gold. Whenever the owner is wearing these robes between dusk and dawn, the owner's AC equals 12 + their Dexterity modifier. These robes do not count as armor.

BAND OF CONQUEST

Armor (any), uncommon (requires attunement)

This belt is made from the hide of a troll, giving its owner some of its regenerative powers. Whenever its owner reduces a creature's hit points to 0, the wearer gains temporary hit points equal to the defeated monster's CR.

Collaborate. This item works best with the *Cape of Supremacy*. If the wielder of both items is attuned to both at the same time, this belt gives four times the amount of temporary hit points than before.

BELT OF GIANT STRENGTH

Wondrous item, rare or very rare While wearing this belt, your Strength score changes to a score granted by the belt. If your Strength is already equal to or greater than the belt's score, the item has no effect on you.

There are four new varieties of this belt exist alongside of the six original belts. The belts correspond with and have rarity according to the four new kinds of Giants.

Type	Strength	Rarity
Smoke	20	Rare
Mist	22	Rare
Ooze	24	Very Rare
Magma	26	Very Rare

BOOTS OF THE HYPERBOREAN

Wondrous item, uncommon (requires attunement)

These boots are said to be made of a remorhaz hide. The wearer leaves no foot prints while walking in snow, and even leaves small flakes of frost wherever they walk.

CAPE OF AUTUMN

Cape, uncommon (requires attunement)

This cape is made from the hide of a gnoll that was slain for an eladrin. This cape holds 1d4 charges, and recovers all expended charges at dawn. The owner can expend one charge to release a mass of leaves within a 10 foot radius. Any creature in this radius is treated like they have one-half cover.

Collaborate. This item works best with the *Gloves of Spring*. If the wielder of both items is attuned to both at the same time, this cape allows cover an area with enough leaves to treat any creature like they have three-quarters cover.

CAPE OF SUPREMACY

Wondrous item, uncommon (requires attunement)

This cape is made from the hide of a troll, giving its owner some of its regenerative powers. Whenever its owner takes a short rest and expends at least one hit die, you may reroll any hit die that is a 1 or 2. If the new roll is either a 1 or 2, you must take the new roll.

Collaborate. This item works best with the *Belt of Conquest*. If the wielder of both items is attuned to both at the same time, this cape allows you to reroll any hit die that is equal to or lower than half the average of the hit die.

COIN OF SHIFTING

Wondrous Item, uncommon

The owner of this coin may use an action to change the value of this coin. Whenever the value of this coin is changed, it may appear to be one coin value above or below what original coin. For example, a Silver Coin of Shifting may be used to appear as a copper piece or electrum piece.

Once the coin has changed appearance, it returns to its original state after 1 minute.

CONDUCTIVE SHIELD

Shield, uncommon (requires attunement)

This shield is made of iron, but has a nonconductive material on the side that has it's handle. Whenever the owner is the target of a weapon attack that does not require a saving throw and the attack misses, this shield gets a charge.

The owner can expend as many charges that the shield carries by lifting the shield towards its enemies as an action. All creatures that the shield faces within a 15 foot cone must make a DC 12 Dexterity saving throw. On a failure, the creature takes 1d4 lightning damage for every charge that is used, or half as much damage on a success.

If no charges are used during the owners turn while it has at least one charge, the shield loses all charges.

CUPS OF TRANSFERENCE

Wondrous Item, uncommon

As an action, the owner can teleport one object that is inside of the cup into the other paired cup. While this occurs, no sound is made.

DECEIVING WEAPON

Weapon (any), uncommon (requires attunement)

This weapon of choice has the ability to shift and alter the way it appears to be. If the person attuned to this weapon uses an action while holding it, they can turn the weapon into an object that they see, such as a book. The damage die or weapon properties do not change in this way.

EARRINGS OF MESSAGING

Wondrous Item, uncommon

This pair of brass earrings are carved to look like tiny mouths. As an action, the wearer of an earring may use the *message* cantrip to the person with the other earring. There is no maximum distance to use this feature, although you both must be on the same plane of existence for this to work.

If one earring is destroyed, the other earring fails to communicate.

EYEPATCH OF THE UNDERDARK

Wondrous Item, uncommon (Requires attunement)

This single black eyepatch is made from woven spider silk. Whenever a creature is in darkness, they may remove the eyepatch to give themselves *darkvision* in that single eye for one minute.

Once this effect is used, it cannot be used again until the following dusk.

FLASK OF REFILLING

Wondrous Item, uncommon

This glass flask appears to be able to hold 8 ounces of liquid and weighs 1 pound whether full or empty. Sloshing sounds can be heard from within the flask when it is shaken, even if the flask is empty.

You can use an action and name one liquid that costs less than 1 gold to the flask to produce the chosen liquid. Afterward, you can uncork the flask as an action and pour that liquid out.

Once the flask starts producing a liquid, it can't produce a different one, or more of that one, until the next dawn.

GLASSES OF DECIPHERING

Wondrous Item, uncommon (requires attunement)

This pair of glasses are etched with arcane runes from multiple languages. By expending one charge as an action, you can read any language that you view through the glasses for 1 minute, although you cannot write it or pronounce it.

When these glasses are found, it currently contains 1d4+1 charges, and holds to a maximum of 5 charges.

The glasses regains 1d4 + 1 expended charges daily at dawn. If you expend the glasses' last charge, roll a d20. On a 1, the glasses crumble into ash and is destroyed.

Collaborate. This item works best with the *Ring of Deciphering*. If the wielder is attuned to both at the same time, the character may understand any language that is spoken, but cannot speak the language.

GLOVES OF SPRING

Wondrous item, uncommon (requires attunement)

This pair of gloves is made from the hide of a gnoll that was slain for an eladrin. This cape holds 1d4 charges, and recovers all expended charges at dawn. The owner can expend one charge to fully blossom one small plant or shrub.

Collaborate. This item works best with the *Cape of Autumn*. If the wielder of both items is attuned to both at the same time, these gloves cast *Awaken* on a shrub that has blossomed from this effect.

GRIMOIRE OF THE FURIOUS ONES

Wondrous item, very rare

This book is bound with foreign arcane glyphs, inscribed on the strange leather-like cover. It contains the necessary information and incantations to alter spells from either cold damage into fire damage, or the other way around.

To decipher and use the manual, you must be a spellcaster with at least one 7th-level Spell Slots. A creature that can't use this manual and attempts to read it takes 8d6 psychic damage.

To understand the tome, you must spend one week doing so, working without interruption with the manual at hand and Resting no more than 8 hours per day.

Once you are finished deciphering and understanding the grimoire, the book is consumed in eldritch flames. Whenever you cast a spell that does cold damage, you can choose to change the damage into fire. Likewise, if a spell you cast deals fire damage, you can change the damage into cold damage.

GRIMOIRE OF THE SHADOWED ONES

Wondrous item, very rare

This book is bound with foreign arcane glyphs, inscribed on the strange leather-like cover. It contains the necessary information and incantations to alter spells from either radiant damage into necrotic damage, or the other way around.

To decipher and use the manual, you must be a spellcaster with at least one 7th-level Spell Slots. A creature that can't use this manual and attempts to read it takes 8d6 psychic damage.

To understand the tome, you must spend one week doing so, working without interruption with the manual at hand and Resting no more than 8 hours per day.

Once you are finished deciphering and understanding the grimoire, the book is consumed in eldritch flames. Whenever you cast a spell that does necrotic damage, you can choose to change the damage into radiant. Likewise, if a spell you cast deals radiant damage, you can change the damage into necrotic damage.

GRIMOIRE OF THE TOXIC ONES

Wondrous item, very rare

This book is bound with foreign arcane glyphs, inscribed on the strange leather-like cover. It contains the necessary information and incantations to alter spells from either poison damage into acid damage, or the other way around.

To decipher and use the manual, you must be a spellcaster with at least one 7th-level Spell Slots. A creature that can't use this manual and attempts to read it takes 8d6 psychic damage.

To understand the tome, you must spend one week doing so, working without interruption with the manual at hand and Resting no more than 8 hours per day.

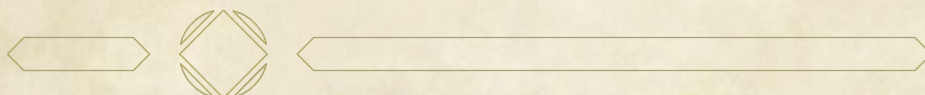
Once you are finished deciphering and understanding the grimoire, the book is consumed in eldritch flames. Whenever you cast a spell that does acid damage, you can choose to change the damage into poison. Likewise, if a spell you cast deals poison damage, you can change the damage into acid damage.

GRIMOIRE OF THE UNSEEN ONES

Wondrous item, very rare

This book is bound with foreign arcane glyphs, inscribed on the strange leather-like cover. It contains the necessary information and incantations to alter spells from either force damage into psychic damage, or the other way around.

