TOME OF HEROES

5E

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KOBOLD Press

5E

ON THE COVER

A courser mage infuses her arrow with magic and takes aim at the approaching wasteland dragon, while her gearforged primordial warlock ally calls upon the earth itself to rise against the dragon in this art by Craig J. Spearing.

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FREE TOME OF HEROES CHARACTER SHEET

A special Tome of Heroes digital character sheet is available as a free download from the Kobold Press website. Created using the same graphical stylings and fonts as the Tome of Heroes, this three-page PDF is completely form-fillable and serves as a perfect record-keeping option for your Tome of Heroes character! You can find the character sheet at: https://koboldpress.com/ToHCharSheet

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Using this Book

Written for players and game masters (GMs) alike, this book offers an abundance of options to expand and deepen your world and your characters. For players, this book contains new races, subclasses, backgrounds, feats, equipment, and spells for bringing your new favorite character to life or enhancing an existing character. For game masters, this book includes new magic subsystems, downtime activities, and magic items to enrich your world or to provide unique rewards for your characters. If you are a player reading this book, be sure to check with your game master before selecting any of the options in this book to confirm they fit within the campaign.

A WEALTH OF OPTIONS

This book presents a wide variety of new choices, but it is important to remember everything is optional. Players, with the guidance of their game masters, are welcome to choose the options, from subclasses to magic subsystems, that best fit their campaigns and the styles of characters they want to play. For game masters hesitant to open the doors wide, some of the options in this book can be given to players and their characters as unique rewards over the course of a campaign. For example, the characters could find a spellbook that contains some of the spells listed in the Magic and Spells chapter, the rogue could start a criminal enterprise during downtime, the characters could start the campaign as prisoners captured by an evil regime, or the group's tinkerer could find an old, out-of-commission clockwork warhorse and repair it.

However you decide to use the options presented in this book, you will need the core rules of the 5th edition of the world's greatest roleplaying game, as much of the material in this book relies on those rules. The rules can be found online in the *System Reference Document 5.1* or in your local game store or bookstore. Spell and magic item names which appear in *italics* without a page or book reference can be found in those rulebooks or in the *System Reference Document 5.1*.

WHAT'S IN THE BOOK?

Chapter 1 contains several races and additional subraces for existing races found in the core rules.

Chapter 2 holds dozens of subclasses for each of the classes found in the core rules.

Chapter 3 presents feats and backgrounds for determining who your character was before they started adventuring.

Chapter 4 comprises a plethora of armor, weapons, equipment, companion animals, and vehicles, and it includes new rules for gunpowder-based items and weapons, such as bombs and firearms.

Chapter 5 offers rules for expanding downtime options, creating groups with specific themes, and using weapons in unique ways.

Chapter 6 includes spells, spell customization options, and magic subsystems.

Chapter 7 gleams with magic items.

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1 Races

Every fantasy world is filled with a wide variety of peoples and civilizations. Here you'll find new races and cultures from the deer-like alseid, to catfolk, to the mechanical gearforged. You'll also find new subraces of existing races, such as the water-dwelling shoal gnomes or the wintry frostfell elves.

Each race has statistics that provide a guideline for a typical member of that race. Not every individual exhibits these traits, be it in alignment, training, or disposition. If you want to create a character different from a typical member of their race, go for it! Be sure to work with your GM to determine which ability scores, alignment, and traits would best fit that character and the story you and your GM want to tell about the character.

ALSEID

Alseid are graceful woodland cousins to centaurs, blending the torsos of elves with the lower bodies of nimble deer. Because they rarely venture far from their wooded glades, some call them "grove nymphs," although they're more closely related to elves than nymphs.

Alseid see the forest as an individual and a friend. They are suspicious of outsiders who do not share this view. Lost travelers who demonstrate deep respect for the forest may spot a distant alseid's white tail and chase after it as it bounces toward a road that leads out of the forest. Disrespectful strangers may follow the same tail to their doom.

BRANCHING CROWNS

Alseid have antlers growing from their foreheads. Antlers grow very slowly, branching every 10 years for the first century of life (so an alseid with six points per antler should be between 60 and 70 years old). Further points only develop with the blessing of the forest. No 14-point imperial alseid are known to exist, but many tribes are governed by princes with 13 points, indicating that they've done a great service to the forest on at least three occasions. Because antlers signify status, alseid don't fight with them the way deer do. Cutting an alseid's antlers is one of the

direst punishments an alseid can receive. Elf rangers sometimes report seeing lone alseid exiles, wandering the Margreve, their antlers sawn off near the scalp.

ANCIENT MAGIC AND NATURE'S CHAMPIONS

Alseid have a deep connection with ancient forests and the powerful natural magic inherent in them. Alseid leaders favor the druid and ranger classes, and sorcerers and Old Wood warlocks (see the Class Options chapter) often arise from deep forest glades infused with energy.

ALSEID NAMES

Alseid name their offspring using a combination of Elvish and Sylvan syllables. Their names are often extremely long, and many alseid choose shorter nicknames for themselves when speaking with people who aren't alseid, elves, or fey. Alseid do not have family names.

Individual Names: Roanxilana (Anxi), Erymleetidoral (Erym), Sarioneldorivh (Dorivh), Thanarifaren (Anari), Levesaelynore (Salyn), Nalesariabella (Abella)

ALSEID TRAITS

Your alseid character has certain characteristics in common with all other alseid.

