

SOULBOUND



A NEW CLASS FOR 5E

*"I found an urn, dark as night,
& took it into me. It became me,
& I it. Now we are one"*

Outcast & misunderstood, Soulbound are often maligned & ostracised by others out of fear or superstition—finding fellowship in the arms of adventurers, outlaws, and other strays.

Truly versatile, unconventional, & unique, Soulbound are beings tainted by a corruption that makes them something more than humanoid, perhaps something more than mortal



THE SOULBOUND^{I.O}

A 5e Class by DeepDark Designs

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Soulbound

Cursed & Afflicted Souls

Assuming the dragonborn male to be unarmed, one of the ruffians shoves him and repeats their demand for coin. Incensed, the dragonborn's anger at being accosted finally bubbles into ruinous action as dark, oozing tendrils lance out from both his forearms—joining them together into a razorsharp axe of black, charred flesh—and he turns on his quivering aggressors.

A brutish slaver affixes a tiefling female with a cold, uncaring gaze and assesses her value as a butcher might a haunch of meat. Seeing the defiance in her eyes and deciding she isn't worth the effort it would take to break her spirit, he reaches for his blade. Before he can draw it, an eight foot tentacle explodes from her belly and thrusts towards him as the tiefling begins to cackle madly.

An orc chieftain moves to investigate the cause of his raiders' guttural yells. He discovers them gathered around a slender elven woman with ivory skin, silvery eyes, and flaxen hair. She is encompassed by a set of angelic wings and a glowing halo floats just above her bowed head. At the chieftain's approach, she looks up, setting her sights on him as he recognizes her pinions for what they are; deadly blade-like instruments of death.

Soulbound are unfortunate and pitiable souls whose very being has become irreconcilably entwined with a cursed artifact through chance, fate, or foolishness. Whatever the case may be, it's unlikely they fully understood what they were getting into until it was too late. Now, the pair are trapped together with both their futures hanging from a single thread.

A Terrible Bond

At some point early in their genesis, a soulbound was merely another humanoid—an unremarkable elf, dwarf, human, or similar. They might have been someone as brave and enterprising as a treasure hunter, toughened mercenary, or aspiring adventurer; or else as mundane and ordinary as a blacksmith's apprentice, innkeeper's understudy, or the child of a simple farmer. Whatever their background, everything changed for them when they found themselves face-to-face with a cursed artifact (see *An Artifact's True Form*) and were chosen by it to serve as its vessel. At that moment, they effectively died and their former life was washed away to be replaced with a new, shared existence.

Some would say that soulbound are lost causes, that they have been from the moment their lives were irrevocably derailed by their fateful encounter with an object of tremendous, transformative, and often-destructive power. While it is almost certainly true that a soulbound's brush with destiny forever changed the trajectory of their life, not all such individuals feel poorer for the experience.

Physical Manifestation

Once a cursed artifact has bonded with an individual it has a stake in their survival. And, just as it influences them, it too is not immune to the needs and desires of its host. Consequently, the artifact lends its power to its vessel, bolstering their chances of surviving the depredations and dangers of a hostile world.

A cursed artifact is able to manifest itself physically in order to defend its keeper, taking the form of a weapon or armor. The form an artifact might take—and thus the means by which it might be utilized—varies tremendously between different artifacts and hosts. Though such a manifestation represents a defensive or offensive tool, it often

WHY PLAY A SOULBOUND?

You should play a Soulbound if...

- ...You want to experience a class that's unique to you—defined entirely by your choices
- ...You're drawn to unusual character concepts that redefine what it means to be humanoid
- ...You're interested in a class that rewards positional and situational awareness

comes in a non-traditional form—for example, presenting as a long, spindly limb with a serrated edge or a toughened chitinous carapace that forms over the flesh.

While soulbound can dismiss the physical manifestation of their cursed artifact almost at will, certain physiological symptoms of the relationship that exists between the pair are harder to dispel. Most inherit obvious abnormalities that signal their link with the artifact to which they're bonded, such as possessing peculiarly colored eyes or those that appear as solid orbs, emitting an oily discharge in place of sweat, or glowing tattoos appearing on their flesh that periodically release red-hot embers.

ROLEPLAYING TIP:

You should consider what, if any, physical quirks you may have inherited from your cursed artifact. Are these omnipresent or do they only appear when your artifact manifests for use in combat? Will they grow and become more pronounced over time as you accumulate strength and experience? Are they easy to mask? Do you even care to try to hide them? You should try to keep any physical quirks you possess relevant to the origin of your artifact. Not only may these decisions inform your roleplaying, but will likely influence how others perceive you too.

CURSED ARTIFACT PHYSIOLOGICAL QUIRK

D100	Quirk
1-4	Your blood thickens, turning black & goopy
5-8	You grow dozens of useless additional eyes
9-12	You salivate excessively, causing you to constantly drool
13-16	Your mouth opens unnaturally wide
17-20	Your skin shifts, as if something crawls beneath it
21-24	Your hair becomes thick & knotted
25-28	You find leaves & other detritus in your hair after sleep
29-32	Soft, matted fur spreads across most of your body
33-36	You grow a pair of majestic antlers
37-40	Your blood turns to sap & your veins resemble roots
41-44	Your breath smells of brimstone
45-48	Your feet become cloven hooves
49-52	You feel hot to the touch at all times
53-56	You grow a devilish tail
57-60	Your tongue splits into a serpentine fork
61-64	Your hair is slick & your skin appears wet at all times
65-68	Your hair & clothes are always wafting as if in a breeze
69-72	Your hands & forearms appear blackened & charred
73-76	Your footsteps leave an icy residue in their wake
77-80	Lightning crackles between your fingers
81-84	Your complexion becomes perfect & statuesque
85-88	Two wing-like rows of feathers line your back
89-92	Your hair becomes fine & flaxen
93-96	You grow six inches in height
97-100	You gain a holy nimbus

AN ARTIFACT'S TRUE FORM...

Cursed artifacts are created in a myriad of different ways. They might have been deliberately constructed by humanoid hands, forged by natural forces, bestowed by a deity; or formed as the result of some other arcane, divine, or supernatural phenomena. They come in many forms, although they're usually of a size and weight that can be lifted by a human or equivalently strong creature—just not always comfortably. Though a cursed artifact's true form likely signifies much about its history, nature, and origin, it may bear no resemblance to its form when it is manifested for use in battle.

Once a cursed artifact integrates with its host, they become a soulbound, and it ceases to have a physical form unless the two become separated somehow. Severing the connection between the pair by force or magic is untested ground and no doubt extremely dangerous, likely resulting in the death of the soulbound and the destruction of the artifact.

Personality & Purpose

Every cursed artifact possesses some kind of intelligence and is able to communicate with its host in one way or another. Although bonding with such an artifact has obvious physical repercussions it is, perhaps, the mental component of such a merging that is the most significant.

A cursed artifact's intelligence varies between something as innate and instinctual as a beast's, to something as erudite and articulate as that of a scholar. Consequently, a cursed artifact has fears, habits, idiosyncrasies, needs, urges, and wants all of its own. Though, the way in which it presses its desires on its host varies enormously from one

such melding to another. The brainpower, reasoning, and self-awareness of such an object may even grow over time in line with the development of its host.

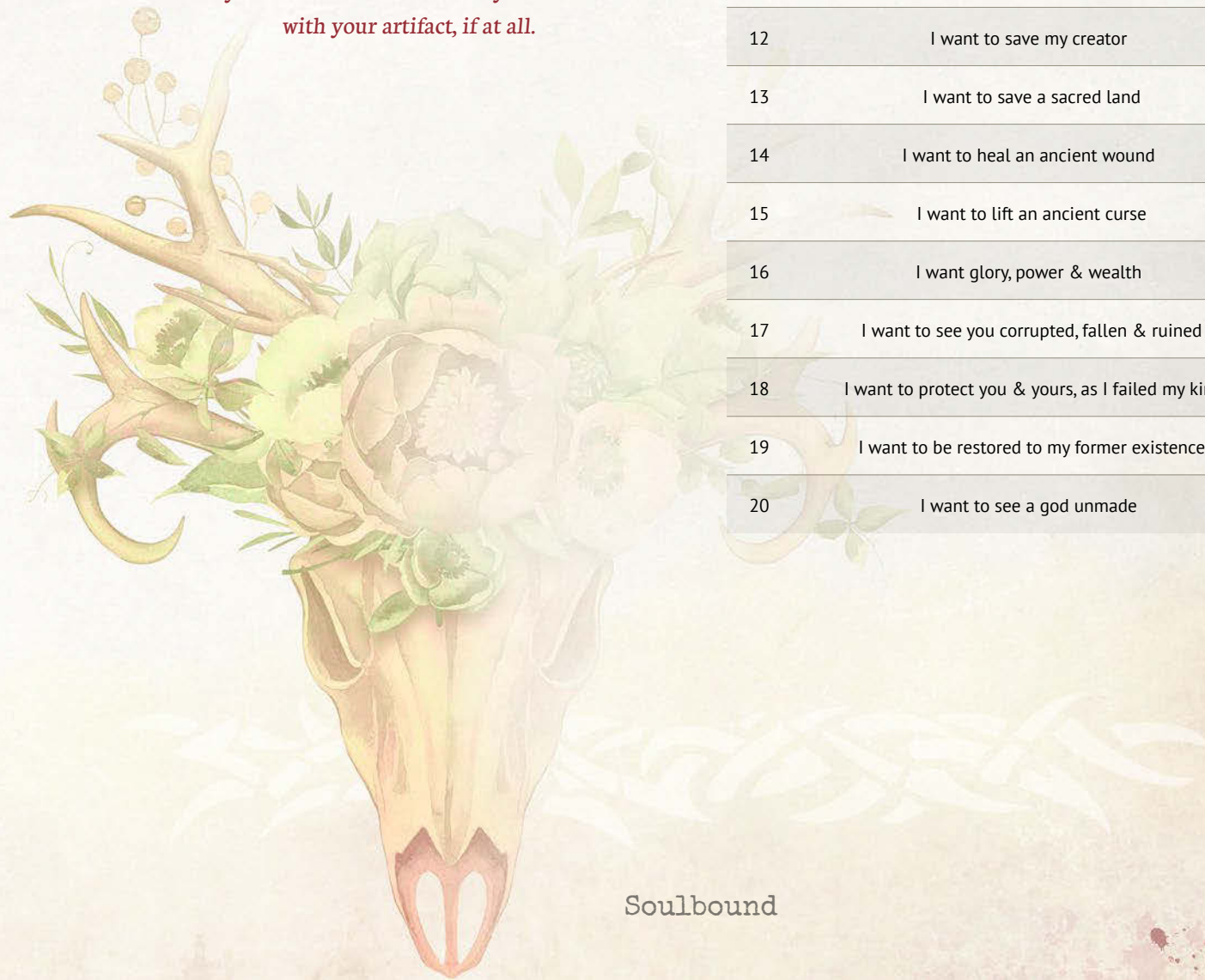
In terms of the dynamic between a cursed artifact and its vessel, an artifact may; refuse to speak to its host or reveal its motivations until they've proven themselves, offer to take it in turns being in control, wrestle with them for control of their motor functions, attempt to subjugate them, find itself dominated by them, or, perhaps, achieve true symbiosis with them.