To decipher and use the manual, you must be a spellcaster with at least one 7th-level Spell Slots. A creature that can't use this manual and attempts to read it takes 8d6 psychic damage.



To understand the tome, you must spend one week doing so, working without interruption with the manual at hand and Resting no more than 8 hours per day.

Once you are finished deciphering and understanding the grimoire, the book is consumed in eldritch flames. Whenever you cast a spell that does force damage, you can choose to change the damage into psychic. Likewise, if a spell you cast deals psychic damage, you can change the damage into force damage.

GRIMOIRE OF THE VOLATILE ONES

Wondrous item, very rare

This book is bound with foreign arcane glyphs, inscribed on the strange leather-like cover. It contains the necessary information and incantations to alter spells from either lightning damage into damage, or the other way around.

To decipher and use the manual, you must be a spellcaster with at least one 7th-level Spell Slots. A creature that can't use this manual and attempts to read it takes 8d6 psychic damage.

To understand the tome, you must spend one week doing so, working without interruption with the manual at hand and Resting no more than 8 hours per day.

Once you are finished deciphering and understanding the grimoire, the book is consumed in eldritch flames. Whenever you cast a spell that does thunder damage, you can choose to change the damage into lightning. Likewise, if a spell you cast deals lightning damage, you can change the damage into thunder damage.

HAT OF RECEIVING

Wondrous Item, uncommon (requires attunement)

With this hat, the attuned creature can stick their hand inside and pull out one object that is no larger than one foot in any direction. If a creature is stored inside the hat, the creature can breathe for 5 minutes before suffocating.

HELGA'S STIRRING LADLE

Wondrous Item, uncommon (requires attunement)

This wooden ladle has small recipes carved along its handle. Whenever the attuned creature says its command word, the ladle animates, stirring a pot or similar item by itself.

In addition to this, it will automatically season any meal that it is cooking. Any expired or rotten item cooked with this ladle does not have an adverse risk due to consumption.

IVORY BRACELETS OF ARMOR

Wondrous Item, rare (requires attunement)

This pair of ivory bracelets has an iron band in the middle of each bracelet. Whenever the attuned creature says the command word, a set of armor determined by the Dungeon Master instantaneously folds from the bracelets and dons on the creature, as long as the creature is not currently wearing armor.

By saying the command word again, the bracelets magically doff the armor and fold into the bracelets. Any time armor is donned or doffed in this way, the amount of time it takes is always one round.

KEY OF SINGLE LOCKS

Wondrous Item, uncommon

This copper key looks as if its teeth have been dulled down. Once per day, an attuned creature may stick this key into an unlocked object and turn. This key will then lock the object.

Once this feature has been used, its cannot be used again until the following dawn.

LANTERN OF FLOATING

Wondrous Item, uncommon

This hooded lantern burns for 6 hours on 1 pint of oil, shedding bright light in a 30-foot radius and dim light for an additional 30 feet. By saying the command word, the lantern will float 5 feet above the ground and next to the attuned creature. You can use an action to lower the hood, reducing the light to dim light in a 5-foot radius.

LIFELESS HAND

Wondrous Item, uncommon (Requires attunement)

This dehydrated hand has leather-like skin and is severely shriveled. An attuned creature may use an action to raise the hand and treat the hand as if the *mage hand* cantrip had been cast. This hand may push, pull or carry objects that weigh as much as 20 pounds.

MAMMOTH'S HELM

Wondrous Item, rare (Requires attunement)

This iron helmet seems to have small mammoth's tusks crafted into it. Whenever the attuned creature moves at least 20 ft. straight toward a creature and then hits it with a melee Attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the attuned creature can make one melee Attack against it as a Bonus Action.

MINDARTIS' ADHESIVE OF SENTIENCE

Wondrous Item, very rare

This viscous, leather-brown substance can form an adhesive bond between any two or more Objects. It must be stored in a jar or flask that has been coated inside with Oil of Slipperiness. When found, a container contains 1d6 + 1 ounces.

One ounce of the glue can cover a 1-foot square surface. The glue takes 1 minute to set. Once it has done so, the bonded objects obtain sentience, with an Intelligence of 10, Wisdom of 10, and Charisma of 14. The bonded objects are treated as one creature that only you can hear. The creature understands all languages that you do, and has vision out to 30 feet.

The adhesives can be broken only by the application of Universal Solvent or Oil of Etherealness, or with a wish spell.

ORB OF ANARCHY

Wondrous item, very rare (Requires attunement by a spellcaster)

This crystal ball can be used in place of an arcane focus. Whenever the owner casts a spell of 1st level or higher, they can expend a number of charges that equal the spell level. If the spell that is cast has a damage type, it can instead be altered to one of the following damage types - acid, cold, fire, lightning or poison.

When this orb is found, it currently contains 1d8+1 charges, and holds to a maximum of 9 charges.

The orb regains 1d8 + 1 expended charges daily at dawn. If you expend the orb's last charge, roll a d20. On a 1, the orb crumbles into ashes and is destroyed.

ORB OF ENTROPY

Wondrous item, legendary (Requires attunement by a spellcaster)

This crystal ball can be used in place of an arcane focus. Whenever the owner casts a spell of 1st level or higher, they can expend a number of charges that equal the spell level. If the spell that is cast has a damage type, it can instead be altered to one of the following damage types - acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant or thunder.

When this orb is found, it currently contains 1d8+1 charges, and holds to a maximum of 9 charges.

The orb regains 1d8 + 1 expended charges daily at dawn. If you expend the orb's last charge, roll a d20. On a 1, the orb crumbles into ashes and is destroyed.

ORB OF TURMOIL

Wondrous item, very rare (Requires attunement by a spellcaster)

This crystal ball can be used in place of an arcane focus. Whenever the owner casts a spell of 1st level or higher, they can expend a number of charges that equal the spell level. If the spell that is cast has a damage type, it can instead be altered to one of the following damage types - force, necrotic, psychic, radiant or thunder.

When this orb is found, it currently contains 1d8+1 charges, and holds to a maximum of 9 charges.

The orb regains 1d8 + 1 expended charges daily at dawn. If you expend the orb's last charge, roll a d20. On a 1, the orb crumbles into ashes and is destroyed.

PRECIPITATING WEAPON

Weapon (any), uncommon (requires attunement)

This weapon of choice has the ability to cause a small sprinkle of rain temporarily. If the weapon is put into the ground, a rain cloud of a 20 foot radius occurs overhead, centered on you. This storm lasts for 10 minutes, and any uncovered fire source is put out if under the rain cloud.

PUPPETTING STRINGS

Wondrous item, uncommon

This set of string is rumored to be made of webbing that was collected where Lolth walked. Whenever this string is tied around an object, the owner can use their bonus action to move the object like it is animated.

If the object is destroyed, roll 1d20. On a 1, the webbing is destroyed and cannot be repaired.

RING OF EVERLASTING LIFE

Ring, legendary (requires attunement by a creature with their soul)

This ring is made of adamantine metal, with a small turquoise band in the center. The person who is attuned to this ring has their life expectancy doubled, or increases by 100 years, which ever happens to be higher. This effect only works as long as the character is wearing to the ring while attuned to it. If the ring is taken off for more than one week, or the wearer is no longer attuned to the ring while over their life expectancy, the character dies of old age.

For every ten years that the character survives after their new life expectancy, the character must make a Constitution saving throw. The DC is 10 + 1 for every decade that the character has lived for after their life expectancy. On a failure, the character dies of old age.

In order to attune to this ring, they must also be in possession of their soul. This item does not prevent premature death, as by reaching 0 hit points, or being turned into an undead creature, or a creature effect.

If a creature would require a saving throw against being magically aged, the character has advantage on the saving throw.

RING OF THE AURORA

Ring, rare (requires attunement)

This ring has a speckled onyx inlaid at the top. Once per day, as an action, you can expend its charge to cast *control weather* as an 8th level spell. The weather has clear precipitation, a cool temperature, and calm wind. During this time, if it currently during the night, auroras of brilliant colors flood the sky. This spell does not need to retain concentration.

The ring its expended charge daily at dawn. If you expend the ring's charge, roll a d20. On a 1, the ring crumbles into ashes and is destroyed.

RING OF DECIPHERING

Wondrous Item, uncommon (requires attunement)

This copper ring is etched with arcane runes from multiple languages. By expending one charge as an action, you can write your thoughts in any language of your choice, for 1 minute.

When this ring is found, it currently contains 1d4+1 charges, and holds to a maximum of 5 charges.

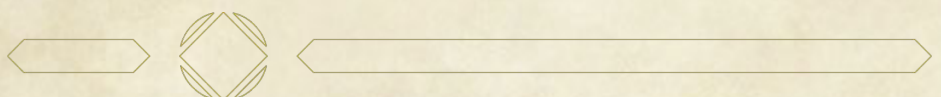
The ring regains 1d4 + 1 expended charges daily at dawn. If you expend the ring's last charge, roll a d20. On a 1, the ring crumbles into ash and is destroyed.