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

Age. Alseid reach maturity by the age of 20. They can live well beyond 100 years, but it is unknown just how old they can become.

Size. Alseid stand over 6 feet tall and weigh around 300 pounds. Your size is Medium.

Alignment. Alseid are generally chaotic, flowing with the unpredictable whims of nature, though variations are common, particularly among those rare few who leave their people.

Speed. Alseid are fast for their size, with a base walking speed of 40 feet.

Type. Your creature type is fey, rather than humanoid.

Darkvision. Accustomed to the limited light beneath the forest canopy, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Alseid Weapon Training. You have proficiency with spears and shortbows.

Light Hooves. You have proficiency in the Stealth skill.

Quadruped. The mundane details of the structures of humanoids can present considerable obstacles for you. You have to squeeze when moving through trapdoors, manholes, and similar structures even when a Medium humanoid wouldn't have to squeeze. In addition, ladders, stairs, and similar structures are difficult terrain for you.

Woodfriend. When in a forest, you leave no tracks and can automatically discern true north.

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

CATFOLK

Catfolk are a social and active people of natural grace and obsessive curiosity, resembling bipedal, feline humanoids with tails, cat-like ears, and fur. They are equally comfortable wandering in far-off regions, wallowing in the heart of the largest cities, or delving into the lairs of forgotten horrors. Most catfolk dwell in deserts and endless plains, but love of travel and new experiences often draw catfolk to distant realms. There are whispers of hidden catfolk communities in the deepest jungles or even far to the north in the frozen tundra.

CURIOSITY AND COMMUNITY

Catfolk are nimble, curious, and adventurous creatures who seek out life rather than wait for it to come to them. Some outsiders believe heedless self-expression alone drives the catfolk. As proof, they point to catfolk fascination with new experiences or quests for heroic glory. Those who make this claim miss the catfolk's inner strength. Catfolk are optimistic, quirky, sometimes extravagant extroverts who overindulge their own curiosity or motivations. They are a race of extremes. Some catfolk are playful and seemingly irresponsible while others possess unwavering focus and a hunter's mentality. Many catfolk float between these two viewpoints as the situation—or their mood—dictates. All but the most introverted catfolk enjoy holding the attention of others, but never to the detriment of their friends or family.

Harkening back to their ancestors' packs and prides, friends, relations, and community hold a special place in the hearts of most catfolk. Because catfolk are a largely matriarchal people, females hold most positions of leadership and power, but competence usually supersedes gender. Catfolk living in mixed communities and cities largely integrate into the overall society.

OTHER RACES

Catfolk get along well with anyone who respects them and accepts their curiosity. They easily accept humans and delight in halflings when they encounter them. Passionate, art-loving elves and boisterous dwarves find common ground with catfolk, while those too

CATFOLK IN MIDGARD

Midgard hosts two main branches of catfolk, the mischievous and irrepressible basteti and the dauntless and fierce nkosi. While outwardly appearing to be two different feline races, the basteti and the nkosi share a common origin.

Young catfolk learn this story from the elders. In the early days of the Southlands, Bastet the cat queen and Gamka the lion-headed titan breathed life into tufts of fur plucked from the goddess's tail and the titan's mane. The power of these two children of the primordial Aurgelmir, the giant whose body became Midgard itself, worked to shape the first catfolk. However, the brief affair soon perished to the old enmity between god and titan. Central to their contention was the final form of the catfolk. Bastet desired these new creations to resemble her beloved cats while Gamka pushed for the fierce lions. After a brief but violent quarrel, the two divine beings went their separate ways, each taking some of the new mortals for themselves and shaping them according to their own whims. Some suggest Bastet achieved her revenge by engineering the fall of the titan empire, but others disagree, claiming the Cat Goddess would never be so blatant. For more information about the basteti and nkosi, see the *Southlands Player's Guide*.

Given the small populations of the malkins and pantherans and their similarities with basteti, most believe they are off-shoots of the basteti, especially because Midgard pantherans never appear leonine. Many malkins and pantherans also hold this to be true and become devout followers of Bastet. Some families, however, have different stories for their origins. For some malkin families, their legends state the malkin were created by Loki, who was enamored with the natural curiosity and mischievousness of small cats. For some pantheran families, their legends state the pantherans were created by the ancient forests of Midgard as protectors of the natural world, though which forest birthed the first pantherans varies by family. Regardless of the stories, Bastet embraces all catfolk, and Loki's favor is rarely out of reach for those seeking to cause mischief. As for the forests of Midgard, few can understand the wills and powers of these mysterious entities, and even they aren't privy to all the forests' secrets.

bogged down in laws, tradition, and "rules" often find them aggravating. Kobolds and catfolk naturally intrigue each other, though catfolk do not always get along with draconic creatures.

CATFOLK ADVENTURERS

Many catfolk take up the adventurer's trade, as it provides an excuse to indulge in their natural curiosity or their glory hunting. Some take up the rogue's path or find employment as a scout or ranger. Still others pledge themselves as paladins to mischievous or travel-focused deities. The catfolk's physical abilities and cultural outlook allows them to fill almost any role.

CATFOLK ECCENTRICITY

A catfolk's personality can be flighty, flitting from obsession to obsession, or as constant as the world itself. You can use some of the ideas in the Catfolk Eccentricity table to customize your character in addition to the elements of the background you chose.