ROLEPLAYING TIP:

Consider your cursed artifact as a distinct personality separate from your own, and how the pair of you interact with each other. How intelligent is your artifact, has it achieved sentience? What are its objectives and how does it go about achieving them? Does it have any peculiar personality quirks or strange mannerisms? You may also wish to consider how you communicate with your artifact, if at all.

CURSED ARTIFACT OBJECTIVE

D20	Objective
1	I want to devour everything
2	I want to combat evil
3	I want to slay a specific fiend & its followers
4	I want to remain hidden & unknown
5	I want to return to where I was made
6	I want to meet my creator
7	I was trapped in this form, I seek revenge
8	I want to avenge the last soul bound to me
9	I want to inflict pain, misery & suffering
10	I want for us both to fulfil our destinies
11	I want to be used to slay dragons
12	I want to save my creator
13	I want to save a sacred land
14	I want to heal an ancient wound
15	I want to lift an ancient curse
16	I want glory, power & wealth
17	I want to see you corrupted, fallen & ruined
18	I want to protect you & yours, as I failed my kin
19	I want to be restored to my former existence
20	I want to see a god unmade



Psychological Quirks

Irrespective of the personality, goals, and intentions of any given cursed artifact, the sheer act of two personas being pressed into a single mind has serious psychological repercussions for both parties. This often results in a soulbound developing unusual phobias, tics, quirks, or other issues after merging with their artifact. These challenges can be as minor and mundane as an innocuous affectation all the way to a borderline personality disorder or even full blown mania.

Any psychological quirks that emerge as the result of a soulbound's union with their cursed artifact are usually indicative of the two personalities that joined together. For example, an otherwise serious and stoic dwarf may very well develop a capricious side or a love for practical jokes if they bond with an artifact that's inherently linked with the fey. Of course, who's to say what will happen when two minds are thrust together? It is always very possible that bizarre traits and behaviors will emerge that are not at all indicative of either of the two personalities in the mix.

ROLEPLAYING TIP:

Irrespective of who's in control, consider the effects of your cursed artifact sharing your mind with you. Have you developed new phobias as a result, or conquered any? Are there things you enjoyed before that you now despise? Have you picked up new coping methods, nervous tics, or instinctive habits? Giving some thought to your mannerisms will help you really bring your character to life at the table.

CURSED ARTIFACT PSYCHOLOGICAL QUIRK

D10	Quirk
1	I feel hungry constantly & my appetite is both voracious & undiscerning
2	I love the smell of rot, decay & fetid things. The smell of flowers makes me gag
3	I find succor in daylight & intensely dislike being underground
4	I feel an uncomfortable tightness in my chest when in places steeped in tragedy
5	I lose all track of time when I'm watching a flame dance seductively
6	I often confuse pain & pleasure, finding the two interchangeable
7	I can't help it, I laugh far too noisily & boisterously for my own good
8	Sometimes, when I fall asleep in an urban place, like a big city, I wake up in the woods nearby
9	My mood & temperament are closely aligned to the weather
10	I sometimes wake feeling like I'm choking, drowning, burning, or freezing to death



Soulbound



Creating a Soulbound

THE SOULBOUND

Level	Proficiency Bonus	Features
1.	+2	Artifact Origin, Artifact Type
2.	+2	Origin Boon
3.	+2	Burgeoning Power (+1), Shared Destiny
4.	+2	Ability Score Improvement
5.	+3	Extra Attack (1)
6.	+3	Artifact Boon
7.	+3	Origin Boon
8.	+3	Ability Score Improvement, Burgeoning Power (+2)
9.	+4	Artifact Boon
10.	+4	Origin Boon
11.	+4	Extra Attack (2)
12.	+4	Ability Score Improvement, Burgeoning Power (+3)
13.	+5	Artifact Boon
14.	+5	Origin Boon
15.	+5	Artifact Boon
16.	+5	Ability Score Improvement
17.	+6	Origin Boon
18.	+6	Artifact Boon
19.	+6	Ability Score Improvement
20.	+6	Convergence, Origin Boon

As soulbound offer more customization during character creation than other classes, there is a lot to consider when creating one. The most important decisions you'll need to make relate to your cursed artifact. As a starting character, you choose an origin for your artifact—which determines its nature and the source of its power—and its type—which defines how it manifests for use on the battlefield. Though both your artifact's origin and its type determine certain characteristics governing its use in combat, the precise form your manifested artifact takes is up to you to decide.

QUICK BUILD

You can make a soulbound quickly by following these suggestions. First, decide on which artifact type you're going to take. If you're going to pick the artifact of the ravager, stalwart, or viper, make Strength your highest ability score. If you're going to instead take the artifact of the eviscerator or protean, make Dexterity your highest score. Next, make Constitution your second highest ability score and pick the folk hero background.

MULTICLASSING

In order to multiclass into soulbound you must have a Constitution score of 13 or higher and locate a cursed artifact that isn't merged with another soul already.

Multiclass Proficiencies. When you multiclass into soulbound, you gain proficiency with simple weapons.

Class Features

As a soulbound, you gain the following class features.

HIT POINTS

Hit Dice: 1D10 per soulbound level.

Hit Points at 1st Level: 10 + your Constitution modifier.

Hit Points at Higher Levels: 1D10 (or 6) + your Constitution modifier per soulbound level after 1st.

PROFICIENCIES

Armor: Light armor, medium armor, shields.

Weapons: Simple weapons, martial weapons.

Tools: None.

Saving Throws: Constitution, Charisma.

Skills: Choose any one skill.

EQUIPMENT

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

- (a) leather, shortbow, and 20 arrows or (b) chain shirt.
- Any martial weapon.
- An explorer's pack.

STARTING WEALTH

You can choose to start with 4D4 x 10 GP in place of the equipment provided by your class and background.

Artifact Origin

Each cursed artifact has an origin that defines its nature and power source, distinguishing between an object forged in hellfire and one linked with the mercurial fey. Choose one artifact origin: Alien, Capricious, Diabolical, Primal, or Sacred. Each type is detailed at the end of the class description.

Your choice grants you features when you choose it at 1st level. It also grants you additional features at 2nd, 7th, 10th, 14th, 17th, and 20th level.

Artifact Type

You have bonded with a cursed artifact that has now become a part of you, melding with you in both a physical and psychological sense. Choose one type of cursed artifact: Eviscerator, Protean, Ravager, Stalwart, or Viper. Each type is detailed later in the class description.

Your choice grants you features when you choose it at 1st level and again at 6th, 9th, 13th, 15th, and 18th level.

MANIFESTATION

Each type of cursed artifact can be manifested uniquely in combat as noted in its artifact type description. On your turn, you can cause your cursed artifact to manifest itself as a free action. Doing so may require one or more of your hands, causing you to drop anything that you're holding and preventing you from interacting with objects. Dismissing your artifact is a free action that must also be taken on your turn.

While manifested for use in combat, your artifact counts as magical for the purposes of overcoming damage resistance and to avoid being shattered or broken. Your artifact does not require attunement, nor is it considered attuned to you. You are automatically proficient in its use. If you

A DELICATE BALANCING ACT

One of the strengths of soulbound is that their signature cursed artifact can manifest in almost any form imaginable. However, you'll notice that each artifact type specifies if manifesting it requires both hands, one hand, no hands, or if it can be manifested using a different number of hands each time it is summoned. For the purposes of game balance, it is important to observe these rules, even if your cursed artifact manifests as a non-traditional weapon that doesn't suggest the use of a hand.

Example: *Joffrey's cursed artifact manifests as a huge prehensile claw that erupts from his right shoulder. When it forms, the circulation of blood to his right arm is interrupted, causing his arm to hang down limply so that it cannot be used.*

can make attacks with it, these attacks count as weapon attacks. You cannot discard or destroy it in any way, only dismiss it from being manifested. Only the most powerful magics or your death can sever your bond with your cursed artifact.

Burgeoning Power

From 3rd level, the true strength of your cursed artifact begins to reveal itself through you. Your cursed artifact gains a +1 bonus to attack and damage rolls if it is a weapon, or confers a +1 bonus to your Armor Class if it is an armor.

This bonus increases to +2 at 8th level and +3 at 12th level.

Shared Destiny

Soulbound are deeply resilient, and they're able to draw courage and determination from their omnipresent companion. Starting at 3rd level, whenever you take bludgeoning, piercing, or slashing damage you reduce it by two points. This damage reduction is calculated before applying damage resistance or vulnerability.

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.

The number of attacks increases to three when you reach 11th level in this class.

Convergence

At 20th level, soulbound merge completely with their cursed artifact and the two, once distinct, personalities form a single persona. You can no longer be separated from your artifact. Should you be killed, it is destroyed; and should it be destroyed, you are killed. You can no longer be restored to life by anything that is incapable of bringing both you and your cursed artifact back into existence simultaneously.

Once you have achieved convergence, you no longer age or die of natural causes and you can survive for twice as long as normal without food, water, sleep, or air.