Collaborate. This item works best with the *Glasses of Deciphering*. If the wielder is attuned to both at the same time, the character may understand any language that is spoken or written, but cannot speak the language.

RING OF THE ECLIPSE

Ring, rare (requires attunement)

This ring has an obsidian inlaid at the top. Once per day, as an action, you can expend its charge to fill a 5 mile radius from the ring with darkness, and an addition 5 miles of dim light outside of that. This spell does not need to retain concentration.



The ring gains its expended charge daily at dawn. If you expend the ring's last charge, roll a d20. On a 1, the ring crumbles into ashes and is destroyed.

RING OF THE LIGHT PILLAR

Ring, rare (requires attunement)

This ring has a citrine inlaid at the top. Once per day, as an action, you can expend its charge to cast *sunburst* as an 8th level spell on a point of your choice. This spell has a duration of 8 hours instead of instantaneous. This spell does not need to retain concentration.

The ring gains its expended charge daily at dawn. If you expend the ring's last charge, roll a d20. On a 1, the ring crumbles into ashes and is destroyed.

RING OF THE SUPERCCELL

Ring, rare (requires attunement)

This ring has a speckles onyx inlaid at the top. Once per day, as an action, you can expend its charge to cast *control weather* as an 8th level spell. The weather has overcast precipitation, a cold temperature, and storm wind. During this time, any creatures that are currently flying must make a DC 15 Strength (Acrobatic) check at disadvantage in order to keep flying. This spell does not need to retain concentration.

The ring gains its expended charge daily at dawn. If you expend the ring's last charge, roll a d20. On a 1, the ring crumbles into ashes and is destroyed.

RING OF THE WATERSPOUT

Ring, rare (requires attunement)

This ring has a speckles onyx inlaid at the top. Once per day, as an action, you can expend its charge to cast *control weather* as an 8th level spell. The weather has torrential rain for precipitation, a warm temperature, and strong wind. During this time, if any creatures are swimming underneath the waterspout, the creature is sucked up and into the waterspout. After one round, the creature will be thrown into a random direction of 2d10 x 10 feet. This spell does not need to retain concentration.

The ring gains its expended charge daily at dawn. If you expend the ring's last charge, roll a d20. On a 1, the ring crumbles into ashes and is destroyed.

RING OF TOXINS

Wondrous Item, rare (requires attunement)

This ordinary looking silver ring has a peridot crafted into the mouth of a snake. Whenever you make a melee touch attack, you may expend one charge. On a hit, the creature takes no damage, but must instead make a DC 12 Constitution saving throw. On a failure, the creature becomes under the *poisoned* condition in 1d4 minutes.

When this ring is found, it currently contains 1d4-1 charges, and holds to a maximum of 3 charges.

The ring regains 1d4 - 1 expended charges daily at dawn. If you expend the ring's last charge, roll a d20. On a 1, the ring crumbles into ash and is destroyed.

RUBY OF THE TOME

Wondrous Item, uncommon (requires attunement by a Wizard)

This small gem may be inlaid into a piece of jewelry or be found by itself. If the wielder uses an action, a spectral tome emits 1 foot above the ruby. This tome can be interacted with just like a physical book, and the cost to copy any spell into it is reduced by half.

This tome contains 1d6 cantrips and 2d8 spells, up to third level.

SHARD OF THE NIGHTSTONE

Wondrous Item, very rare (requires attunement)

A small piece of the obsidian Nightstone, taken from the town named after it. Once per day, the owner may expend its one charge to have an aura emanate from it. This aura has a 10 foot radius and lasts 8 hours. Any item or creature within this aura cannot be detected from magic, such as the *scrying* spell.

Once this charge is expended, it regains its charge at dawn of the next day.

SHIELD OF THE WAR LEADER

Shield, uncommon (requires attunement)

This shield has the ability to turn into the wielder's voice into three times as loud, and carries up to 300 feet.

SKULL OF VROUK'ZOUS THE FOUL

Wondrous Item, legendary (requires attunement of a non-good creature)

Not the actual skull of the lich it is named after, but a powerful artifact created. This skull has inlaid gems crafted onto it, where the right eye has a diamond and the left eye has a ruby.

The skull is sentient neutral evil item with an Intelligence of 17, a Wisdom of 12, and a Charisma of 16. It has hearing and darkvision out to a range of 60 feet.

As an action, it may telepathically speak to those that hold it and stare into its eyes. This skull may grant wishes, but only if the owner completes a task listed below. Each completion of a task will grant 1 wish, of which the skull will attempt to manipulate the result badly.

Destroy the Arcane Brotherhood. Before transforming into Vrouk'zous the Foul, a humanoid named Salazar Basha was part of the Arcane Brotherhood, known as the Father of War Magic. He was banished from the Arcane Brotherhood many years ago, and since then has tried to hide the existence of War Magic. Due to this, Vrouk'zous the Foul has wanted to see the destruction of his previous home.

Cast Storm of Vengeance. The reason for Salazar Sasha's banishment was due to a massive war between two clashing armies. On the battlefield, Salazar was struck by a *searing smite* on his left eye. In a rage, he conjured a *storm of vengeance*, murdering everyone, including his own men.

Obtain His Five Rings. The only seal from releasing Vrouk'zous the Foul's imprisonment in a cavern outside of the Deep Maw. These rings are the following - Ring of the Aurora, Ring of the Eclipse, Ring of the Light Pillar, Ring of the Supercell, and Ring of the Waterspout.

SUNFALL'S ARROW

Weapon, uncommon

This arrow was created in the Feywild, where the sky is in a constant state of twilight. Whenever you hit a creature using this arrow, the arrow automatically casts *hex* on the target. Roll a 1d6. This roll determines the ability score affected by the spell.

If the target creature has its hit points reach 0, the *hex* spell does not switch targets.

Once this arrow has been fired, it loses the ability to cast *hex* again.

TANKARD OF TRUSTY DRINK

Wondrous Item, uncommon

This tankard has deep gashes and cuts strewn about it. Whenever a poison is put into any drink inside this tankard, the poison is nullified and does not have adverse effects to the creature who drinks from this tankard. If the liquid is poured into a different container and consumed, the poison is effective once more.

VAPOROUS WEAPON

Weapon (any), rare

This weapon of your choice emits a thin layer of dark smoke that condenses into black water droplets. As an action, you can expend one of its charges to cast *fog cloud* as a 1st level spell and can increase the spell level by one for an additional charge. This spell does not need to retain concentration.

When this weapon is found, it currently contains 1d4+1 charges, and holds to a maximum of 5 charges.

The weapon regains 1d4 + 1 expended charges daily at dawn. If you expend the weapon's last charge, roll a d20. On a 1, the weapon crumbles into ashes and is destroyed.

WEAPON OF BLUDGEONING

Weapon (any weapon that does not deal bludgeoning damage), uncommon

This weapon of choice has the ability to deal bludgeoning damage, instead of the previous damage type.

WEAPON OF SLASHING

Weapon (any weapon that does not deal slashing damage), uncommon

This weapon of choice has the ability to deal slashing damage, instead of the previous damage type.

WEAPON OF PIERCING

Weapon (any weapon that does not deal piercing damage), uncommon

This weapon of choice has the ability to deal piercing damage, instead of the previous damage type.

WEAPON OF TITHING, +1, +2, OR +3

Weapon (any), uncommon (+1), rare (+2), or very rare (+3) (Requires attunement by a Cleric or Paladin)

This weapon of choice has the ability to turn into a powerful weapon that is hardened. If the person does an act that contradicts the values of the deity they prayed to, the weapon loses its current benefit and the coins are consumed.

Weapon of Tithing +1. If the owner of this weapon lays 10 silver pieces on it and prays to a deity of their choice, the weapon becomes a +1 weapon for 1 minute. The silver pieces are consumed in this manner.

Weapon of Tithing +2. If the owner of this weapon lays 10 gold pieces on it and prays to a deity of their choice, the weapon becomes a +2 weapon for 1 minute. The gold pieces are consumed in this manner.

Weapon of Tithing +3. If the owner of this weapon lays 10 platinum pieces on it and prays to a deity of their choice, the weapon becomes a +3 weapon for 1 minute. The platinum pieces are consumed in this manner.

YUAN-TI TOTEM

Wondrous Item, very rare (Requires attunement)

This wooden totem depicts a humanoid with a snake body with arms, tongue flicking at whoever holds it. The attuned creature becomes resistance to poison damage, and has advantage on any saving throw against poisons.

MAGIC ITEM TABLES

The tables in this section classify the magic items from *Balasar's Guide to Exploration* by their rarity and have an option for rolling them at part of a treasure hoard. Each table entry includes the item's type and an indication of whether the item requires attunement. Artifacts aren't included here; they are beyond even major items in power and importance.