CATFOLK ECCENTRICITY

d10	Eccentricity
1	You constantly compare everyone's actions to catfolk heroes of the past.
2	You keep a long list of places you want to go or things you want to do.
3	You must defeat a certain foe to fulfill your oath and reap the glory.
4	You find it amusing to act more bestial because it makes others nervous.
5	You are writing a song about your exploits.
6	You never like returning to a place you've already been.
7	Your weapons have names and you speak to them like siblings or lovers.
8	You tend to play with small objects.
9	You growl and show your teeth when things get tense.
10	You can't help talking to strangers—the stranger the better.

CATFOLK RACIAL TRAITS

Your catfolk character has the following traits.

Ability Score Increase. Your Dexterity score increases by 2.

Age. Catfolk mature at the same rate as humans and can live just past a century.

Alignment. Catfolk tend toward two extremes. Some are free-spirited and chaotic, letting impulse and fancy guide their decisions. Others are devoted to duty and personal honor. Typically, catfolk deem concepts such as good and evil as less important than freedom or their oaths.

Size. Catfolk have a similar stature to humans but are generally leaner and more muscular. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. You have a cat's keen senses, especially in the dark. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Cat's Claws. Your sharp claws can cut with ease. Your claws are natural melee weapons, which you can use to make unarmed strikes. When you hit with a claw, your claw deals slashing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Hunter's Senses. You have proficiency in the Perception and Stealth skills.

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

Subrace. Two subraces of catfolk exist: malkin and pantheran. Choose one of these subraces.

CATFOLK SUBRACES

Though catfolk can appear with the same patterns and styles as any feline, two main subraces of catfolk exist: malkin and pantheran. Malkins typically have features similar to smaller felines, such as bobcats, domestic cats, and ocelots, and they tend to live in or near cities. Pantherans typically have features similar to great cats, such as tigers, leopards, and cougars, and they tend to dwell in deep jungles or forests or in areas where grasslands meet forests.

Malkin

It's often said curiosity killed the cat, and this applies with equal frequency to catfolk. As a malkin catfolk you are adept at finding clever solutions to escape difficult situations, even (or perhaps especially) situations of your own making. Your diminutive size also gives you an uncanny nimbleness that helps you avoid the worst consequences of your intense inquisitiveness. Most often found in densely populated regions, these catfolk are as curious about the comings and goings of other humanoids as they are about natural or magical phenomena and artifacts. While malkins are sometimes referred to as "housecats" by other humanoids and even by other catfolk, doing so in a malkin's hearing is a surefire way to get a face full of claws. . . .

Ability Score Increase. Your Intelligence score increases by 1.

Size. Malkins are between 3 and 4 feet tall and average about 50 pounds. Your size is Small rather than Medium.

Curiously Clever. You have proficiency in the Investigation skill.

Charmed Curiosity. When you roll a 1 on the d20 for a Dexterity check or saving throw, you can reroll the die and must use the new roll.

Pantheran

Pantheran catfolk are a wise, observant, and patient people who pride themselves on being resourceful and self-sufficient. Less social than many others of their kind, these catfolk typically dwell in small, close-knit family groups in the forests, jungles, and grasslands of the world, away from larger population centers or cities. Their family clans teach the importance of living off of and protecting the natural world, and pantherans act swiftly and mercilessly when their forest homes are threatened by outside forces. Conversely, pantherans can be the most fierce and loyal of neighbors to villages who respect nature and who take from the land and forest no more than they need. As a pantheran, you value nature and kinship, and your allies know they can count on your wisdom and, when necessary, your claws.

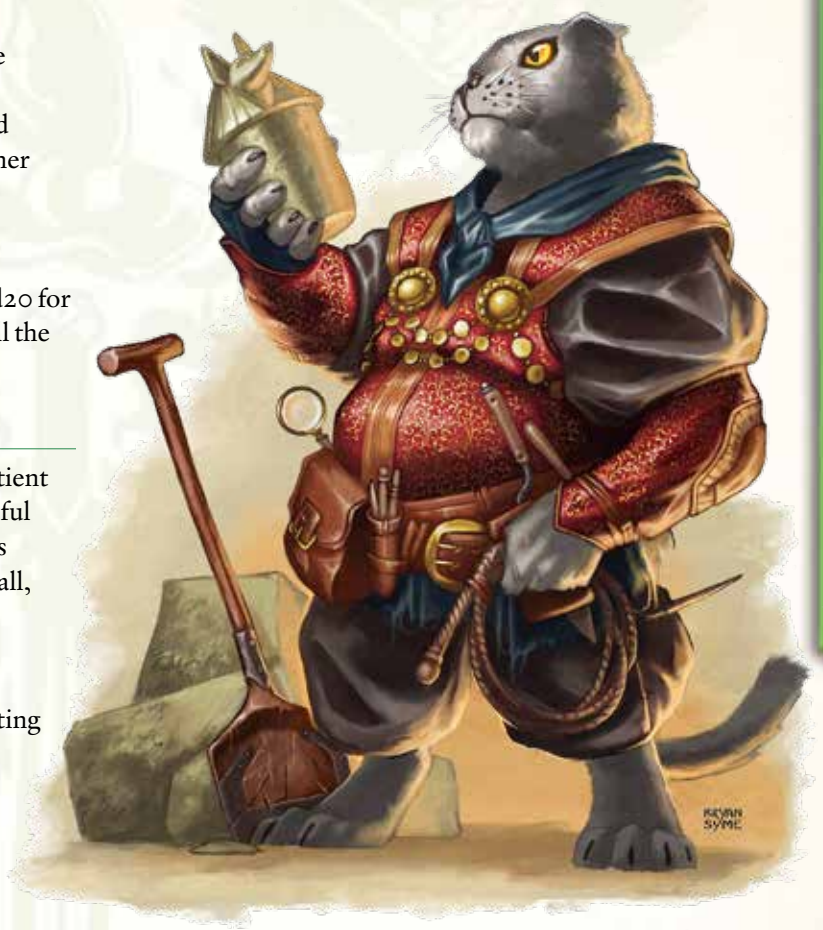
Ability Score Increase. Your Wisdom score increases by 1.