Artifact Origin

Each Cursed Artifact's origin has a huge bearing on its history, its nature, the source of its magic, and the powers it might confer. For example, an aegis formed by the divine hands of angels has little in common with a buckler wrought in hellfire. The origin of a Soulbound's artifact not only determines some of their traits and the abilities they have at their disposal, but also informs their behavior, actions, and potentially how they are perceived by others.

Alien

Your artifact originated in the vast stygian blackness that lies beyond worlds. If it was crafted, it was likely by monstrous or aberrant minds utterly incomprehensible to terrestrial humanoids. It could be formed of alloys, metals, or minerals completely alien to your world; or else it might be composed of an organic compound that's oily, tar-like, or oozes constantly. The mere act of manifesting your artifact may fill your head with inscrutable words and unfathomable images from the great beyond that cause you gibber madly or slather wildly.

ABERRANT INFLUENCE

When you choose this origin at 1st level, you gain the creature subtype ‘aberration’ in addition to your existing race and subrace. This does not affect or remove any of your racial features, however abilities that specifically target or affect aberrations now affect you in the same way.

Additionally, you are linked with your cursed artifact even while it is not present and you are able to draw knowledge and expertise from it that are not your own. You gain proficiency in your choice of either Athletics or Insight, and you also learn the deep speech language.

ORIGIN DAMAGE TYPE

Also starting at 1st level, you’re able to tap into your cursed artifact’s power. You gain acid damage for your origin damage type. Each time a class feature states that it deals damage of your origin damage type, acid is the type of damage it is referring to.

CORROSIVE RESISTANCE

At 2nd level, you gain resistance to acid damage as a result of your link to the great beyond.

Additionally, you have advantage on saving throws made to resist being poisoned.

OTHERWORLDLY

At 7th level, when you attempt to grapple a creature or as a reaction to another creature attempting to grapple you, you can grant yourself advantage on all checks to make, maintain, or escape grapples for one minute.

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

VOICE FROM THE DEEP

From 10th level, your cursed artifact teaches you a sliver of how hive minds are able to speak over the vastness of space. You can telepathically speak with any creature within 120 foot that you can

ARTIFACT ORIGINS

Origin	Theme
ALIEN	Alien artifacts hail from the vast blackness of space. If constructed, their maker is no doubt monstrous, unfathomable, or otherwise aberrant. Soulbound who possess such artifacts are often unsettling to be around, gibbering madly, slathering wildly, or oozing constantly
CAPRICIOUS	Capricious artifacts originate from planes of existence where wild magic runs rampant and verdant forests fill the land, or else are conjured by the mercurial creatures who hail from such domains. Soulbound who possess such artifacts often inherit a love for nature and a silly, whimsical side
DIABOLICAL	Diabolical artifacts are forged in hellfire by archdemons or archdevils. These unholy objects are innately desecrated and are also likely oversized or monstrous in appearance. Soulbound who bear them are often hot-headed and possess fiery dispositions
PRIMAL	Primal artifacts are linked to one of the four elements—air, earth, fire, or water—or else a chaotic and primordial conglomeration of them all. Soulbound who wield such an object learn to use the elements themselves as an aid—able to summon powerful elemental minions to do their bidding
SACRED	Sacred artifacts are formed in a far-off, celestial place and blessed with divinity. They tend to have a wholesome feel about them and are able to empower their wielder to undergo a stranger transformation that brings them closer to the heavens

see. You don't need to share a language with the creature for it to understand your telepathic utterances, but the creature must be able to understand at least one language.

EXTRATERRESTRIAL

From 14th level, you can cause monstrous tendrils to form around a hostile creature within 30 feet of you as a bonus action. The creature makes a Dexterity saving throw with a DC equal to 8 + your proficiency bonus + your Dexterity or Strength modifier. On a fail, the creature is restrained until the start of your next turn.

INSCRUTABLE MIND

From 17th level, your thoughts can't be read by telepathy or other means unless you allow it. Any creature that attempts to read your mind, takes 8D8 psychic damage.

LIQUEFACTION

At 20th level, your physical form begins to unravel at the seams, allowing you to liquefy at will. You can move through a space as narrow as 1 inch wide without squeezing, and can exist in a liquid state that resembles an oil spill for extended durations if you choose to. While liquefied, you are immune to the prone condition, can climb difficult surfaces—including upside down on ceilings—without needing to make an ability check; cannot attack or cast spells; and your Armor Class is 10 + your Constitution modifier and you do not benefit from wearing armor or any other class features that modify your AC. You cannot take bludgeoning, piercing, and slashing damage while liquefied. If an attack, hazard, or another effect would cause you to take bludgeoning, piercing, or slashing damage while liquefied, you must attempt a Constitution saving throw with a DC of 5 + the amount of damage you would have taken. On a success, you remain in your liquid state. On a fail, you revert to your true form and cannot re-enter your liquid form for 10 minutes.

You can maintain structural integrity for up to 24 hours while in a liquid state however you must revert to your true form in order to sleep and benefit from long or short rests.

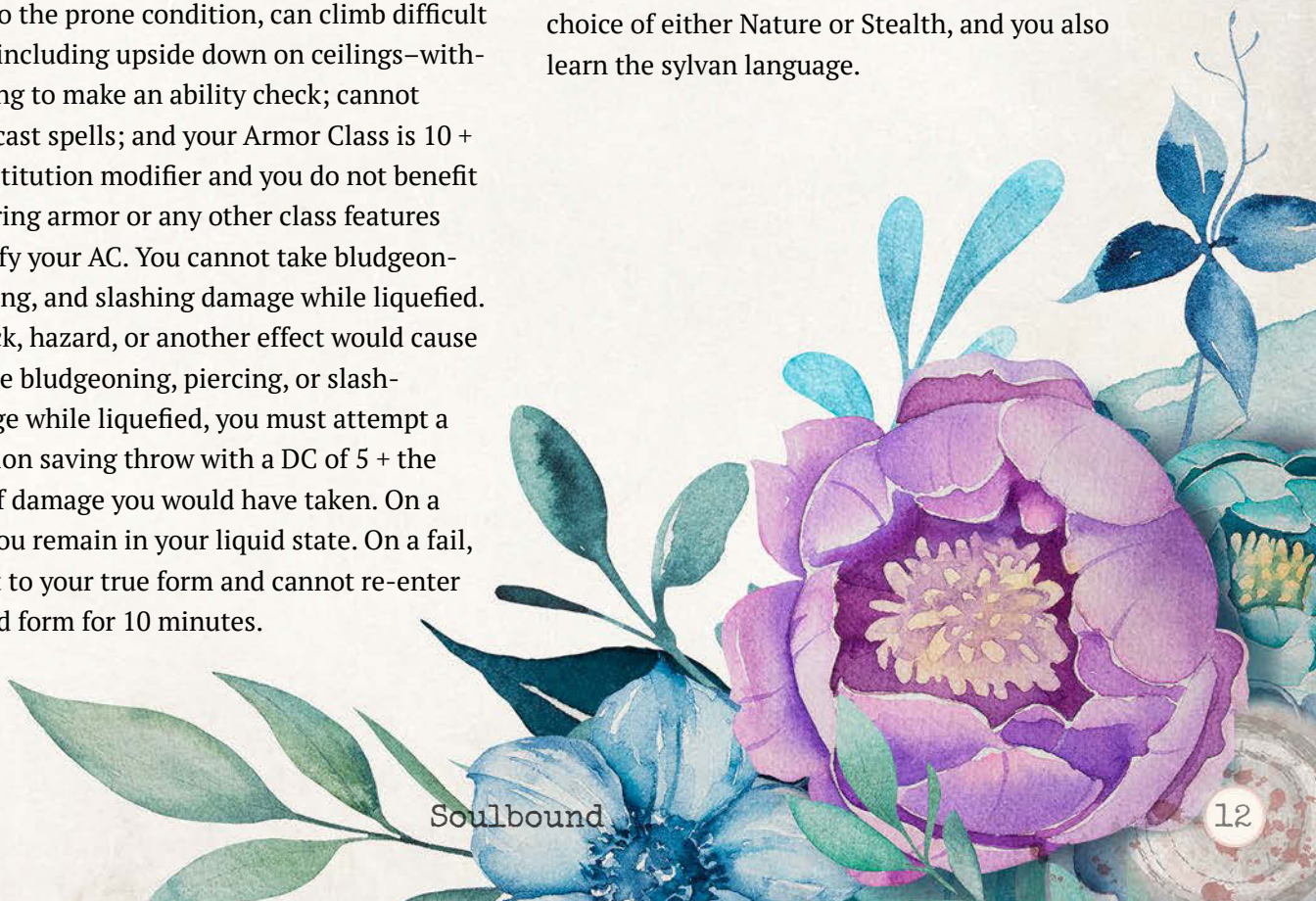
Capricious

The creation of your artifact harkens back to a powerful lord or lady of the fey. It likely originates from a sacred grove, a distant dreamscape, or another realm beyond the material plane. Cursed artifacts of this origin are rarely made of metal and incorporate leaves, flowers, vines, or other natural phenomena into their design.

FEY INFLUENCE

When you choose this origin at 1st level, you gain the creature subtype 'fey' in addition to your existing race and subrace. This does not affect or remove any of your racial features, however abilities that specifically target or affect fey now affect you in the same way.

Additionally, you are linked with your cursed artifact even while it is not present and you are able to draw knowledge and expertise from it that are not your own. You gain proficiency in your choice of either Nature or Stealth, and you also learn the sylvan language.



ORIGIN DAMAGE TYPE

Also starting at 1st level, you're able to tap into your cursed artifact's power. Roll 1D10 at the end of each long rest. You gain an origin damage type based on your result. Each time a class feature states that it deals damage of your origin damage type, this is the type of damage it is referring to.

ORIGIN DAMAGE TYPE

D10	Type	D10	Type
1	Acid	6	Necrotic
2	Cold	7	Poison
3	Fire	8	Psychic
4	Force	9	Radiant
5	Lightning	10	Thunder

WILD RESISTANCE

At 2nd level, you gain resistance to damage of a certain type, although which type changes regularly as a result of the fickle and mercurial nature of the fey. The type of damage you have resistance to is always the same as your current origin damage type.