UNCOMMON MAGIC ITEMS

6d6 Item	Type	Requires Attunement
6 Amulet of the Blind	Wondrous Item	Yes
7 Arcadian Robes	Armor	Yes
8 Band of Conquest	Wondrous Item	Yes
9 Boots of the Hyperborean	Wondrous Item	Yes
10 Cape of Autumn	Wondrous Item	Yes
11 Cape of Supremacy	Wondrous Item	Yes
12 Coin of Shifting	Wondrous Item	No
13 Conductive Shield	Shield	Yes
14 Cups of Transference	Wondrous Item	No
15 Deceiving Weapon	Weapon	Yes
16 Earrings of Messaging	Wondrous Item	No
17 Eyepatch of the Underdark	Wondrous Item	Yes
18 Flask of Refilling	Wondrous Item	No
19 Glasses of Deciphering	Wondrous Item	Yes

UNCOMMON MAGIC ITEMS, CONTINUED

6d6 Item	Type	Requires Attunement
19 Glasses of Deciphering	Wondrous Item	Yes
20 Gloves of Spring	Wondrous Item	Yes
21 Hat of Receiving	Wondrous Item	Yes
22 Helga's Stirring Ladle	Wondrous Item	Yes
23 Key of Single Locks	Wondrous Item	No
24 Lantern of Floating	Wondrous Item	No
25 Lifeless Hand	Wondrous Item	Yes
26 Precipitating Weapon	Weapon	Yes
27 Puppeting Strings	Wondrous Item	No
28 Ring of Deciphering	Ring	Yes
29 Ruby of the Tome	Wondrous Item	Yes
30 Shield of the War Leader	Shield	Yes
31 Sunfall's Arrow	Weapon	No
32 Tankard of Trusty Drink	Wondrous Item	No
33 Weapon of Bludgeoning	Weapon	Yes
34 Weapon of Slashing	Weapon	Yes
35 Weapon of Piercing	Weapon	Yes
36 Weapon of Tithing	Weapon	Yes

RARE MAGIC ITEMS

2d8 Item	Type	Requires Attunement
2 Amulet of Dwarven Identity	Wondrous Item	Yes
3 Ancestral Weapon	Weapon	Yes
4 Belt of Mist Giant Strength	Wondrous Item	Yes
5 Belt of Smoke Giant Strength	Wondrous Item	Yes
6 Ivory Bracelets of Armor	Wondrous Item	Yes
7 Mammoth's Helm	Wondrous Item	Yes
8 Ring of the Aurora	Ring	Yes
9 Ring of the Eclipse	Ring	Yes

RARE MAGIC ITEMS, CONTINUED

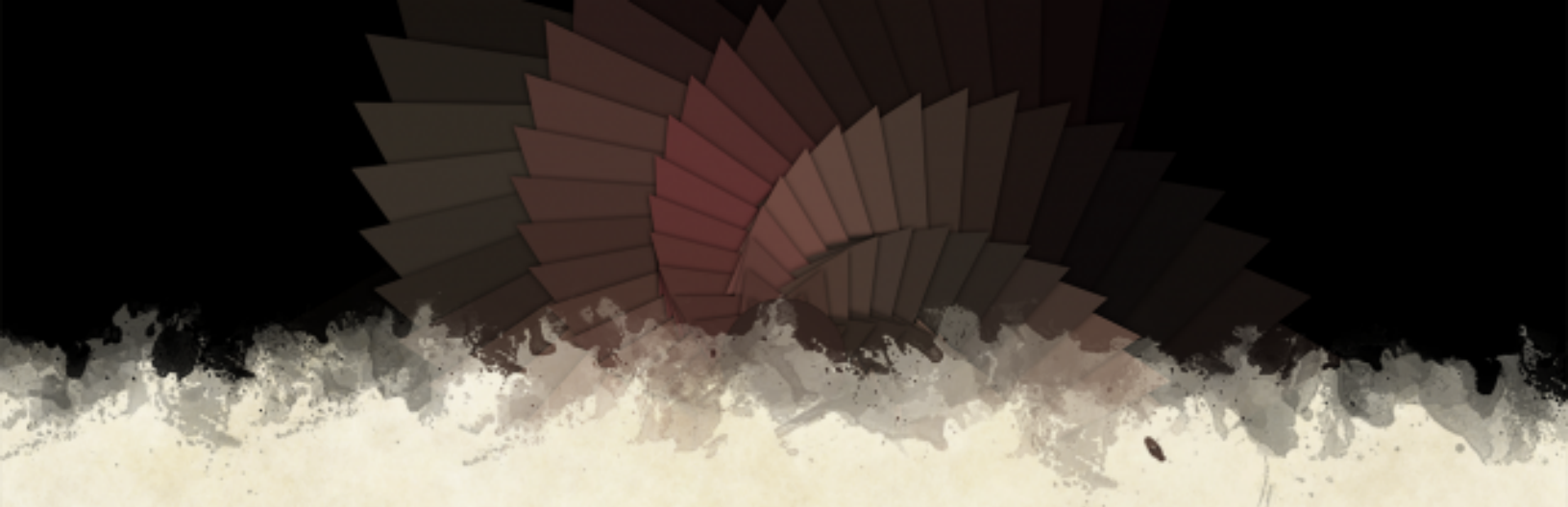
2d8 Item	Type	Requires Attunement
10 Ring of the Eclipse	Ring	Yes
11 Ring of the Light Pillar	Ring	Yes
12 Ring of the Supercell	Ring	Yes
13 Ring of the Waterspout	Ring	Yes
14 Ring of Toxins	Ring	Yes
15 Vaporous Weapon	Weapon	Yes
16 Weapon of Tithing	Weapon	Yes

VERY RARE MAGIC ITEMS

1d8 + 1d6 Item	Type	Requires Attunement
2 Belt of Magma Strength	Wondrous Item	Yes
3 Belt of Ooze Strength	Wondrous Item	Yes
4 Grimoire of the Furious Ones	Wondrous Item	No
5 Grimoire of the Shadowed Ones	Wondrous Item	No
6 Grimoire of the Toxic Ones	Wondrous Item	No
7 Grimoire of the Unseen Ones	Wondrous Item	No
8 Grimoire of the Volatile Ones	Wondrous Item	No
9 Mindartis' Adhesive of Sentience	Wondrous Item	No
10 Orb of Anarchy	Wondrous Item	Yes
11 Orb of Turmoil	Wondrous Item	Yes
12 Shard of Nightstone	Wondrous Item	Yes
13 Weapon of Tithing	Weapon	Yes
14 Yuan-Ti Totem	Wondrous Item	Yes

LEGENDARY MAGIC ITEMS

1d4 Item	Type	Requires Attunement
1 Amulet of the Storm King	Wondrous Item	Yes
2 Orb of Entropy	Wondrous Item	Yes
3 Ring of Everlasting Life	Ring	Yes
4 Skull of Vrouk'zous the Foul	Wondrous Item	No



CHAPTER 11: NEWLY DISCOVERED SPELLS

The world is full of mystery and there is plenty to discover, isn't there? Trust me, there is more to be found if you keep your eyes open and ears always listening. For instance, magic flows through all sorts of matter and life. In empowers the wielders of command it, the planes of existence are filled to the brim!

As for the material plane, you know, where Faerun is currently at, we can access this magic. Our source is known as the Weave. We think of magic as a fabric that you can touch, pull, rip and stitch - as long as you know how. Deities have been able to do so, tugging harder at it than anyone else.

Warlocks in this sense ask for some of this ability to do so from their patrons. Wizards study the way of the Weave so that they can manipulate it, sorcerers have some of this magic granted through their blood or some other force, and others such as clerics are granted a limited ability through piety and faith.

I've gathered a handful of sources and have transcribed their contents into here. Perhaps one day, these spells will become more common. Who knows? I leave that to you, friend. I've already spent the money and resources copying these spells, so you might not have to! And I've even organized them by class with their respective schools of magic, so it is even more convenient!

SPELL LISTS

The following spells are listed in alphabetical order, along with the spell level, and their source of magic. A spell's school of magic is noted in parenthesis. A Dungeon Master must keep in mind that whenever a spell is used from a source outside the *Player's Handbook*, certain classes are severely affected. Of the spellcasting classes, take special consideration of clerics, druids, and paladins. These casters can prepare their spells daily, and have full access to their spell lists.

Spell lists are separated by their source of magic. This is split into three parts – Arcane, Divine, and Nature. Certain classes derive their magic from these sources, such as a paladin has divine magic, or a warlock has arcane magic.

ARCANE SPELL LIST

Arcane magic is used by bards, sorcerers, warlocks, and wizards. The following spells are added to each of those classes spell lists.