Hunter's Charge. Once per turn, if you move at least 10 feet toward a target and hit it with a melee weapon attack in the same turn, you can use a bonus action to attack that creature with your Cat's Claws. You can use this trait a number of times per day equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

One With the Wilds. You have proficiency in one of the following skills of your choice: Insight, Medicine, Nature, or Survival.

DARAKHUL

In the lightless depths beneath the ground, an empire of devouring ambition grows and plots and dreams. Their cities lie out of sight, their agents infiltrate the underworlds of a score of surface cities, and their goals know no limits. To them, if you are not a member of their empire, you are food. Their empire maintains complex social structures and forges serious alliances. They scheme and plot. They hunger for the flesh of the living. They are the ghoulish darakhul.



INTO THE BIG, WIDE, WORLD

Some darakhul venture into the wider world on the business of their empire. Maintaining their state requires envoys and ambassadors, messengers and scouts, traders and commerce, as well as knowledge of events in the surface world. These undead diplomats engage with races they might otherwise consider food out of duty to the empire and with a specific purpose.

Other members of their kind, however, have no such obligations. For adventuring darakhul, those in self-imposed exile, or those who never belonged to a darakhul empire, the quest to master their own hunger, to transcend their role as predators of sentient beings, is as much a part of their journey as the current quest. These characters typically want to grow beyond their ghoulish appetites and regain some part of their former lives in the cultures and societies of the world's surface. No one knows better than the darakhul that they can't overcome their nature unless they confront it.

But no matter how urbane or well-controlled the rare diplomat or merchant might seem to be, the prejudice of the living against the undead is powerful and visceral. Humanity views the darakhul with suspicion if not outright hostility, and it is difficult—but not impossible—for a darakhul to allay those fears.

THE CUT OF YOUR CLOAK

A quality disguise is one of the best tools for a darakhul trying to make its way among the breathing. Almost all darakhul traveling on the surface maintain a disguise kit and a concealing outfit to match their cover identity. With a good costume, a darakhul might pass unchallenged among humans for a long time. Possibilities include the wrappings of a leper, enshrouding robes, veils, or the head-to-toe garb of the desert peoples. Each of these disguises requires appropriate details to help the deception withstand scrutiny: the right language skills along with knowledge of the region and its customs.

Even a convincing disguise doesn't explain a darakhul's need to eat alone and behind closed doors. Darakhul can use cultural or religious requirements to justify such behavior in most situations. In cases where a costume and a cover identity are impractical, a skillful application of cosmetics and a few gold coins slipped into the right hands are often enough to make a request for privacy seem more reasonable. Ensuring a sufficient supply of raw meat is a challenge left to the darakhul's imagination.

DARAKHUL CHARACTERS

Both ordinary ghouls and darakhul arise from the infected corpses of other races. Most traits of the previous race are gone when the creature rises as a darakhul, although each darakhul carries some traits of their previous form (see the Heritage Subraces). Still, most of a darakhul's cosmetic features, such as supple skin or a long beard, fade over time into the gaunt, skull-like face, fanged maw, and taut, gray skin of a ghoulish undead.

DARAKHUL TRAITS

Your darakhul character has certain characteristics in common with all other darakhul.

Ability Score Increase. Your Constitution score increases by 1.

Age. An upper limit of darakhul age has never been discovered; most darakhul die violently.

Alignment. Your alignment does not change when you become a darakhul, but most darakhul have a strong draw toward evil.

Size. Your size is determined by your Heritage Subrace.

Speed. Your base walking speed is determined by your Heritage Subrace.

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

Hunger for Flesh. You must consume 1 pound of raw meat each day or suffer the effects of starvation. If you go 24 hours without such a meal, you gain one level of exhaustion. While you have any levels of exhaustion from this trait, you can't regain hit points or remove levels of exhaustion until you spend at least 1 hour consuming 10 pounds of raw meat.

Imperfect Undeath. You transitioned into undeath, but your transition was imperfect. Though you are a

LOOKING ALIVE

To pass for a living creature, a darakhul needs a convincing costume, matching language and speech patterns, and appropriate mannerisms and behavior. The best tactic for most darakhul is to mimic the cultures they lived in while alive, because they have a lifetime (if a short one) of knowledge to draw on. Whether it's better to try to blend into the local culture is an open question. Someone who looks just like everyone else on the street draws less attention than someone who looks like an exotic foreigner—but a person who looks like everyone else yet acts oddly can rouse even more suspicion than the exotic stranger, especially in a crossroads of cultures where foreign travelers are common.