Additionally, you have advantage on saving throws against being charmed.

FAIRY MAGIC

At 7th level, the bond you've formed with your cursed artifact bestows you with a new ability. Pick one from the following list:

- As a reaction, you gain advantage on a saving throw made to resist a spell or spell-like ability.
- You can observe the arcane as per the spell *Detect Magic* for 10 minutes without the use of your concentration.
- You charm a creature for 10 minutes as per the spell *Charm Person* as a 1st-level spell.

Once you use this feature, you can't use it again

until you finish a short or long rest.

INVISIBILITY

At 10th level, you acquire the ability to shift out of focus with the material plane for a moment, bridging the gap between worlds. As a bonus action, you can turn invisible for 1 minute or until you attack or cast a spell.

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

SUPERIOR FAIRY MAGIC

From 14th level, you gain access to all three abilities listed in *Fairy Magic* and can use each once before needing to take a long or short rest.

GREATER CONTROL

From 17th level, you're able to exert greater control over your cursed artifact, and thus your destiny. You can now choose your origin damage type and your wild resistance type after completing a long rest and they no longer need to be the same.

CHILD OF THE FOREST

At 20th level, your newfound fey identity is accepted and you become a favored child of the forest. Once on your turn, you can use 10 feet of your movement to step magically into one living tree within your reach and emerge from a second living tree within 60 feet of it, appearing in an unoccupied space adjacent the second tree. Both trees must be Large or larger.

Diabolical

Your artifact was forged in a fiendish realm and tempered by a mighty and terrible archdemon or archdevil. It is likely oversized or monstrous, and might be surrounded by an aura of malevolence that causes those pure of heart and spirit to be revolted by it. A cursed artifact of this origin might smell of sulfur, slowly emit a black smog or occasional embers, or feel hot to the touch. Manifesting such evil is rarely painless and you are likely no stranger to agony.

FIENDISH INFLUENCE

When you choose this origin at 1st level, you gain the creature subtype 'fiend' in addition to your existing race and subrace. This does not affect or remove any of your racial features, however abilities that specifically target or affect fiends now affect you in the same way.

Additionally, you are linked with your cursed artifact even while it is not present and you are able to draw knowledge and expertise from it that are not your own. You gain proficiency in your choice of either Deception or Intimidation, and you also learn your choice of either the infernal or abyssal language.

ORIGIN DAMAGE TYPE

Also starting at 1st level, you're able to tap into your cursed artifact's power. You gain fire damage for your origin damage type. Each time a class feature states that it deals damage of your origin damage type, fire is the type of damage it is referring to.

HEAT RESISTANCE

At 2nd level, you gain resistance to fire damage as a result of your connection to a fiendish realm.

Additionally, you have advantage on saving throws made to resist fear.

HELLSPAWN

At 7th level, the bond you've formed with your cursed artifact bestows you with a new ability.

Pick one from the following list:

- You gain advantage on a Charisma (intimidation) check.
- As a bonus action, you can choose to see through 120 feet of magical and non-magical darkness for 1 minute.
- As a bonus action, you make fissures erupt in the ground around yourself. This turns ground in a 30 foot area centred on you that isn't formed of metal or stone into difficult terrain to which you are immune for 1 minute.

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



HELLISH VISAGE

At 10th level, you acquire the ability to reveal your hellish visage. As a bonus action, you can make one creature you can see make a Wisdom saving throw with a DC equal to 8 + your proficiency bonus + your Strength or Dexterity modifier, becoming frightened of you for 1 minute on a failed save. The creature can repeat its save each time it takes damage.

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

GREATER HELLSPAWN

From 14th level, you gain access to all three abilities listed in *Hellspawn* and can use each once before needing to take a long or short rest.

SCORCHING LUNGE

From 17th level, you're able to summon forth demonic heat from a fiendish realm and channel it through you. As an action, you can touch or strike a manufactured metal object—such as a metal weapon or a suit of heavy or medium metal armor—while your cursed artifact is manifested, and cause it to glow red-hot. A creature in physical contact with the object must attempt a Dexterity saving throw with a DC of 8 + your proficiency bonus + your Strength or Dexterity modifier in order to avoid you touching or striking the object. On a failure, they take 1D8 fire damage and have disadvantage on attack rolls and ability checks until the start of your next turn. Once you use this feature, you can't use it again until you finish a short or long rest.

DIABOLICAL FUSION

At 20th level, you're reborn in unholy fire and can welcome others to join you in your damnation. When you reduce a creature to 0 hit points, you can choose to immolate its body with hellfire and bind its soul to a fiendish realm. Doing so means the creature cannot be resurrected unless their soul can be freed from its imprisonment.

Primal

Your artifact was born of the same chaotic and primordial forces that birthed the material plane itself—air, earth, fire, and water. The object could be primitive and indicative of a time before the rise of civilization, in which case its origins may trace back to the same time the building blocks of the world took form. More recent examples of such an object may instead celebrate the four primary elements, either equally and in balance, or with a strong leaning towards one element or another. An elementary cursed artifact often manifests differently each time it is brought forth, usually incorporating one or more different materials. It might, for example, appear as a plume of electrified water, erupt as flames that swirl around and around into a vortex, or simply be comprised of compacted clay and earth.

ELEMENTAL INFLUENCE

When you choose this origin at 1st level, you gain the creature subtype 'elemental' in addition to your existing race and subrace. This does not affect or remove any of your racial features, however abilities that specifically target or affect elementals now affect you in the same way.

Additionally, you are linked with your cursed artifact even while it is not present and you are able to draw knowledge and expertise from it that are not your own. You gain proficiency in your choice of either Arcana or Survival, and you also learn the primordial language.

ORIGIN DAMAGE TYPE

Also starting at 1st level, you're able to tap into your cursed artifact's power. You gain cold, fire, lightning, or thunder for your origin damage type. You can change your origin damage type to another choice from the list during a short rest. Each time a class feature states that it deals damage of your origin damage type, your choice is the type of damage it is referring to.

ELEMENTAL MINION

SMALL ELEMENTAL, UNALIGNED

Armor Class 14 (natural armor)

Hit Points 22 (5D6 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	12 (+1)	7 (-2)	10 (+0)	8 (-1)

Damage Immunities poison

Senses passive Perception 10

Languages –

Challenge 1 (200 XP)

Cold Minion. While your origin damage type is cold, the minion gains immunity to cold damage, is indistinguishable from an ordinary shard of ice while motionless, and can melt upon command using its reaction to provide clean/safe drinking water for up to 8 Medium or smaller creatures.

Fire Minion. While your origin damage type is fire, the minion gains immunity to fire damage, it sheds bright light in a 30-foot radius and dim light for an additional 30-foot, and can combust upon command using its reaction. The combusted minion burns for 8 hours and can serve as a campfire for the purposes of cooking and providing warmth.

Lightning Minion. While your origin damage type is lightning, the minion gains immunity to lightning damage, a

30 ft. fly speed (hover), and can collapse into a sudden gust of wind upon command using its reaction. The gust moves outward in a 30-foot radius from the minion. It disperses gases or vapors, and it extinguishes candles, torches, and similar unprotected flames in the area. It causes protected flames, such as those of lanterns, to dance wildly and has a 50% chance to extinguish them.

Thunder Minion. While your origin damage type is thunder, the minion gains immunity to thunder damage; has tremorsense out to a distance of 30 ft., can burrow up to its speed through nonmagical, unworked earth and stone; and can shatter to produce a deafening sonic boom upon command using its reaction. The boom is audible within 300 foot of the minion and creatures within 30 foot of it that are concentrating on a spell must attempt a Constitution saving throw to maintain their concentration.

ACTIONS

Thrash. *Melee Weapon attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2D6 + 2) damage of your origin damage type.

Energy Blast (recharge 6). The minion emits a focused blast of elemental energy. Each creature in that area must succeed on a DC 14 Dexterity saving throw, taking 9 (3D4 + 2) damage of your origin damage type on a failed save, or half as much on a successful one.

PRIMORDIAL RESISTANCE

At 2nd level, you gain resistance to damage of a certain type, as you are protected by the elements. The type of damage you have resistance to is always the same as your current origin damage type.

Additionally, you gain resistance to damage dealt by creatures of the elemental type.

ELEMENTAL SHAPER

At 7th level, the bond you've formed with your cursed artifact grows so strong that it allows you to conjure minions, sculpting them from the elements around you. As an action, you can cause an elemental minion to appear in an empty space within 30 foot of you. The minion lasts until you dismiss it as an action, its hit points are reduced

to 0, you summon another elemental minion; or you command it to melt, combust, collapse, or shatter. The minion understands your verbal commands and obeys them to the best of its ability, though it cannot speak. In combat, the minion rolls its own initiative and acts on its own turn. Once you use this feature, you can't use it again until you finish a long rest.

SUPERIOR SHAPER

At 10th level, the size and strength of the minions you can conjure through your cursed artifact grows even more impressive. When you use *Elemental Shaper* to create a minion, it benefits from the following adjustments:

- Its challenge increases to 2.
- Its size becomes medium.
- Its Strength score increases to 16.
- Its Dexterity score increases to 14.
- Its Constitution score increases to 14.
- Its hit points increase to 52 (8D8 + 16).
- Its natural armor increases to 15.
- Its bonus to hit with its *Thrash* action increases to +5 and it deals 12 (2D8 + 3) damage on a hit.
- The save DC of its *Energy Blast* action increases to 15 and it deals 13 (4D4 + 3) on a failed save, or half as much on a successful one.

EVER SHAPING

From 14th level, you can use *Elemental Shaper* after a long or short rest.

SUPREME SHAPER

At 17th level, the size and strength of the minions you can conjure through your cursed artifact further improves. When you use *Elemental Shaper* to create a minion, it benefits from the following adjustments:

- Its challenge increases to 3.
- Its size becomes large.
- Its Strength score increases to 18.
- Its Dexterity score increases to 16.
- Its Constitution score increases to 16.
- Its hit points increase to 93 (11D10 + 33).
- Its bonus to hit with its *Thrash* action increases to +6 and it deals 15 (2D10 + 4) damage on a hit.
- The save DC of its *Energy Blast* action increases to 16 and it deals 16 (5D4 + 4) on a failed save, or half as much on a successful one.