CANTRIPS (0 LEVEL)

Anticipation (Divination)
Apparition (Illusion)
Arcane Grasp (Transmutation)
Chorus (Enchantment)
Conceal (Illusion)
Concussive Blast (Evocation)
Demise Dart (Necromancy)
Exile Circle (Abjuration)
Find Foe (Divination)
Flash (Conjuration)
Launch Missile (Transmutation)
Light Disguise (Illusion)
Magic Manacles (Conjuration)
Perplex (Illusion)
Psychic Howl (Transmutation)
Semblance (Illusion)
Temporal Shift (Abjuration)
Unknown Energy (Evocation)
Yawn (Enchantment)

1ST LEVEL

Arcane Arrow (Transmutation)
Arcane Projectile (Abjuration)
Arcane Shield (Abjuration)
Armor of Mindartis (Abjuration)
Fighting Words (Enchantment)
Headache (Enchantment)
Hush (Abjuration)
Magnesis (Transmutation)

2ND LEVEL

Chaos Blast (Evocation)

ARCANE SPELL LIST CONTINUED

3RD LEVEL

Arcane Explosion (Evocation)
Frozen Fire (Evocation)
Malpractice (Necromancy)
Renovate (Transmutation)
Shield of Salazar (Abjuration)
Shocking Boom (Evocation)
Spite (Enchantment)

4TH LEVEL

Absorb Hazard (Abjuration)
Dimensional Anchor (Abjuration)
Spell Storage (Transmutation)

DIVINE SPELL LIST

Divine magic is used by clerics and paladins. The following spells are added to each of those classes spell lists. Paladins do not learn any of the divine cantrips.

CANTRIPS (0 LEVEL)

Anticipation (Divination)
Dark Radiance (Necromancy)
Death Gate (Abjuration)
Excitement of Battle (Divination)
Exile Circle (Abjuration)
Expiry Sight (Divination)
Find Foe (Divination)
Flame Cluster (Evocation)
Passing Ward (Abjuration)
Pious Strike (Evocation)
Spectral Shield (Abjuration)

1ST LEVEL

Brand (Divination)
Death Touch (Necromancy)
Lethality (Transmutation)
Ray of Light (Evocation)

2ND LEVEL

Communicate Idea (Divination)
Disarm (Enchantment)
Eyes of Fate (Divination)
Ghoulish Touch (Necromancy)
Wither (Necromancy)

3RD LEVEL

Astral Guardian (Conjuration)
Migraine (Enchantment)
Psyche (Necromancy)
Renovate (Transmutation)
Spite (Enchantment)

4TH LEVEL

Enhance Capability (Transmutation)

NATURE SPELL LIST

Divine magic is used by druids and rangers. The following spells are added to each of those classes spell lists. Rangers do not learn any of the nature cantrips.

CANTRIPS (0 LEVEL)

Air Blade (Evocation)
Cryo Caltrops (Conjuration)
Earth Trap (Conjuration)
Exile Circle (Abjuration)
Ice Formation (Evocation)
Launch Missile (Transmutation)
Passing Ward (Abjuration)
Stun (Enchantment)
Toxin (Conjuration)

1ST LEVEL

Bloom (Transmutation)
Create Air (Conjuration)

2ND LEVEL

Animal Conduit (Divination)
Quicksand (Transmutation)

3RD LEVEL

Bright Rot (Necromancy)
Drill (Transmutation)
Flourish (Transmutation)
Quench (Transmutation)

4TH LEVEL

Absorb Hazard (Abjuration)
Corrosion (Conjuration)

There is a rumor that a
necromancer of the noble house
Blackveil that created
a resurrection spell that could even
restore those from undeath!

SPELL DESCRIPTIONS

The spells are presented in alphabetical order.

ABSORB HAZARD

4th-level abjuration

Casting Time: 1 reaction

Range: 30 feet

Components: V, S

Duration: Instantaneous

As you see an attack that would deal more damage than usual, you can reduce the lethality of the blow. Whenever yourself or a creature you can see within range has a critical attack upon them, you can reduce it to a normal attack.

AIR BLADE

Evocation cantrip

Casting Time: 1 action

Range: 60 feet

Components: S

Duration: Instantaneous

You move your hands in a fashion that a wave of air forms a blade, slashing any creature in its path. Make a ranged spell attack against the target. Any loose objects that weigh less than one pound flies in a random direction, along with any uncovered flames are extinguished. On a hit, the target takes 1d6 slashing damage.

This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and again at 17th level (4d6).

ANIMAL CONDUIT

2nd-level divination (ritual)

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a single eye agate gem worth 50 gp)

Duration: Concentration, up to 1 hour.

You touch a willing creature, and you gain control of the creature. You can perform its actions and observe the world through its senses, including touch, taste and hearing. You continue to observe the world through the beast until you dismiss it or end the spell early.

While you are using the beast in this way, your body is under the blinded and deafened conditions. Your humanoid body speed becomes 0 for the spell duration and is effectively incapacitated.

ANTICIPATION

Divination cantrip

Casting Time: 1 action

Range: Touch

Components: S, V

Duration: Concentration, up to 1 minute

You touch one willing creature. Once before the spell ends, the first attack directed at the target has disadvantage. The spell then ends.

APPARITION

Illusion cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

You create the illusion of a creature out of the inky mists sourced from the Shadowfell. This creature can be any creature of your choice, as long as it is Medium size or smaller. This apparition acts as though it is the real creature you created, but does not deal damage.

Choose one creature within range. A target creature must make an Intelligence saving throw. On a successful save, the creature knows that the apparition is a hallucination, but is still visible to the target creature.

This spell can affect an additional creature when you reach 5th level (2), 11th level (3), and 17th level (4).

ARCANE ARROW

1st-level transmutation

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minute.

You select one piece of ammunition that you can touch. When you do so, the weapon you fire the ammunition from deals force damage instead of the normal weapon damage, with the same damage die.

In addition, you can summon the arrow back into your hand as a bonus action. This effect lasts for as long as you maintain concentration on the spell or until the spell ends.

ARCANE EXPLOSION

3rd-level evocation

Casting Time: 1 action

Range: 150 feet

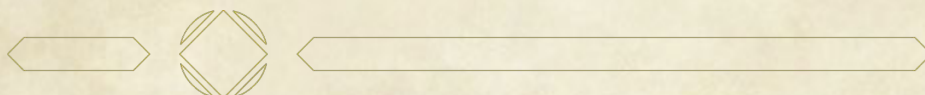
Components: V, S, M (A sprinkle of sulfur and lithium)

Duration: Instantaneous

A sudden explosion of violets and blues comes from an area within range, then slowly expands to engulf anything around it. Each creature within a 10 foot radius, centered on the point you choose, must make a Dexterity saving throw.

On a failed save, a target takes 3d6 force damage and 3d6 psychic damage, and is then pushed 10 feet into the center of the spell. Unsecured objects that weigh less than 15 pounds are moved 10 feet towards the center of the radius. On a successful save, the target only takes half of the damage.

At higher levels: When you cast this spell using a spell slot of 4th level or higher, the force damage increases by 1d6 for each slot above 3rd.



ARCANE GRASP

Transmutation cantrip

Casting Time: 1 action

Range: 15 feet

Components: V, S

Duration: Concentration, up to 1 minute

You attempt to lift a creature with the magical forces you manipulate. When you cast the cantrip, and as your action each round for the duration, you can exert your will on one creature of Medium size or smaller that you can see within range. You can affect the same target round after round, or choose a new one at any time. If you switch targets, the prior target is no longer affected by the spell.

Make an ability check with your spellcasting ability contested by the creature's Strength check. If you win the contest, you move the creature up to 15 feet in any direction horizontally, but not vertically, as long as they are still within range. If a creature would be moved to an area that has no solid object underneath it, the creature stays in the closest 5 foot square with solid ground, and the spell ends.

ARCANE PROJECTILE

1st-level abjuration

Casting Time: 1 reaction

Range: Self

Components: V, S

Duration: Instantaneous

As a reaction to a ranged attack that you can see, you wave your arms in a circular pattern, creating two holes and attempt to fire the projectile back. If a ranged attack would hit you, it instead misses, and travels up to the same distance that it was travelled to reach you.

Select one target that you can see. Make a ranged spell attack against the target. On a hit, the creature takes 1d6 force damage.

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

ARCANE SHIELD

1st-level abjuration

Casting Time: 1 reaction

Range: 30 feet

Components: V, S

Duration: 1 round

As a reaction to an attack towards a person that you can see, you wave your arms in a triangular pattern, creating a barrier of protection. Select one target that you can see being attacked. Until the start of your next turn, the target creature has a +1 bonus to AC, including against the triggering attack, and they take no damage from *magic missile*.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the bonus to AC increases by +1 for each spell slot above 1st.

ARMOR OF MINDARTIS

1st-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (a purple silk strip)

Duration: 8 hours

You touch a willing creature who isn't wearing any form of armor, including the *mage armor* spell or similar effects. The target's base AC becomes 13 + its spellcasting ability modifier. The spell ends if the target dons armor or you dismiss the spell as an action.