Under normal circumstances, a darakhul with a careful disguise can move among the living without rousing suspicion. As with any ability check, dice should be brought in only when the character faces an unusual situation or a challenge. If, for example, a darakhul gets involved in a chase or a battle in a crowded city market, there's a chance a bystander might notice the pallor of undead flesh beneath a flapping cloak or the rictus grin inside a deep hood that's momentarily pushed back. Palace guards inspect supplicants to the Queen more carefully than an innkeeper or a merchant inspects customers. If rumors get around that there are murderers, monsters, or darakhul loose in the city, everyone is more alert.

In those situations, the GM can call for a Charisma (Deception) check and either compare it to the NPC's passive Perception score or make an active Wisdom (Perception) check for the NPC. Opposed checks should be reserved for those times when an NPC intently scrutinizes the character or is already suspicious. If a group of NPCs is involved, it's best to make one check with advantage for the group instead of one check per NPC.

humanoid, you are susceptible to effects that target undead. You can regain hit points from spells like *cure wounds*, but you can also be affected by game effects that specifically target undead, such as a cleric's Turn Undead feature. Game effects that raise a creature from the dead work on you as normal, but they return you to life as a darakhul. A *true resurrection* or *wish* spell can restore you to life as a fully living member of your original race.

Powerful Jaw. Your heavy jaw is powerful enough to crush bones to powder. Your bite is a natural melee weapon, which you can use to make unarmed strikes. When you hit with it, your bite deals piercing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Sunlight Sensitivity. You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.

Undead Resilience. You are infused with the dark energy of undeath, which frees you from some frailties that plague most creatures. You have resistance to necrotic damage and poison damage, you are immune to disease, and you have advantage on saving throws against being charmed or poisoned. When you finish a short rest, you can reduce your exhaustion level by 1, provided you have ingested at least 1 pound of raw meat in the last 24 hours (see Hunger for Flesh).

Undead Vitality. You don't need to breathe, and you don't sleep the way most creatures do. Instead, you enter a dormant state that resembles death, remaining

PLAYING A DARAKHUL CHARACTER

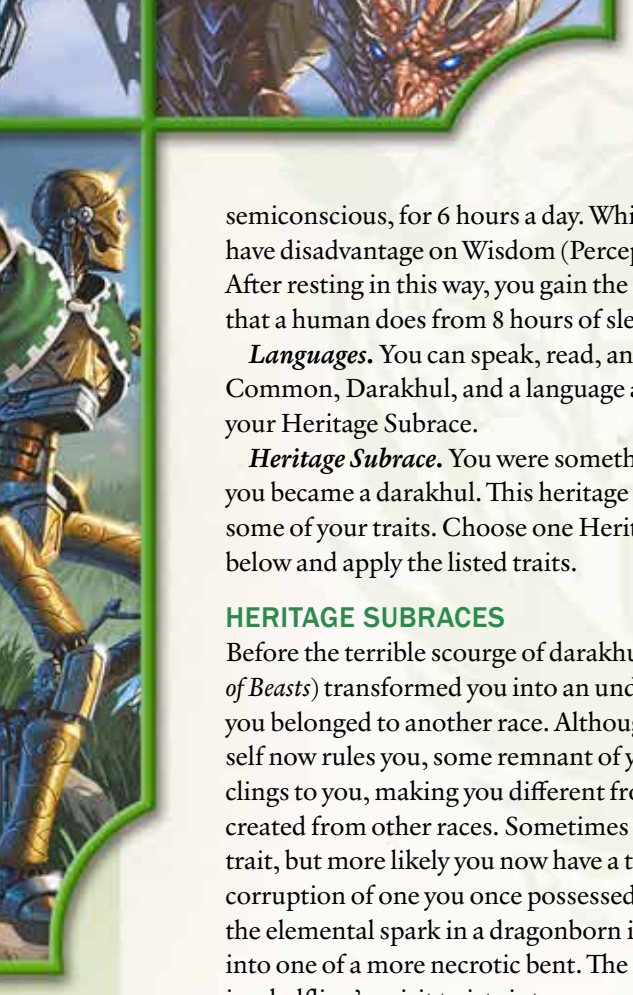
Life as the ravenous undead comes with challenges for an adventurer. People revile the darakhul universally as scavengers at best and as loathsome, murdering abominations at worst. For such a being, participating as a member of an adventuring party is complicated. To survive on the daylit surface of the world, a darakhul must be clever and thorough.

One of the touchstones that provides stability in your new form is your old life. While you have urges and thoughts that are dark and terrible, memories and feelings from your life before undeath might resurface to help you cope. Sometimes these flashes are corrupted versions of your old self, manifesting in your mind in new ways. Other times the recollections and feelings bubble up unfiltered, reminding you of a time when you were alive. Both are painful, but pain can be instructive.

A major question you have to answer when you play a darakhul is, "How am I dealing with the change that transformed me into a darakhul?" Have you fully accepted your new situation, embracing your new powers and hungers as a boon? Do you fight against your urges daily, seeking to return to your old self? What were your goals before your transformation, and do you still pursue them? Are your new goals simply about survival, or are those aspirations a twisted reflection of the goals you had as a living creature?

Regardless of your current monstrous state, who you once were has a powerful effect on who you are now. The carefree spirit of a halfling, the fiendish urges of a tiefling, or the creative spark of a gnome: all of these do not leave you simply because of your new form. How do those traits manifest themselves in your now?