DUAL SHAPER

At 20th level, when you conjure an elemental minion using *Elemental Shaper*, you create two instead of one.

Sacred

Your artifact is divine in nature, created by angelic hands in a far-off, celestial place—either at the behest of an all-powerful deity, on their behalf, or in their name. Its possible that it has a divine purpose, though its just as likely that it has long since fulfilled its sacred duty and is now wistless. It may even be the case that it has no sense of why it exists at all. Artifacts of this kind tend to have a wholesome feel about them, and clean, elegant designs that are free from blemishes or imperfections.

CELESTIAL INFLUENCE

When you choose this origin at 1st level, you gain the creature subtype ‘celestial’ in addition to your existing race and subrace. This does not affect or remove any of your racial features, however abilities that specifically target or affect celestials now affect you in the same way.

Additionally, you are linked with your cursed artifact even while it is not present and you are able to draw knowledge and expertise from it that are not your own. You gain proficiency in your choice of either History or Religion, and you also learn the celestial language.

ORIGIN DAMAGE TYPE

Also starting at 1st level, you're able to tap into your cursed artifact's power. You gain radiant damage for your origin damage type. Each time a class feature states that it deals damage of your origin damage type, radiant is the type of damage it is referring to.

ANGELIC RESISTANCE

At 2nd level, you gain resistance to radiant damage as a result of your connection to the divine.

Additionally, you have advantage on saving throws made to resist disease.

DIVINE TRANSFORMATION

At 7th level, the bond you've formed with your cursed artifact allows you to undergo a divine transformation. As an action, you assume an angelic form and gain the following benefits for 1 minute:

- You radiate with holiness. Bright light emanates out from you in a 30-foot radius, and dim light shines 30 feet beyond that. This light is only visible to you, your allies, and good-aligned creatures.
- You grow commanding and strong of presence. Your voice booms for up to three times as loud as normal.
- You inspire courage and determination in those around you. Whenever you, your allies, or good-aligned creatures within 30 feet of you are required to make a Wisdom saving throw, they can roll a D4 and add the result to their total.

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

HOLY AVENGER

From 10th level, the strength of your link to the divine grows, enhancing your angelic form. When you undergo a divine transformation, it benefits from the following improvements:

- You assume the form and stature of a giant, at least compared to your usual size. Your size becomes large. For each category of size that you increase, your size doubles in all dimensions and your weight is multiplied by eight.

- Your transformations grants you giant-like strength. You have advantage on Strength checks and Strength saving throws.
- Your weapon attacks deal 1D4 radiant damage on a hit.

ASPECT OF THE GODS

From 14th level, your divine transformations last for 1 hour, instead of 1 minute.

SERAPHIC

From 17th level, your growing bond with your cursed artifact enhances your angelic form once more. When you undergo a divine transformation, it benefits from the following improvements:

- Blessed are those who take leaps of faith. You fall at your usual rate, however you're immune to bludgeoning damage taken as a result of falling.
- Heavenly cherubs hear your call. Whenever your allies or good-aligned creatures within 30 feet of you fall, tiny cherubs appear around them and slow their descent until they land safely, even if their fall carries them more than 30 feet from you or your divine transformation wears off during their fall.
- You serve as a protector to the worthy. In response to an ally or a good-aligned creature within 30 feet of you being reduced to 0 hit points, you can automatically stabilize them as a reaction.

GODLY AVATAR

At 20th level, you ascend to even higher heights, further blurring the lines between mortality and divinity. You can now enter or exit a divine transformation as a bonus action. Additionally, your divine transformations no longer have a duration and continue until you choose to revert to your usual form.

ARTIFACT TYPES

Type	Manifestation
EVISERATOR	Reckless & brave, eviscerators are highly agile & acrobatic combatants whose cursed artifact manifests as one or two smaller offensive tools, which they wield with deadly effect
PROTEAN	Versatile & adaptive, proteans are soulbound whose cursed artifact either has a multipurpose manifestation or manifests as two separate & distinct weapons, allowing it to be used in both melee & ranged combat
RAVAGER	Strong & savage, ravagers are deadly warriors whose cursed artifact manifests as a large, two-handed weapon that explodes with destructive energy capable of destroying them just as easily as their foes
STALWART	Mighty & unyielding, stalwarts are hardy champions whose cursed artifact manifests as natural or constructed armor that protects them &, in turn, allows them to protect their adventuring companions
VIPER	Cunning & Discerning, vipers are savvy operators whose cursed artifact manifests as a weapon with a long reach which they use to harass and harangue their enemies with impunity

Artifact Type

When a cursed artifact merges with a being to create a soulbound, their physiology is irrevocably altered by the experience. This transformation is never more apparent than in how the artifact manifests itself for use in combat. Such a manifestation is singularly unique to the special relationship between each cursed artifact and its host and no two such manifestations are ever precisely the same.

Eviscerator

Eviscerators are typically very quick and agile. They're often able perform acrobatic feats that would give even the most practiced polevaulters and gymnasts pause, as well as displays of athleticism so impressive as to leave diehard runners similarly rattled. In the heat of combat, this

translates into an almost preternatural ability to evade the kind of deadly strikes that would normally cleave skin from bone.

When manifested, an eviscerator's artifact takes the form of two smaller weapons or offensive implements that are light and easy to wield. An eviscerator's artifact might, for example, resemble two short, barbed tentacle-like protrusions that swell out of the their forearms; a pair of lightly feathered wings with razorsharp outer edges; or a pair of short, flaming blades that materialize in their hands.

EVISERATOR'S MANIFESTATION

The deadly twin instruments of an eviscerator are all they need to make their way in the world. When manifested for use in combat, your cursed artifact deals 1D6 damage and is considered to have both the *Light* and *Finesse* properties. At 1st level, you choose piercing or slashing damage.

Unless a specific trait or feature specifies otherwise, your cursed artifact deals damage of this type.

Your cursed artifact requires at least one free hand to manifest, however it can be manifested twice, once in, replacing, or using each hand. When manifested in this way, each manifestation of your cursed artifact benefits from *Manifestation* and *Burgeoning Power*. When you engage in two-weapon fighting using your cursed artifact, you can add your ability modifier to the damage of the second attack.

CUTTER'S RETORT

Eviscerators are often reckless, willing to risk their own lives to bring about the downfall of their foes. As an action, you can make all hostile creatures 10 foot from you attempt a Strength saving throw with a DC equal to 8 + your proficiency bonus + your Dexterity modifier. On a fail, affected creatures are pulled 5 foot towards you, unless their path is blocked and they would be otherwise unable to move into this space. You are then able to make a single melee attack against a number of enemies within your reach equal to your Dexterity modifier. All damage dealt by this feature corresponds to your origin damage type. Once you use this feature, you must finish a short or long rest before you can use it again.

UNTOUCHABLE

At 6th level, you can use your reaction to make an opportunity attack against you fail.

MINDFUL

Seeing how fools fall to a swifter blade, an eviscerator learns never to expend effort or energy inefficiently. From 9th level, you gain proficiency in Dexterity (acrobatics) and Strength (athletics). If you already have proficiency in either skill, you instead add double your proficiency bonus to checks made to use them. Additionally, when making an Athletics check, you can use Dexterity as your ability modifier, in place of Strength.

CUTTER'S REBUKE

At 13th level, when you use *Cutter's Retort*, hostile creatures within 5 foot of you must also make the Strength saving throw. On a fail, these creatures are not pulled towards you, but you do have advantage on attacks made against them as part of your action.

Additionally, you can choose to push creatures that you hit 5 foot.

ACCESSION

From 15th level, your connection with your cursed artifact grows even stronger. When you deal damage, you can choose to convert all of it to your origin damage type.

ACTUATED

The resolve and perseverance of two minds working in union can overcome hurdles that would see others fall. From 18th level, you have advantage on Acrobatics and Athletics checks using Dexterity.

Protean

Proteans are very versatile and fluid, able to go from frantic hand-to-hand combat to hurling, launching, or spitting projectiles at distant enemies seamlessly. Proteans are similarly swift and adaptable when it comes to handling threats in other ways. Their reactions are second to none and they're able to harass and harangue multiple foes at once, keeping an opposing force destabilized and on the back foot while they or their allies whittle away at them.

When manifested, a protean's artifact is unusual compared to others' as it used for both melee and ranged attacks. As a result, it either takes a multifunctional form when manifested, or manifests as two separate defense mechanisms that are distinct from each other. A protean's artifact might, for example, resemble a pair of large horns used to ram or gorge along with a spiked prehensile tail that can flick needles; an elongated

tongue dripping with noxious slime in addition to an internal venom gland used to spit corrosive acid; or arms of peat that join together to form a titanic maul, loosing chunks of clay at victims that harden into terracotta when swung towards them.

PROTEAN'S MANIFESTATION

Armed with their cursed artifact's physical manifestation, a protean is ready for almost anything. When manifested for use in combat, your cursed artifact deals 1D10 damage and is considered to have the Finesse and Two-Handed properties. At 1st level, you choose bludgeoning, piercing, or slashing damage. Unless a specific trait or feature specifies otherwise, your cursed artifact deals damage of this type.

You can also use your artifact to make a thrown attack that deals 1D6 damage. If used in this way, it is considered to have a range of 20ft/60ft and does not require ammunition or retrieval. Additionally, when making a thrown attack with your artifact, you can make an additional thrown attack as a bonus action, though you do not add your ability modifier to the damage of this attack.

SCATTERSHOT

Proteans are often as concerned with hampering their foes as they are wounding them directly, knowing all-too-well the perils of having a weakness exposed. As an action, you choose a creature within 30 foot of you and nominate an additional number of creatures up to your Dexterity modifier that are within 10 foot of it. Each target must attempt a Dexterity saving throw with a DC equal to 8 + your proficiency bonus + your Dexterity modifier. Creatures that fail their save take damage of your origin damage type equal to 3D6 + your Dexterity modifier and their speed is reduced to half until the start of your next turn. On a success, they take half damage and they're not slowed. Once you use this feature, you must finish a short or long rest before you can use it again.