ASTRAL GUARDIAN

3rd-level conjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a tourmaline gem worth 100 gp, which the spell consumes)

Duration: Instantaneous

You summon a glimmering creature from the silver sea. As an action, select a place within range. The creature is summoned to that point. The creature is Medium sized, has hit points equal to your hit point maximum, has an AC equal to your AC, and has a flying speed equal to your speed. The creature is considered ethereal.

As a bonus action, you can move the creature. Whenever it enters an occupied space from another creature, that target creature must make a Wisdom saving throw. On a failure, the target creature takes 6d6 psychic damage.

At higher levels: When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot above 3rd.

BLOOM

1st-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

You touch a small seed or plant and grow it to maturity within a matter of seconds. The flower cannot be larger than 2 feet in any direction when fully developed. If fruit would be harvested off of the plant, you may do so but only enough for one person.

BRAND

1st-level divination

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 10 minutes.

You point at a creature that you can see within range. The target creature must make a Wisdom saving throw. On a failure, you know exactly where the creature is, even if they become hidden or turn invisible, until the spell ends or you dismiss the spell.

BRIGHT ROT

3rd-level necromancy

Casting Time: 1 action

Range: Self

Components: V, S, M (a bag of chicken bones)

Duration: Concentration, up to 10 minutes.

You emit a bright, blinding light that covers your entire body. It appears like a majestic aura, that some may interpret as a divine radiance. Whenever you get hit by a melee attack, the attacking creature must make a Dexterity saving throw. On a failure, the creature takes 3d6 necrotic and 3d6 radiant damage. On a success, the creature takes half damage.

CHAOS BLAST

2nd-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (an onyx gem worth 50 gp)

Duration: Concentration, up to 1 minute

You send a ray of chaotic sludge that looks as if the rainbow had been twisted together. Make a ranged spell attack. On a hit, the creature takes 2d6 damage, determined on the table below.

CHAOS BLAST DAMAGE TYPE

d6	Damage Type
1	Acid
2	Thunder
3	Cold
4	Poison
5	Fire
6	Lightning

Once there is a successful hit, you can use your action to maintain concentration on this spell. If you do, you automatically hit. The target creature takes 2d6 damage, determined on the table once more.

At higher levels: Whenever you cast this spell at 3rd level or higher, you roll an additional 1d6 damage, determined by another roll on the *Chaos Blast Damage Table* found above, for every spell slot above 2nd.

CHORUS

Enchantment cantrip

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute.

You create an infectious choir, singing loudly. Select 2 creatures within 30 feet of you that you can see. If the target creatures share a language with you, they must make a Wisdom saving throw. On a failure, the creatures sing along with you and are unable to make an action or movement during their turn. The creature can repeat the saving throw at the beginning of their turns.

On a success, the creature cannot be affected for 24 hours. If a creature does not share a common language with you, the creature automatically succeeds.

This spell can affect additional creatures, increasing by 2 when you reach 5th level (4), 11th level (6) and again at 17th level (8).

COMMUNICATE IDEA

2nd-level divination

Casting Time: 1 action

Range: Touch

Components: S

Duration: Instantaneous

You touch a willing creature, transmitting a complex idea, plan or picture into their mind. The target creature then fully understands the idea that you are telling them.

CONCEAL

Illusion cantrip

Casting Time: 1 action

Range: Touch

Components: S

Duration: Concentration, up to 1 minute.

You touch a small object that is smaller than 1 foot in any direction. For the duration of the spell, the item is magically concealed from view. Any creature that searches for the item must make a Wisdom saving throw. On a failure, the creature fails to find the object. On a success, the creature finds the object. If the concealed object is threatening, the creature has advantage on the saving throw.

This spell can affect additional objects, increasing by 2 when you reach 5th level (3), 11th level (5) and again at 17th level (7).

CONCUSSIVE BLAST

Evocation cantrip

Casting Time: 1 action

Range: Touch

Components: S

Duration: Instantaneous

A blast of concussive force emits from your hand, knocking anything away from your palm. Make a melee spell attack. On a hit, the target takes 1d8 force damage. If the target is an object, the object takes maximum damage. If your attack roll lands on a 1, the blast backfires, and you take the damage instead.

This spell's damage increases by 1d8 and failure chance increases by 1 when you reach 5th level (2d8 damage, failure at 1 or 2), 11th level (3d8, failure at 1, 2 or 3), and again at 17th level (4d8, failure at 1, 2, 3 or 4).

CORROSION

4th-level conjuration

Casting Time: 1 action

Range: Self

Components: S, M (a single black pearl worth 500 gp)

Duration: Concentration, up to 10 minutes.

You emit an aura of corrosion around you that affects metallic items. This aura reaches a 15 foot radius, centered on you. Any time a nonmagical metallic item starts its turn or enters inside the 15 foot radius, it takes a -1 to its hit points or armor class. Whenever an item has received a total reduction of -5 for armor class or hit points, the item is destroyed.

Whenever an item is outside of the radius, it does not lose this reduction. Instead, it must be repaired with smith's tools. The DC is set at your spell save DC.

CREATE AIR

1st-level conjuration

Casting Time: 1 action

Range: Self

Components: V, S, M (a small bag that is closed)

Duration: Instantaneous

You open a small bag or pouch, releasing a pocket of air around you and one other creature. There is enough air here that both you and the other creature can breath fresh air for one round.

Whenever the air is released, it will push away any foul air or air of ill effects, such as the *cloudkill* spell.

At higher levels: When you cast this spell at 2nd level or higher, there is additional fresh air allowing one other creature to breathe for every spell slot above 1st.

CRYO CALTROPS

Conjuration cantrip

Casting Time: 1 action

Range: 30 feet

Components: S, M (sprinkle of water)

Duration: Concentration, up to 1 minute.

You select an area within 30 feet of you that you can see. That point creates a mass of caltrops made of ice, extending in a 10 foot radius. Any creature that moves within the radius must make a Dexterity saving throw. On a failure, the creature takes 1d4 cold damage and has their movement slowed by 10 feet. On a success, the creature takes no damage.

This spell's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and again at 17th level (4d4).

DARK RADIANCE

Necromancy cantrip

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

You become infused with false energy that seems harmless. You emit bright light for 20 feet and dim light for another 10 feet. Whenever you are hit by melee attack, the creature that attacked you must make a Dexterity saving throw. On a failure, the creature takes 1d6 necrotic damage, and cannot recover hit points until the beginning of their next turn.

This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and again at 17th level (4d6).

DEATH GATE

Abjuration cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

You touch one creature that is dying. Once before the spell ends, if the target creature would be hit by an attack roll, you instead take the damage. The target creature does not fail any death saving throws from the attack. The spell then ends.

DEATH TOUCH

1st-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You point at a single creature, attempting to curse them with a quick death. If the target creature has hit points equal to or less than your total level, the creature reaches 0 hit points. If not, the creature must make a Wisdom saving throw.

On a failure, the target creature takes 1d8 necrotic damage. On a success, the creature takes no damage.

At higher levels: When you cast this spell at 2nd level or higher, you increase the damage by 1d8 per slot above 1st level.

DEMISE DART

Necromancy cantrip

Casting Time: 1 action

Range: 60 feet

Components: S

Duration: Instantaneous

You point at a creature, forming a dart of decay. Make a ranged spell attack against the target. On a hit, the target takes 1d8 necrotic damage.

This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and again at 17th level (4d8).

DIMENSIONAL ANCHOR

4th-level abjuration (ritual)

Casting Time: 1 minute

Range: 30 feet

Components: V, S, M (a length of rope that has been soaked in salt water)

Duration: Concentration, up to 10 minutes.

You create a loop out of the rope used as a material component. Based off of the length of rope, you create a radius in which spells such as *misty step* automatically fail if their spell level is 4th level or lower. Spells of 5th level or higher must make a Wisdom saving throw. On a success, the spell works. On a failure, the spell does not work and the creature takes 2d10 force damage and 2d10 psychic damage.

The rope cannot be destroyed or moved unless by yourself or friendly creatures that you choose.

DISARM

2nd-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute.

You point at a single creature, attempting to persuade a hostile target to drop their weapon. Select one creature. That creature must make a Charisma saving throw. On a failure, the creature follows your orders, becoming disarmed. A hostile creature has advantage on the saving throw.

Once the spell ends, the creature knows that you used this spell, and may react appropriately.

DRILL

3rd-level transmutation

Casting Time: 1 action

Range: 10 feet

Components: V, S, M (a Chrysoberyl gem worth 100 gp)

Duration: Concentration, up to 1 minute.

You select a mass of rock or some sort of stone. An arcane beam forms from your chest, drilling and burrowing into the stone at a rate of 5 feet per round.

EARTH TRAP

Conjuration cantrip

Casting Time: 1 action

Range: 90 feet

Components: S

Duration: Concentration, up to 1 minute.