There is a great deal of narrative, dramatic, and roleplaying potential in that tension between the old self and the new. Darakhul may be undead, but they still must function in their own society—be it on the surface or in the empires beneath the surface. Most still have jobs to do and dreams to fulfill within their societies.



semiconscious, for 6 hours a day. While dormant, you have disadvantage on Wisdom (Perception) checks. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Languages. You can speak, read, and write Common, Darakhul, and a language associated with your Heritage Subrace.

Heritage Subrace. You were something else before you became a darakhul. This heritage determines some of your traits. Choose one Heritage Subrace below and apply the listed traits.

HERITAGE SUBRACES

Before the terrible scourge of darakhul fever (see *Tome of Beasts*) transformed you into an undead creature, you belonged to another race. Although your undead self now rules you, some remnant of your past form clings to you, making you different from the darakhul created from other races. Sometimes you retain a trait, but more likely you now have a trait that is a corruption of one you once possessed. For example, the elemental spark in a dragonborn is perverted into one of a more necrotic bent. The luck inherent in a halfling's spirit twists into a power that brings ill fortune to their enemies.

Derro Heritage

Your darakhul character was a derro before transforming into a darakhul. For you, the quieting of the otherworldly voices did not bring peace and tranquility. The impulses simply became more focused, and the desire to feast on flesh overwhelmed other urges. The darkness is still there; it just has a new, clearer form.

Size. Derro stand between 3 and 4 feet tall with slender limbs and wide shoulders. Your size is Small.

Speed. Your base walking speed is 30 feet.

Ability Score Increase. Your Charisma score increases by 2.

Language. You can speak, read, and write Dwarvish.

Calculating Insanity. The insanity of your race was compressed into a cold, hard brilliance when you took on your darakhul form. These flashes of brilliance come to you at unexpected moments. You know the *true strike* cantrip. Charisma is your spellcasting ability for it. You can cast *true strike* as a bonus action a number of times equal to your Charisma modifier (a minimum of once). You regain any expended uses when you finish a long rest.

Dragonborn Heritage

Your darakhul character was a dragonborn before transforming into a darakhul. The dark power of undeath overwhelmed your elemental nature, replacing it with the foul energy and strength of the undead. Occasionally, your draconic heritage echoes a peal of raw power through your form, but it is quickly converted into necrotic waves.

Size. Dragonborn are taller and heavier than humans, standing well over 6 feet tall and averaging almost 250 pounds. Your size is Medium.

Speed. Your base walking speed is 25 feet, and you are not slowed by wearing heavy armor.

Ability Score Increase. Your Strength score increases by 2.

Language. You can speak, read, and write Draconic.

Corrupted Bite. The inherent breath weapon of your draconic heritage is corrupted by the necrotic energy of your new darakhul form. Instead of forming a line or cone, your breath weapon now oozes out of your ghoulish maw. As a bonus action, you breathe necrotic energy onto your fangs and make one bite attack. If the attack hits, it deals extra necrotic damage equal to your level. You can't use this trait again until you finish a long rest.

Drow Heritage

Your darakhul character was a drow before transforming into a darakhul. Your place within the highly regimented drow society doesn't feel that much different from your new place in the darakhul empires. But an uncertainty buzzes in your mind, and a hunger gnaws at your gut. You are now what you once hated and feared. Does it feel right, or is it something you fight against?

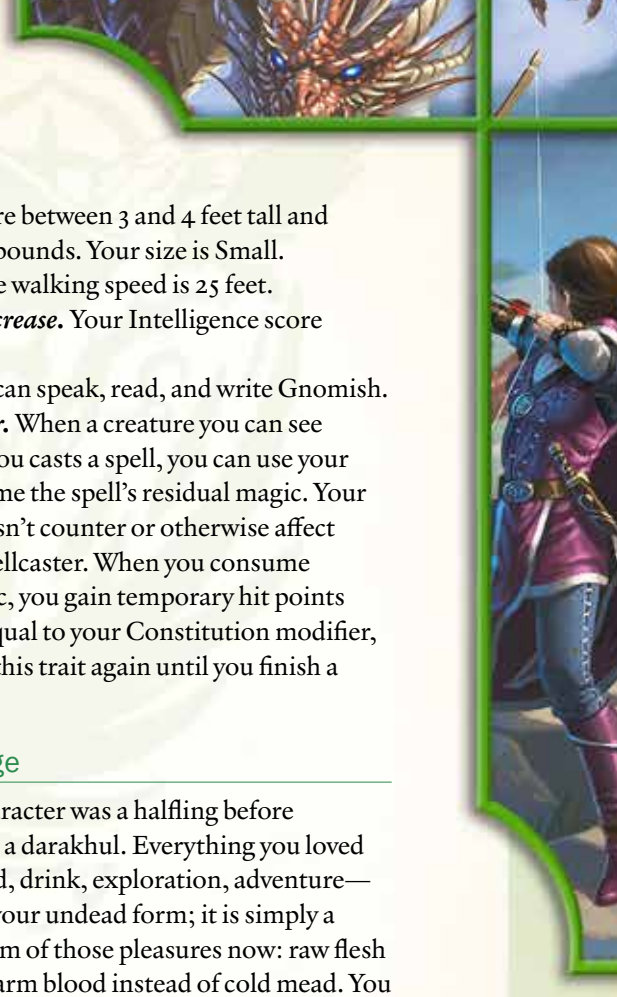
Size. Drow are slightly shorter and slimmer than humans. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Ability Score Increase. Your Intelligence score increases by 2.