TWIN REFLEXES

Benefitting from the combined instincts and reflexes of two minds working in tandem, proteans are rarely caught on the back foot. From 6th level, you add double your Dexterity bonus to initiative checks.

UNNATURAL THRUST

At 9th level, your range when making thrown attacks with your cursed artifact increases by 10ft/30ft, to 30ft/90ft.

CLUSTERSHOT

At 13th level, the damage dealt by Scattershot increases to 9D6, instead of 3D6. Additionally, when a creature succeeds on its saving throw, its speed is still halved. On a fail, its speed is reduced to 0.

IMPEDING ARTIFACT

A protean's attacks can serve as barbs intended to impede, just as easily as those meant to injure. At 15th level, when you use your bonus action to make a thrown attack against a target that is no more than one size larger than you with your cursed artifact and hit, you can forgo dealing damage to instead have it attempt a Constitution saving throw with a DC equal to 8 + your proficiency bonus + your Dexterity modifier. On a fail, the target's Speed is reduced to 0 until the start of your next turn.

ULTIMATE THRUST

At 18th level, your range when making thrown attacks with your cursed artifact increases by 10ft/30ft, to 40ft/120ft.

Ravager

Ravagers exemplify strength and bestial savagery, throwing caution to the wind and fighting with unparalleled aggression. They tend to have fiery dispositions and their temper can be explosive at times, leading to visceral overkill. They can also

be dangerously reckless, though their risk-taking nature does not speak of a suicidal streak. In fact, few cling to life with more tenacity than a ravager.

When manifested, a ravager's artifact takes the form of a very large and imposing limb, weapon, or other object that can be used as an offensive implement. A protean's artifact might, for example, resemble a maw of gnashing teeth on the end of a sinewy protuberance that tears the torso in two; a gnarled log from an ancient tree that appears in the hands amongst a flurry of autumnal leaves; or a writhing mass of tentacles that heaves and groans with every swing.

RAVAGER'S MANIFESTATION

Driven wild by the destructive influence of their cursed artifact, ravagers flare with a rage that is at once ruinous and injurious. When manifested for use in combat, your artifact deals 1D12 damage and is considered to have the *Heavy* and *Two-Handed* properties. At 1st level, you choose bludgeoning or slashing damage. Unless a specific trait or feature specifies otherwise, your cursed artifact deals damage of this type.

RED-HOT ERUPTION

A ravager's cursed artifact pulses with a flash of murderous energy, a release that threatens to spill over and consume everything in sight. Once per turn, when you hit with an attack, you can choose to roll 1D8 and deal and receive an additional amount of damage equal to the result of the roll. The damage taken by you and the target is of your origin damage type. Damage resistances and vulnerabilities apply to this damage as normal, however it bypasses damage immunity—treating immunity as resistance instead. If the triggering attack is a critical hit, you instead take and deliver 2D8 bonus damage instead.

REPULSION

No one attempts to gang up on a ravager, unless they're prepared to face the consequences. As a bonus action, you make creatures within 5 foot of

you attempt a Strength saving throw with a DC of $8 + \text{your proficiency bonus} + \text{your Strength modifier}$. On a fail, they're pushed 5 foot from you. On a success, they remain in place. Allied creatures can choose to fail their check. Creatures that are unable to be pushed because they're restrained; because of obstacles, walls, barriers, or other creatures blocking their path; or for any other reason lose their reaction until the start of your next turn. Once you use this feature, you must finish a short or long rest before you can use it again.

WHITE-HOT ERUPTION

At 6th level, the depth and breadth of the seething rage that burns within the heart of a ravager only intensifies. You can now deal and receive the extra damage described in Red-hot Eruption each time you hit a target and deal it damage, instead of once per turn.

CATASTROPHIC SWINGS

From 9th level, your weapon attacks score a critical hit on a roll of 19 or 20.

STAGGERING REPULSION

From 13th level, when you use Repulsion, hostile creatures that fail their Strength saving throw are incapacitated until the start of your next turn.

TRAUMATIC MANIFESTATION

The terrible, seething rage of a ravager's artifact sometimes spills over, leading to explosive, visual displays that are terrifying to behold. From 15th level, when you score a critical hit, your target must make a Wisdom saving throw with a DC equal to $8 + \text{your proficiency bonus} + \text{your Strength modifier}$. On a fail, they are frightened of you until the start of your next turn. If the triggering attack kills the target, allies of it within 30 foot that can see both you and it must make the save instead.

CATAclysmic Swings

From 18th level, your weapon attacks score a critical hit on a roll of 18-20.

Stalwart

Stalwarts stand out amongst others of their kind because their cursed artifact makes their survival and wellbeing its top priority. While other cursed artifacts are often more concerned with seeing their enemies punished, a stalwart's actively works to protect them from harm, prioritizing defense over offense. More than that, a stalwart's artifact actually absorbs a certain amount of the pain levelled at its host on their behalf, soaking it up in place of them—though often not without complaint. This altruism usually doesn't end with the soulbound themselves, with their cursed artifact's goodwill extending to their allies as well. Stalwart's artifacts generally recognise strength in numbers and work to bolster the party.

When manifested for use in combat, a stalwart's artifact takes the form of armor that sprouts out of, appears over, or otherwise forms from their very flesh. A stalwart's artifact might, for example, resemble an insectile carapace that tears through their skin, complete with chattering mandibles; a suit of ornate armor in the style of a holy knight; or a shell of articulated rock with clusters of brightly polished crystals erupting from it in places.

STALWART'S MANIFESTATION

A stalwart whose cursed artifact is hidden from the world is as a dragon without its heavily armored plate scales, naked and exposed. Your cursed artifact manifests as heavy armor that grants you an Armor Class of 16, imposes disadvantage on Dexterity (stealth) checks, and has a minimum Strength requirement of 13 to wear without incurring a heavy armor penalty to speed.

Any clothing or armor that you are wearing when your artifact manifests are absorbed into it until the manifestation ends. For the duration of the manifestation, absorbed clothing and armor that are not held have no effect. Manifesting your cursed artifact does not require the use of your hands. When you gain a bonus to your armor class

from *Burgeoning Power*, the same bonus also applies to all of your saving throws.

BLOODY PARADE

Drawing on the power of their cursed artifact, Stalwarts are able to spur their allies to victory. As a bonus action, you can cause all of the damage dealt by weapon attacks by yourself and allies within 5 foot of you to be converted to your origin damage type until the start of your next turn. Creatures affected by this feature do not have to remain within 5 foot of you to benefit from it. Additionally, while affected, creatures can choose to re-roll one missed attack. Once you use this feature, you must finish a short or long rest before you can use it again.

INURED

As they grow more accustomed to their second skin, so too does a stalwart's cursed artifact become acquainted with them. From 6th level, when manifested, your cursed artifact grants a base AC of 18. This feature doesn't affect the bonus to Armor Class you receive from *Burgeoning Power*.

Additionally, you gain immunity to damage of your Origin Resistance Type.

STRONGER TOGETHER

From 9th level, not only does your cursed artifact learn how to absorb more of the damage directed at you, but it also develops the ability to reflect a measure of its pain, frustration, and anguish back at those responsible. The damage reduction granted by your *Shared Destiny* features increases to 3. Additionally, when a creature hits you with an attack and *Shared Destiny* applies, you deal the attacker 3 damage of your origin damage type if they are within your reach.

ARTIFACT'S UMBRAGE

At 13th level, you and your allies roll 1 additional damage dice on weapon attacks while under the effects of *Bloody Parade*.

SECOND SENSES

From 15th level, your cursed artifact adds its awareness to your own. You add your Constitution modifier to Dexterity saving throws.

STRONGEST TOGETHER

From 18th level, the damage reduction granted by your Shared Destiny features increases to 4. Additionally, when a creature hits you with an attack and *Shared Destiny* applies, you now deal the attacker 4 damage of your origin damage type if they are within your reach, instead of 3.

Viper

Vipers are discerning and demonstrate great cunning in combat, scurrying around just out of their enemies' reach and using their comrades to shield themselves from retribution. They're able to see the bigger picture in battle and recognise the value in taking every opportunity to hinder an enemy force. This open-minded approach allows them to win out the day even when significantly outnumbered through attrition. Vipers are mindful in other ways too, rarely missing an opportunity to strike at their foes. And, thanks to their incredible reach, opportunities for a viper to strike are plentiful.

When manifested, a viper's artifact takes the form of a limb, polearm, or other implement that is either very long, able to reach foes 10 foot away, or else able to extend or spray out short distances when used to make attacks. A viper's artifact might, for example, resemble a long chitinous tail that rises from its back, tipped with a deadly envenomed stinger; barely contained radiant light that quakes and trembles, threatening to shoot out and smite anything that draws near; or a thick, gloopy black sludge that sprays forth from the palms of its wielder.

VIPER'S MANIFESTATION

A viper's cursed artifact presents the ultimate tool for survival, a weapon with sufficient reach to keep them out of harm's way. When manifested for use in combat, your artifact deals 1D10 damage and is considered to have the *Heavy*, *Reach*, and *Two-Handed* properties. At 1st level, you choose bludgeoning, piercing, or slashing damage. Unless a specific trait or feature specifies otherwise, your cursed artifact deals damage of this type.

BATTLEFIELD SCOURGE

Like coiled snakes, vipers are always ready to strike. You can make an opportunity attack against a creature when it moves into your reach, moves at least 5 foot while within your reach, or when it leaves your reach.

OPHIDIAN'S WREST

Many fools have stumbled too close to a viper and paid the price with their lives. As an action, you can make a melee attack with your cursed artifact against a creature at up to twice your reach. On a hit, the target takes 2D10 + your Strength modifier damage of your origin damage type. The target must also make a Strength saving throw. On a fail, they're pulled towards you, ending in a 5 foot space just inside your reach. The pull ends if it is interrupted by the target entering the space of a creature hostile to it, and that creature can use its reaction to make an opportunity attack against the target.