The soil twists as structures of rock trap the feet of your enemy. You select a single target within range that you can see and is not incorporeal. The selected creature must make a Strength saving throw. On a failure, the creature is restrained. The creature may repeat the saving throw at the beginning of its turn.

ENHANCE CAPABILITY

4th-level transmutation (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a pair of silver rings worth at least 100 gp)

Duration: Concentration, up to 10 minutes.

You grant temporary enhancements to a willing creature that you touch, placing a ring on their finger. Select an ability score, such as Strength or Intelligence. That creature applies a bonus to the selected ability score equal to your spellcasting ability modifier. This bonus lasts for the spell duration.

EXCITEMENT OF BATTLE

Divination cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

You touch one willing creature. Once before the spell ends, the target can roll a d4 and add the number rolled to one attack roll of its choice. It can roll the die before or after making the attack roll. The spell then ends.

EXILE CIRCLE

Abjuration cantrip

Casting Time: 1 action

Range: 10 feet

Components: V, S, M (a pinch of powdered silver or holy water, a strip of cloth written with fine ink that has been blessed)

Duration: 1 minute

You create a small area that harms certain creatures whenever they enter it. Select an area within range. You manifest a magical barrier, taking the form of a 5-foot wide, and 10-foot tall cylinder, centered on that point. Choose only one of the following types of creatures: celestials, elementals, fey, fiends, or undead.

Whenever a creature of the selected type enters the area for the first time, the creature must make a Wisdom saving throw. On a failure, the creature takes either 1d6 radiant, necrotic, force, or psychic damage. Then the spell ends.

This spell can affect an additional creature without ending when you reach 5th level (2), 11th level (3), and 17th level (4).

EXPIRY SIGHT

Divination cantrip

Casting Time: 1 action

Range: Touch

Components: S

Duration: Concentration, up to 1 minute.

You imbue a willing creature with the foresight of their death. Whenever the target creature makes a death saving throw, the creature can add their proficiency bonus to the roll. Once they do, the spell ends.

EYES OF FATE

2nd-level divination (ritual)

Casting Time: 1 minute

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute.

You gain access from your divine being, in which you gain insight on people's true intentions and their emotions. For the duration, if you roll lower than a 10 on Wisdom (Insight) checks, you can treat it as rolling a 10.

FIGHTING WORDS

1st-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute.

You shout at a single target, provoking a fight. Select a target creature within range. The creature must make a Charisma saving throw. On a failure, the creature must spend its movement to reach you and its actions to attack you with non-lethal damage. On a success, the creature ignores you. If the creature cannot hear you or does not share a similar language, the creature automatically succeeds.

FIND FOE

Divination cantrip

Casting Time: 1 action

Range: 100 foot radius

Components: V, S, M (sprinkle of silver powder)

Duration: Instantaneous

You concentrate on a single type of creature, trying to determine its location. Choose from the following types of creatures: aberration, beast, construct, fey, fiend, humanoid (one specific, such as elf or human), plant, or undead.

One of the creatures of that type must make a Wisdom saving throw. On a fail, you locate one of the creatures you choose as long as it is within the radius. You cannot pick a specific person, such as Mindartis the Mad. You know how close they are to you and which direction they are moving, if they are.

FLAME CLUSTER

Evocation cantrip

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

You create a flame that floats softly around you. Whenever a creature starts their turn or enters a space within 5 feet of you, that creature must make a Dexterity saving throw. On a failed save, the creature takes 1d6 fire damage.

Once the creature has taken damage, the flame is extinguished. The amount of flames that are created increases by 1 when you reach 5th level (2), 11th level (3) and again at 17th level (4).

FLASH

Conjuration cantrip

Casting Time: 1 action

Range: Self

Components: S

Duration: Instantaneous

In a blinding flash, the vision of your foes becomes distorted. One creature within 5 feet of you must make a Constitution saving throw. On a failure, they become stunned until the beginning of their next turn.

FLOURISH

3rd-level transmutation

Casting Time: 1 minute

Range: 30 feet

Components: V, S, M (a pair of chrysoprase gems worth 10 gp each)

Duration: Instantaneous

You wave your hand over an empty, barren field. As you do so, plant life sprouts and develops into fully grown plants, bearing fruit. You get to choose the plant type, as long as the plant is not magical, is not an incredibly rare plant, and as long as the plant is natively grown in the area.

FROZEN FIRE

3rd-level evocation

Casting Time: 1 action

Range: Self

Components: V, S, M (a sapphire and ruby gem, each worth at least 50 gp)

Duration: Instantaneous

A small gem of blue ice forms in your hand which does not melt, with a small flickering flame that emits light but no heat. When you say the command word of your choice, the ice melts and the fire expands into a 10 foot radius. Any creature in the radius must make a Dexterity saving throw. On a failure, the creature takes 4d6 cold damage and 4d6 fire damage. On a success, the creature takes half damage.

GHOULISH TOUCH

2nd-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S, M (a finger nail of someone deceased)

Duration: Concentration, up to 1 minute

You scratch a creature with a finger nail, bestowing the ghoulish curse of paralysis. Make a melee spell attack. The target creature must make a Constitution saving throw on a hit. On a failure, the creature becomes paralyzed for the duration of the spell. Constructs and undead creatures automatically succeed on the saving throw.

The paralyzed creature can repeat its saving throw at the start of its turn. If a creature is within 5 feet of the paralyzed creature, they must also succeed on a Constitution saving throw. On a failure, the creature becomes poisoned for 1d4 hours from the awful stench from the paralyzed creature, mimicking a ghoul.

HEADACHE

1st-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a single grape that you smash)

Duration: Concentration, up to 1 minute.

Select one creature that you can see within range. That creature must make a Wisdom saving throw. On a failure, the creature takes 1d6 psychic damage, along with the stunned condition. On a success, the creature takes only half damage.

The creature can repeat the saving throw at the end of its turn. A creature that succeeds on its saving throw cannot be affected by this spell for the next 24 hours.

HUSH

1st-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (ash of a burned oak leaf)

Duration: Concentration, up to 1 hour.

You touch one willing creature. For the duration of this spell, the creature has a +5 bonus to their Dexterity (Stealth) checks.

ICE FORMATION

Evocation cantrip

Casting Time: 1 round

Range: 30 feet

Components: V, S

Duration: Instantaneous

A small wall made of ice forms in a place of your choice. This wall is 5 feet wide, a foot thick, and 3 feet tall. The ice must be formed in an area that has at least five feet of water, being either a lake, a puddle or have a source of water.

A creature on one side of the wall has half-cover. The wall can be destroyed with any source of fire damage or bludgeoning damage.

LAUNCH MISSILE

Transmutation cantrip

Casting Time: 1 action

Range: 120 feet

Components: S, M (an arrow or bolt)

Duration: Instantaneous

In a swift action, you send a missile flying through the air at a target. Make a ranged spell attack towards one creature. On a hit, the creature takes 1d6 piercing damage.

The amount of missiles you can fire increases by 1 when you reach 5th level (2), 11th (3), and again at 17th level (4). You must make a separate ranged spell attack for each missile, providing the material components of each.

LETHALITY

1st-level transmutation (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a single iron nail)

Duration: Concentration, up to 1 minute.

Select two weapons that deal only nonlethal damage. For the duration, those weapons deal only lethal damage. In addition, you can select two improvised weapons. For the duration of this spell, these two weapons deal 1d6 damage instead.

LIGHT DISGUISE

Illusion cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 10 minutes

You touch a fabric, small item or a willing humanoid and change the color of the target for the duration of the spell. You can select a specific color or an array of patterns.

MAGIC MANACLES

Conjuration cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 10 minutes

You touch a target creature's wrist to bind them. The target creature must make a Dexterity saving throw. On a failure, the creature is bound at the wrists with magical manacles. The creature can attempt to escape with another Dexterity saving throw.

A creature can choose to fail the saving throw. If a creature is restrained, the saving throw is at disadvantage, and if a creature is incapacitated, the saving throw automatically fails.

MAGNESIS

1st-level transmutation (ritual)

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You select one object made of either mostly metal or fully metal. You can move that object, including in the air, for the duration of this spell. The object has a movement speed of 15 feet.

MALPRACTICE

3rd-level necromancy

Casting Time: 1 reaction

Range: 30 feet

Components: V, S, M (a bloodied bandage)

Duration: Instantaneous

You know when a healing spell is being cast and have studied on ways to prevent the wondrous healing. Whenever a healing spell is cast, you select the creature that is casting the spell. The target creature must make a Wisdom saving throw. On a failure, the healing spell inflicts damage, equal to the hit points that would have been restored from the spell. On a success, the healing spell only heals half the total hit points.

MIGRAINE

3rd-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a single orange that you smash)

Duration: Concentration, up to 1 minute.

Select one creature that you can see within range. That creature must make a Wisdom saving throw. On a failure, the creature takes 4d10 psychic damage, along with the blinded condition. On a success, the creature takes only half damage.