Language. You can speak, read, and write Elvish.

Poison Bite. When you hit with your bite attack, you can release venom into your foe. If you do, your bite deals an extra 1d6 poison damage. The damage increases to 3d6 at 11th level. After you release this venom into a creature, you can't do so again until you finish a short or long rest.



Dwarf Heritage

Your darakhul character was a dwarf before transforming into a darakhul. The hum of the earth, the tranquility of the stone and the dust, drained from you as the darakhul fever overwhelmed your once-resilient body. The stone is still there, but its touch has gone from a welcome embrace to a cold grip of death. But it's all the same to you now.

Size. Dwarves stand between 4 and 5 feet tall and average about 150 pounds. Your size is Medium.

Speed. Your base walking speed is 25 feet, and your speed is not reduced by wearing heavy armor.

Ability Score Increase. Your Wisdom score increases by 2.

Language. You can speak, read, and write Dwarvish.

Dwarven Stoutness. Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.

Elf/Shadow Fey Heritage

Your darakhul character was an elf or shadow fey (see *Midgard Heroes Handbook*) before transforming into a darakhul. The deathly power coursing through you reminds you of the lithe beauty and magic of your former body. If you just use your imagination, the blood tastes like wine once did. The smell of rotting flesh has the bouquet of wildflowers. The moss beneath the surface feels like the leaves of the forest.

Size. Elves range from under 5 to over 6 feet tall and have slender builds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Ability Score Increase. Your Dexterity score increases by 2.

Language. You can speak, read, and write Elvish (if you were an elf) or Umbral (if you were a shadow fey).

Supernatural Senses. Your keen elven senses are honed even more by the power of undeath and the hunger within you. You can now smell when blood is in the air. You have proficiency in the Perception skill, and you have advantage on Wisdom (Perception) checks to notice or find a creature within 30 feet of you that doesn't have all of its hit points.

Gnome Heritage

Your darakhul character was a gnome before transforming into a darakhul. The spark of magic that drove you before your transformation still burns inside of you, but now it is a constant ache instead of a source of creation and inspiration. This ache is twisted by your hunger, making you hunger for magic itself.

Size. Gnomes are between 3 and 4 feet tall and average about 40 pounds. Your size is Small.

Speed. Your base walking speed is 25 feet.

Ability Score Increase. Your Intelligence score increases by 2.

Language. You can speak, read, and write Gnomish.

Magical Hunger. When a creature you can see within 30 feet of you casts a spell, you can use your reaction to consume the spell's residual magic. Your consumption doesn't counter or otherwise affect the spell or the spellcaster. When you consume this residual magic, you gain temporary hit points (minimum of 1) equal to your Constitution modifier, and you can't use this trait again until you finish a short or long rest.

Halfling Heritage

Your darakhul character was a halfling before transforming into a darakhul. Everything you loved as a halfling—food, drink, exploration, adventure—still drives you in your undead form; it is simply a more ghoulish form of those pleasures now: raw flesh instead of stew, warm blood instead of cold mead. You still want to explore the dark corners of the world, but now you seek something different.

Size. Halflings average about 3 feet tall and weigh about 40 pounds. Your size is Small.

Speed. Your base walking speed is 25 feet.

Ability Score Increase. Your Dexterity score increases by 2.

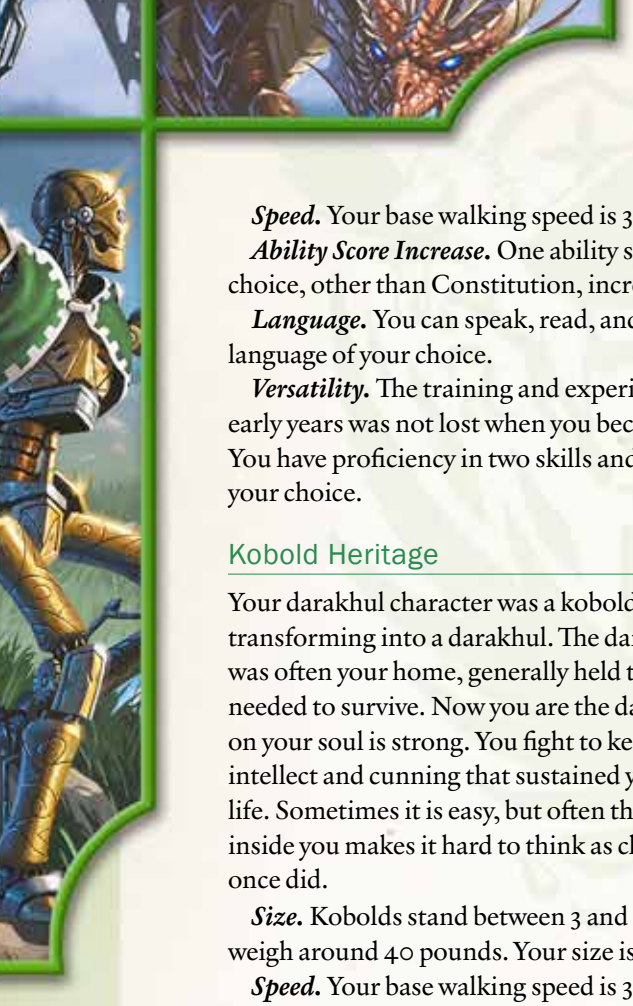
Language. You can speak, read, and write Halfling.