The number of creatures you can target when you use this feature increases by 1 when you reach 6th level (2), 11th level (3), and 16th level (4).

SECONDHAND REFLEXES

Starting at 6th level, once per round when you make an opportunity attack and miss, you can reroll the attack.

GROWTH

From 9th level, your reach when using your cursed artifact increases to 15 foot, instead of 10.

TWO-HEADED SNAKE

A viper and its cursed artifact learn to trust each others senses, each giving up control so that they might work more efficiently together. At 13th level, you can take 2 reactions each round, instead of 1. Your extra reaction can only be used to make opportunity attacks. You cannot make more than 1 opportunity attack against a single creature each round using this feature.

STAGING STRIKE

From 15th level, a viper learns how to turn one opportunity into two, channeling the momentum from one strike into moving into position for the next. Once per round, when you use a reaction to make an opportunity attack, you may move up to half your speed after the attack. This movement provokes opportunity attacks as normal.

GROWN

From 18th level, your reach when using your cursed artifact increases to 20 foot, instead of 15.

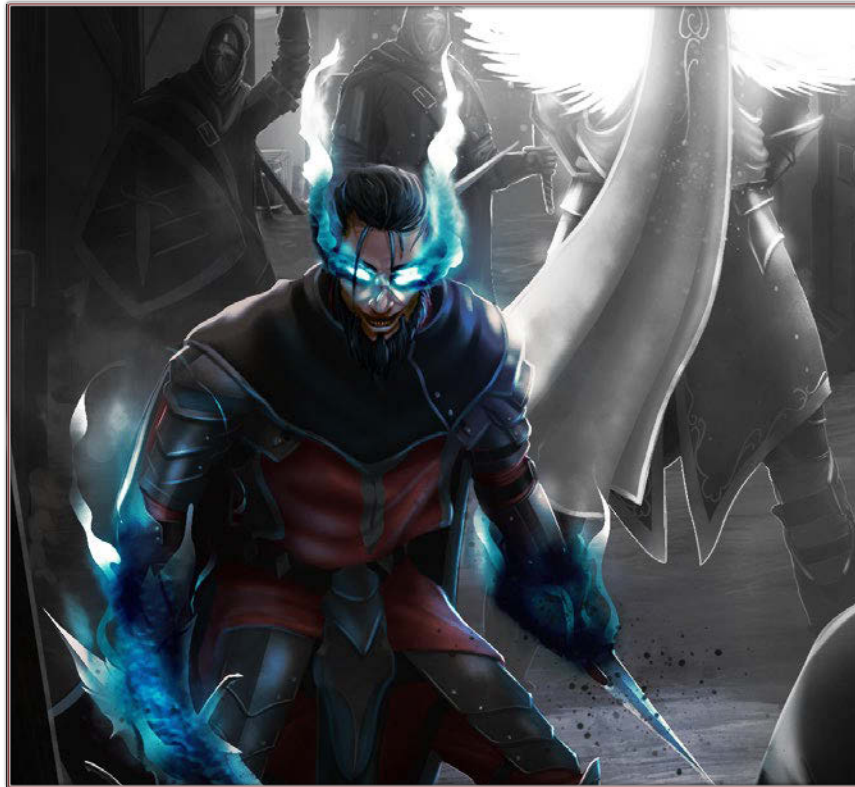
Fontaine Caulder

*“Leave no semi-precious
stone unturned.”*

Growing up, Fontaine never knew his father, though his mother described him poorly. According to her, he was a liar and a cheat. If that was true, then the apple didn't fall too far from the tree when it came to Fontaine. As a child, he was often in trouble for disobedience, pranks, and general mischievousness. His antisocial tendencies only intensified as he reached adolescence, steering him towards a life of petty crime and seeing him caught up with a shady crowd.

Eventually, Fontaine was kicked out by his mother and left to his own devices. Glad to have his freedom, he set out for a neighboring settlement—a stopover on his way to a larger city. While he was camped along the road, he saw the flash of a meteorite in the night sky, and heard the impact moments later as it struck the earth.

Curious, Fontaine moved to investigate the crash site, even though it was several days out of his way. When he finally reached the impact crater, local academics were already pouring over it—examining and recording everything. Quite the budding young thief, Fontaine was able to slip past them after dark and discovered a sliver of meteorite that had been overlooked by the researchers. Though, when he approached it, it shifted strangely. Before Fontaine knew what was happening, the peculiar lump of obsidian material had overwhelmed and infected him.



Roleplaying Fontaine

Young and infected by an alien consciousness, Fontaine is just trying to find his place in the world, survive each day, and figure out his new gestalt persona. He's also a little worried the people investigating the impact crater where he found his cursed artifact will come after him because they feel like it belongs to them or because they want to study him.

- Fontaine is cocky and full of the arrogance that comes with youth.
- Fontaine is an opportunist; he takes things that are left unattended, pushes around those who don't defend themselves, and takes charge where there is no leader.
- Fontaine is secretive and slow to trust, partly due to his background and partly due to the extraterrestrial presence that lives in his head.
- Fontaine has abandonment issues as he believes that just about everyone he's ever met has abandoned him in some shape or form. This can lead to him pushing others away before they get close enough to hurt him.
- Because of his cursed artifact, Fontaine sometimes loses his train of thought, mutters in an incomprehensible language, or gazes at the stars.

The Martian

Fontaine is a soulbound; an individual whose very being has become embroiled with a cursed artifact that's rendered them something more than humanoid.

Alien Artifact. Fontaine's cursed artifact is alien in nature, originating from the vast blackness of space.

Eviscerator. Fontaine is an *Eviscerator* soulbound. Eviscerators are soulbound whose cursed artifact manifests as small blades or blade-like protrusions, using or replacing one or both of their hands. Such soulbound are exceptionally acrobatic and agile.

Background (Punk)

Fontaine has cheated and swindled a lot of people—mixed-up kids, the gullible, and small time crooks mostly—but he's still able to tell friend from foe. That said, he still doesn't waste an opportunity to profit.

Petty Crime. Fontaine has picked up more than a few tricks over the years. He can pickpocket, snatch, and steal enough gold, food, and supplies to sustain a modest lifestyle while in an urban environment.

Personality Trait. Fontaine is guarded and slow to trust. He is also opportunistic, always looking for chances to help improve things for himself and those he does regard as family.

Ideal. Fontaine believes that world isn't going to hand you anything for free so you'd better take what you can get.

Bond. Fontaine still cares for his mother, even though she's disowned him, and would one day like to meet his father.

Flaw. Fontaine alienates people easily and is quick to make enemies. Additionally, thanks to his cursed artifact, he gets confused sometimes or loses his train of thought altogether.

FONTAINE CAULDER

MEDIUM HUMANOID (ABERRATION, HUMAN), CHAOTIC NEUTRAL

Class & Level Soulbound (1); proficiency bonus +2

Armor Class 14 (leather armor)

Hit Points 12 (1D10 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	14 (+2)	11 (+0)	12 (+1)	13 (+1)

Saving Throws Constitution +4, Charisma +3

Skills Athletics +3, Deception +3 Insight +3, Sleight of Hand +5, Stealth +5

Armor light armor, medium armor, shields

Weapons simple weapons, martial weapons

Senses passive (Perception) 11

Languages Common, Deep speech, Gnomish

Origin Damage Type (acid). Your origin damage type is acid.

ACTIONS

Cursed Artifact. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1D6 + 3) piercing damage.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 7 (1D8 + 3) piercing damage

Cutter's Retort. All hostile creatures 10 foot from you must attempt a DC 13 Strength saving throw. On a fail, they are pulled 5 foot towards you. You can then make single melee attacks that deal acid damage against up to 3 creatures within your reach using your cursed artifact.

BONUS ACTIONS

Dual Manifestation. When you take the attack action using your cursed artifact and you have it manifested in both hands, you can use a bonus action to make a second attack with it.

OPTIONS

Manifestation. On your turn, you can summon or dismiss your cursed artifact at will.

Additional Features & Traits

ARTIFACT ORIGIN (ALIEN)

Fontaine's cursed artifact is a fragment of a meteorite that crashed down close to his campsite in the wilds one night.

ARTIFACT TYPE (EVISCERATOR)

When Fontaine's cursed artifact manifests, sword-like protrusions that emit a wispy blue smoke erupt from one or both of his forearms.

MANIFESTATION

On his turn, Fontaine can manifest his cursed artifact in place of one or both of his hands as a free action. This causes him to drop anything that he's holding and prevents him from interacting with objects until he dismisses his artifact again. Dismissing his artifact is a free action that must also be taken on Fontaine's turn.

While manifested for use in combat, Fontaine's artifact counts as magical for the purposes of overcoming damage resistance and to avoid being shattered or broken.

CUTTER'S RETORT

As an action, Fontaine can make all hostile creatures 10 foot from him attempt a DC 13 Strength saving throw. On a fail, affected creatures are pulled 5 foot towards him, unless their path is blocked and they would be otherwise unable to move into this space. He is then able to make a single melee attack against three enemies. This feature deals acid damage. Once he uses this feature, Fontaine must finish a long or short rest before he can use it again.

Equipment

Longbow, leather armor, a quiver of 20 arrows, burglar's pack, a set of dark common clothes including a hood, a letter of eviction from his mother, a brooch that belonged to his father, a notebook filled with charcoal sketches of bizarre devices and machines, and a pouch containing 21 gp.

At 2nd level

When Fontaine reaches 2nd level, he gains the following improvements:

- His hit points increase by 8 (1D10 + 2)
- He gains the *Corrosive Resistance* feature

CORROSIVE RESISTANCE

Fontaine gains resistance to acid damage. Additionally, he has advantage on saving throws made to resist poisons.

At 3rd level

When Fontaine reaches 3rd level, he gains the following improvements:

- His hit points increase by 8 (1D10 + 2)
- He gains the *Burgeoning Power* feature
- He gains the *Shared Destiny* feature

BURGEONING POWER

Fontaine's cursed artifact confers a +1 bonus to attack and damage rolls whenever it is used to make an attack.

SHARED DESTINY

Whenever Fontaine takes bludgeoning, piercing, or slashing damage, he reduces it by 2. This reduction is applied before damage resistances or vulnerabilities are calculated.