The creature can repeat the saving throw at the end of its turn. A creature that succeeds on its saving throw cannot be affected by this spell for the next 24 hours.

PASSING WARD

Abjuration cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

You touch one creature that is dying. Once before the spell ends, the creature may choose to roll a successful death saving throw. This may happen before or after the death saving throw is rolled, but before the result is declared a success or failure. The spell then ends.

PERPLEX

Illusion cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You unleash a colorful mass of lights, laced with subtle illusions at a creature you can see within range. If the target can see the attack, it must succeed on an Intelligence saving throw or take 1d4 psychic damage and have disadvantage on the next saving throw it makes before the end of its next turn.

This spell's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

PIOUS STRIKE

Evocation cantrip

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

In an instant, your strikes become imbued with radiant energy, which shine out in beams. Make a ranged spell attack. On a hit, you deal 1d8 radiant damage. The beams emit 10 feet of bright light, and an additional 10 feet of dim light.

The amount of damage increases by 1d8 when you reach 5th level (2d8), 11th (3d8), and again at 17th level (4d8).

PSYCHE

3rd-level necromancy

Casting Time: 1 action

Range: Touch

Components: S

Duration: Instantaneous

You attempt to drain the mental fortitude from a creature to cause fear. Select a target creature within 5 feet of you. The selected creature must make an Intelligence saving throw. On a failure, the creature has a 1d4 Intelligence reduction and takes 4d8 psychic damage. On a success, the creature on takes half damage and no Intelligence reduction.

If this spell is used on a creature that has an Intelligence lower than 6, this spell automatically fails.

At higher levels: When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8 for each slot above 3rd.

PSYCHIC HOWL

Transmutation cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

In a moment, you change the winds around a point of your choice, for a 10 foot radius. All creatures in the radius must make an Intelligence saving throw. On a failure, the creature takes 1d6 psychic damage. On a success, the creatures take half of the damage.

The amount of damage increases by 1d6 when you reach 5th level (2d6), 11th (3d6), and again at 17th level (4d6).

QUENCH

3rd-level transmutation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a vial of water)

Duration: Instantaneous

You select a point within range. Every nonmagical flame within 30 feet of that point becomes extinguished as a breeze of frost cools everything. If there is a magical flame within the radius, you must make an Intelligence (Arcana) check, with the DC equal to 10 + the spell level. On a success, the magical fire is also put out.

Every creature within this radius must also make a Dexterity saving throw. On a failure, the creature takes 6d6 cold damage and their movement is slowed by 10 feet until the end of their next turn. On a success, they only take half damage. Fire elementals or similar creatures make this save at disadvantage.

At higher levels: When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 and the radius increases by 5' for each slot above 3rd.

QUICKSAND

2nd-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a pinch of dust)

Duration: 1 minute

You select a point of dirt, sand or stone within range. That point becomes the center of a 10 foot radius, which turns into quicksand. Quicksand is considered difficult terrain for movement. Whenever a creature ends its turn in quicksand, the creature must make a Strength saving throw. On a failure, the creature is restrained. On a success, the creature is freed.

If a creature is restrained in quicksand, they can attempt to make a Strength (Athletics) check against your spell save DC to free themselves.

At higher levels: When you cast this spell using a spell slot of 4th level or higher, the radius increases by 5' for each slot above 2nd.

RAY OF LIGHT

1st-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You fire a beam of light at a target creature. Make a ranged spell attack. On a hit, the creature takes 2d8 radiant damage.

At higher levels: When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot above 1st.

RENOVATE

3rd-level transmutation

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a vial of adhesive, a metal nail and a foot of hempen rope)

Duration: Instantaneous

Your ability to magical repair objects enhances, fixing objects that seem beyond repair. You can repair a 10 foot cube worth of objects by casting this spell. As long as the atoms that made up the object are there, such as ashes of burned wood, the object is repaired. Included in this is constructs, but not magical items. If this spell is used on a construct, the construct recovers hit points equal to 2d8 + your spellcasting ability modifier.

At higher levels: When you cast this spell using a spell slot of 4th level or higher, the amount of hit points a construct can recover increases by 1d8 for each slot above 3rd.

SEMBLANCE

Illusion cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You create the illusion of another cantrip of your choice towards a creature. Make a ranged spell attack against the target. On a hit, the target takes 1d8 psychic damage.

This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

SHIELD OF SALAZAR

3rd-level abjuration

Casting Time: 1 reaction

Range: 150 feet

Components: V, S, M (a pendant with 5 rivets in it)

Duration: Instantaneous

As a reaction to an area of effect spell that you can see, you wave your arms in a cubic pattern, creating a barrier of protection. Select an area within range. Each creature within a 10-foot cube centered on that point, including creatures that are hostile to you, have the benefits of this spell.

If a creature inside of this area is subjected to an effect that allows them to make a Dexterity saving throw to only take half damage, they instead take no damage on a success, and only half damage if they fail.

SHOCKING BOOM

3rd-level evocation

Casting Time: 1 action

Range: Self

Components: V, S, M (a single metal rod)

Duration: Concentration, up to 10 minutes.

You radiate a field of twisting, semi-transparent gray matter around you, that sparks out at anything nearby. Whenever you get hit by a melee attack, the attacking creature must make a Dexterity saving throw. On a failure, the creature takes 3d6 lightning and 3d6 thunder damage. On a success, the creature takes half damage.

SPECTRAL SHIELD

Abjuration cantrip

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Instantaneous

You increase your AC by 1 until the beginning of your next turn. If the attack would not hit due to your increased armor class, the attack misses. In addition, if you are the target of *magic missile*, the attack automatically misses.

SPELL STORAGE

4th-level transmutation (ritual)

Casting Time: 10 minutes

Range: Touch

Components: V, S, M (a precious gem worth 500 gp or more)

Duration: Up to 24 hours

You imbue a spell of 3rd level or higher that you have prepared into a gem for later use. You can pass this object to a different creature, in which case allows the creature to activate the spell. If the spell has a point of origin, the origin is the gem itself.

If the spell requires a saving throw, the DC is your own spell save DC. The spell casted is equal to the base spell level. If the spell requires concentration, the gem itself maintains concentration.

If the spell is not used within 24 hours, the spell magic dissipates, unless you spend another spell slot to restore that magic to it. After one use, the gem cannot cast another spell until another spell is stored in it. This gem can only contain one spell at a time, and attempting to store another will remove the first spell.

SPITE

3rd-level enchantment

Casting Time: 1 bonus action

Range: 90 feet

Components: V, S, M (tongue of a squirrel)

Duration: Concentration, up to 1 minute

Your emotions take the better of you, filled with hatred and spite. Select a single target creature. Until the spell ends, whenever you deal damage to the creature that does not require a saving throw, you deal an additional 2d8 necrotic damage. In addition, declare one ability of your choice. The target creature automatically fails all skill checks with the associated ability, and has disadvantage on saving throws of the chosen ability score.

If the target creature drops to 0 hit points, the spell ends. A *remove curse* spell cast on the target ends the spell early.

At higher levels: When you cast this spell using a spell slot of 4th level or higher, the amount of abilities that you can declare increases by 1 for each slot above 3rd.

STUN

Enchantment cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You select a creature that you can see within range. The target creature must make a Wisdom saving throw. On a failure, the creature is incapacitated until the end of your next turn. If the creature is hostile, the target creature has advantage on the saving throw.

TEMPORAL SHIFT

Abjuration cantrip

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Instantaneous

You begin to blink in and out of existence momentarily. As a action, any one attack of your choice automatically misses you until the beginning of your next turn. If the attack is a natural 20, you cannot select that attack to miss. You reappear at the beginning of your turn.

TOXIN

Conjuration cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

Your mouth opens, spraying a toxin all over a single creature within range. The creature must make a Constitution saving throw. On a failure, the creature has the poisoned condition for 1d4 hours. The creature can repeat the saving throw at the start of every hour.

UNKNOWN ENERGY

Evocation cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You point your finger at a single target, and the creature's body or mind starts to feel an unwelcome pressure. Make a range spell attack. On a hit, you deal either 1d8 psychic or 1d8 force damage of your choice.

The amount of damage increases by 1d8 when you reach 5th level (2d8), 11th (3d8), and again at 17th level (4d8).

WITHER

2nd-level necromancy

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You create multiple balls of necrotic energy. Make three range spell attacks, which can be divided however you like. On a hit, the creature takes 2d8 necrotic damage, and cannot recover hit points until the beginning of your next turn.

At higher levels: When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot above 2nd.

YAWN

Enchantment cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

You yawn loudly towards one creature, making them drowsy. Choose one creature within range. A target creature must make a Wisdom saving throw. On a failure, the creature has disadvantage on saving throws to maintain concentration until the spell ends.

If the creature takes damage or spends their action to make themselves alert, the spell ends.