At 4th level

When Fontaine reaches 4nd level, he gains the following improvements:

- His hit points increase by 8 (1D10 + 2)
- His Dexterity score increases to 18. This increases his Dexterity modifier to +4 which affects; his Dexterity-based attacks, saving throws, and skills; armor class, and initiative.

At 5th level

When Fontaine reaches 5nd level, he gains the following improvements:

- His hit points increase by 8 (1D10 + 2)
- His proficiency bonus increases to +3. This increases; his attack bonus for weapons he's proficient with (including his manifested cursed artifact), and his modifier for saving throws and skills he's proficient in.
- He gains the *Extra Attack* feature.

EXTRA ATTACK

Fontaine can attack twice, instead of once, whenever he takes the Attack action on his turn.

Neriah

“I will discover my purpose but, until I do, there is still much to be done.”

Until very recently, the person who answers to the name Neriah went by another name entirely. Born Lorin Notley-Carlisle, she was a soldier serving as a combat medic when she stumbled across a peculiar shrine close to a battlefield. Investigating the shrine, Lorin inadvertently disturbed a holy relic that had been left there by a visiting seraph. At that moment, a spark of the divine slipped inside her and has remained with her ever since.

Unfortunately, the celestial blessing Lorin received didn't come without caveats. At the moment the holiness crept inside her, she became afflicted with amnesia. She no longer remembers that her real name is Lorin and has convinced herself that she's an angelic being called Neriah whose been sent to the material plane on an important quest that's divine in nature. Though, she can't quite remember what it is, she think it's got something to do with delivering a message—a warning—to some really bad people. In truth, this was the quest of the seraph who left the relic behind, however it has long since been completed.

Without knowing to return to the camp where she was stationed, Neriah simply drifted away from the area and has wandered aimlessly ever since. Her working theory is that, if her mission is being hidden from her, it's likely for a good reason. She believes that everything will become clear in time. Until then, she's picking up work as an adventurer and opposing evil where she can.



Roleplaying Neriah

Believing herself to not be of the material plane, Neriah feels like a bit of an outsider who has no real stake in the affairs of mortals. But yet, she cannot get over her innate desire to intervene, help, and make things better for those in need.

- *Neriah is quite convinced that she's an angelic being and her interactions feel stiff and forced as a result, as if she's merely assuming the form of a humanoid or wearing the skin of a mortal.*
- *Neriah feels great empathy for those in need and will often inject on their behalf in some fashion, whether they're being actively oppressed or simply not doing very well. That said, she doesn't feel strongly about evildoers and is more likely to help the weak than punish the wicked.*
- *Neriah is interested in sites of religious significance or holy artifacts, and shows great reference towards religious beliefs and orders. She doesn't yet know which deity sent her to the material plane and she wouldn't want to offend her God.*
- *Neriah pays great attention to clues, signs, omens, and portents, keen to decipher her mission.*

The Would-be Angel

Neriah is a soulbound; an individual whose very being has become embroiled with a cursed artifact that's rendered them something more than humanoid.

Sacred Artifact. Neriah's cursed artifact is divine in nature, originating in a heavenly, celestial realm and fashioned by the hands of angels.

Stalwart. Neriah is a *Stalwart* soulbound. Stalwarts are soulbound whose cursed artifact manifests as natural or constructed armor. Such soulbound are mighty and unyielding, able to weather the blows of their enemies in order to protect those around them.

Background (Guardian Angel)

While Neriah might not yet have a strong sense of purpose or a fixed destination in mind, she doesn't plan on squandering her limited time on the material plane. She remains determined to help as many people as possible, though she's also open to the possibility that more traditional work may also lead her in the direction of her destiny.

Holy Helper. Those in need can sense Neriah's sincere desire to help them. Wherever she goes, she can always find the vulnerable, the needy, and the lost, if there are such people in her vicinity. These individuals reveal to her the source of their oppression and misery, if they know it.

Personality Trait. Neriah's intentions are noble and good, but her connection to the material plane is tenuous. She's capable of turning a blind eye to wrongdoing and ignoring injustice in the name of the greater good, and quickly absolves herself of guilt if things go badly for those she tries to help.

Ideal. Neriah believes that all creatures should work to put an end to suffering.

Bond. Neriah is committed to discovering why she was sent to the material plane at all costs.

Flaw. Neriah finds it impossible to fully focus on anything, knowing her true mission awaits her.

NERIAH

MEDIUM HUMANOID (CELESTIAL, HUMAN), NEUTRAL GOOD

Class & Level Soulbound (1); proficiency bonus +2

Armor Class 15 (chain shirt) or 16 (manifestation)

Hit Points 12 (1D10 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	14 (+2)	11 (+0)	10 (+0)

Saving Throws Constitution +4, Charisma +2

Skills Athletics +5, History +4, Medicine +2, Perception +2, Religion +4

Armor light armor, medium armor, shields

Weapons simple weapons, martial weapons

Senses passive (Perception) 12

Languages Celestial, Common, Abyssal

Origin Damage Type (radiant). Your origin damage type is radiant.

ACTIONS

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1D8 + 3) slashing damage, or 8 (1D10 + 3) slashing damage if used with two hands.

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1D6 + 3) piercing damage.

BONUS ACTIONS

Bloody Parade. Until the start of your next turn, all of the damage dealt by your weapon attacks and the weapon attacks of allies within 5 ft. of you deal radiant damage. Additionally, affected creatures can choose to re-roll one missed attack.

OPTIONS

Manifestation. On your turn, you can summon or dismiss your cursed artifact at will.

Additional Features & Traits

ARTIFACT ORIGIN (SACRED)

Neriah's cursed artifact is a holy relic left behind by a seraph who came to the material plane briefly to send a prophetic warning to an evildoer.

ARTIFACT TYPE (STALWART)

Neriah's cursed artifact manifests as a suit of holy armor that forms over her body. When it is manifested, any weapons she's wielding glow faintly with a whitish-blue light and she sprouts a pair of angelic wings that also appear to glow.

MANIFESTATION

On her turn, Neriah can manifest her cursed artifact over her body and armor as a free action. Her cursed artifact manifests as heavy armor that grants her an Armor Class of 16 and imposes disadvantage on Dexterity (stealth) checks. Her artifact counts as magical for the purposes of avoiding being shattered or broken. Dismissing Neriah's artifact is a free action that must also be taken on her turn.

BLOODY PARADE

As a bonus action, Neriah can cause all of the damage dealt by her weapon attacks and the weapon attacks of allies within 5 foot of her to be converted to radiant damage until the start of her next turn. Creatures affected by this feature do not have to remain within 5 foot of Neriah to benefit from it. Additionally, while affected, creatures can choose to re-roll one missed attack. Once she uses this feature, Neriah must finish a long or short rest before she can use it again.

Equipment

Longsword, javelins (4), chain shirt, shield, explorer's pack, a set of common clothes, a canteen with the initials L.N.C. scratched into it, a healer's kit, and a pouch containing 7 gp and 5 sp.

At 2nd level

When Neriah reaches 2nd level, she gains the following improvements:

- Her hit points increase by 8 (1D10 + 2)
- She gains the *Angelic Resistance* feature

ANGELIC RESISTANCE

Neriah gains resistance to radiant damage. Additionally, she has advantage on saving throws made to resist diseases.

At 3rd level

When Neriah reaches 3rd level, she gains the following improvements:

- Her hit points increase by 8 (1D10 + 2)
- She gains the *Burgeoning Power* feature
- She gains the *Shared Destiny* feature

BURGEONING POWER

Neriah's cursed artifact confers a +1 bonus to Armor Class whenever it is manifested.

SHARED DESTINY

Whenever Neriah takes bludgeoning, piercing, or slashing damage, she reduces it by 2. This reduction is applied before damage resistances or vulnerabilities are calculated.

At 4th level

When Neriah reaches 4th level, she gains the following improvements:

- Her hit points increase by 8 (1D10 + 2)
- Her Strength score increases to 18. This increases her Strength modifier to +4 which affects; her Strength-based attacks, saving throws, and skills.

At 5th level

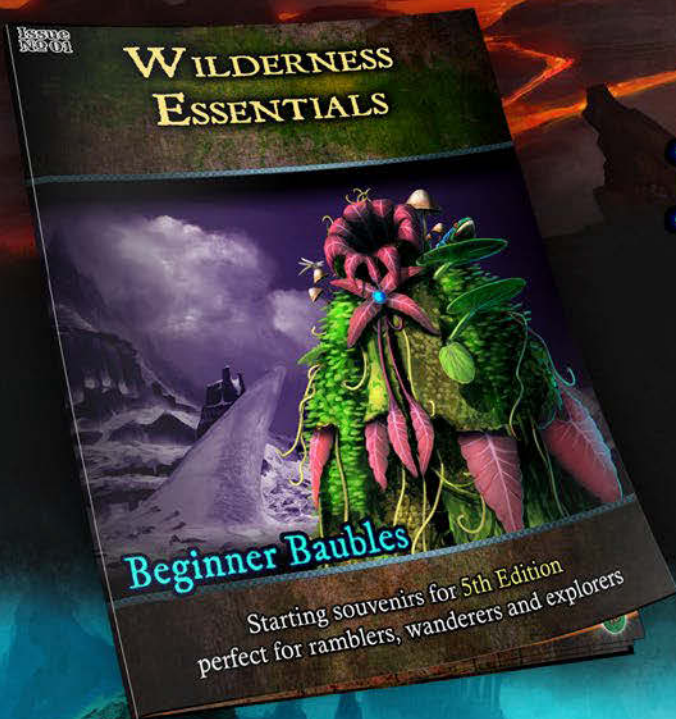
When Neriah reaches 5th level, she gains the following improvements:

- Her hit points increase by 8 (1D10 + 2)
- Her proficiency bonus increases to +3. This increases; her attack bonus for weapons she's proficient with, and her modifier for saving throws and skills she's proficient in.
- She gains the *Extra Attack* feature.

EXTRA ATTACK

Neriah can attack twice, instead of once, whenever he takes the Attack action on his turn.

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