Ill Fortune. Your uncanny halfling luck has taken a dark turn since your conversion to an undead creature. When a creature rolls a 20 on the d20 for an attack roll against you, the creature must reroll the attack and use the new roll. If the second attack roll misses you, the attacking creature takes necrotic damage equal to twice your Constitution modifier (minimum of 2).

Human/Half-Elf Heritage

Your darakhul character was a human or half-elf before transforming into a darakhul. Where there was once light there is now darkness. Where there was once love there is now hunger. You know if the darkness and hunger become all-consuming, you are truly lost. But the powers of your new form are strangely comfortable. How much of your old self is still there, and what can this new form give you that your old one couldn't?

Size. Humans and half-elves vary widely in height and build, from barely 5 feet to well over 6 feet tall. Your size is Medium.



Speed. Your base walking speed is 30 feet.

Ability Score Increase. One ability score of your choice, other than Constitution, increases by 2.

Language. You can speak, read, and write one language of your choice.

Versatility. The training and experience of your early years was not lost when you became a darakhul. You have proficiency in two skills and one tool of your choice.

Kobold Heritage

Your darakhul character was a kobold before transforming into a darakhul. The dark, although it was often your home, generally held terrors that you needed to survive. Now you are the dark, and its pull on your soul is strong. You fight to keep a grip on the intellect and cunning that sustained you in your past life. Sometimes it is easy, but often the driving hunger inside you makes it hard to think as clearly as you once did.

Size. Kobolds stand between 3 and 4 feet tall and weigh around 40 pounds. Your size is Small.

Speed. Your base walking speed is 30 feet.

Ability Score Increase. Your Intelligence score increases by 2.

Language. You can speak, read, and write Draconic.

Devious Bite. When you hit a creature with your bite attack and you have advantage on the attack roll, your bite deals an extra 1d4 piercing damage.

Ravenfolk Heritage

Your darakhul character was a ravenfolk (see *Midgard Heroes Handbook*) before transforming into a darakhul. Your new form feels different. It is more powerful and less fidgety, and your beak has become razor sharp. There is still room for trickery, of course. But with your new life comes a disconnection from the All Father. Does this loss gnaw at you like your new hunger or do you feel freed from the destiny of your people?

Size. Ravenfolk are slighter and shorter than humans, ranging from 4 feet to just shy of 6 feet tall. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Ability Score Increase. Your Dexterity score increases by 2.

Language. You can speak, read, and write Huginn's Speech.

Sudden Bite and Flight. If you surprise a creature during the first round of combat, you can make a bite attack as a bonus action. If it hits, you can immediately take the Dodge action as a reaction.

Tiefling Heritage

Your darakhul character was a tiefling before transforming into a darakhul. You are no stranger to the pull of powerful forces raging through your blood. You have traded one dark pull for another, and this one seems much stronger. Is that a good feeling, or do you miss your old one?

Size. Tieflings are about the same size and build as humans. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Ability Score Increase. Your Charisma score increases by 2.

Language. You can speak, read, and write Infernal.

Necrotic Rebuke. When you are hit by a weapon attack, you can use a reaction to envelop the attacker in shadowy flames. The attacker takes necrotic damage equal to your Charisma modifier (minimum of 1), and it has disadvantage on attack rolls until the end of its next turn. You must finish a long rest before you can use this feature again.

Trollkin Heritage

Your darakhul character was a trollkin (see *Midgard Heroes Handbook*) before transforming into a darakhul. Others saw you as a monster because of your ancestry. You became inured to the fearful looks and hurried exits of those around you. If only they could see you now. Does your new state make you seek revenge on them, or are you able to maintain your self-control despite the new urges you feel?

Size. Trollkin stand over 6 feet tall and are more solidly built than humans, weighing around 200 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Ability Score Increase. Your Strength score increases by 2.

Language. You can speak, read, and write Trollkin.

Regenerative Bite. The regenerative powers of your trollkin heritage are less potent than they were in life and need a little help. As an action, you can make a bite attack against a creature that isn't undead or a construct. On a hit, you regain hit points (minimum of 1) equal to half the amount of damage dealt. Once you use this trait, you can't use it again until you finish a long rest.

DERRO

Deep beneath the earth, the derro wait in twisted cities built by their mad architects. These insane humanoids live, work, and somehow thrive in the lightless depths. They understand the truth about the uncaring gods that dwell between the stars, and they abandoned sanity long ago to save themselves. The derro hide within their insanity in the hope that the dark gods they fear will turn that sinister attention to other, saner races first.

Despite the great distances between their underground cities and the surface, derro outposts can be found in the slums of many cities, both above and below ground. Occasionally, a derro discovers the wider world and finds a path out of the madness.

PALE AND STUNTED

The derro are stunted, dwarflike humanoids, small of stature with wide shoulders and stubby limbs. They stand between 3 and 4 feet tall, with males only slighter taller than females on average. Their slender builds rarely weigh more than 40 pounds. Their pale skin is nearly translucent, revealing a ghostly web of blue veins. Their large, pure white staring eyes gleam in the dark.

Shorter than surface dwarves, derro are quick and erratic in their movements. Their elaborately braided or styled hair ranges from white to a pale straw color. Males take great pride in their prodigious mustaches, which are often braided and waxed.

PLAYING A DERRO

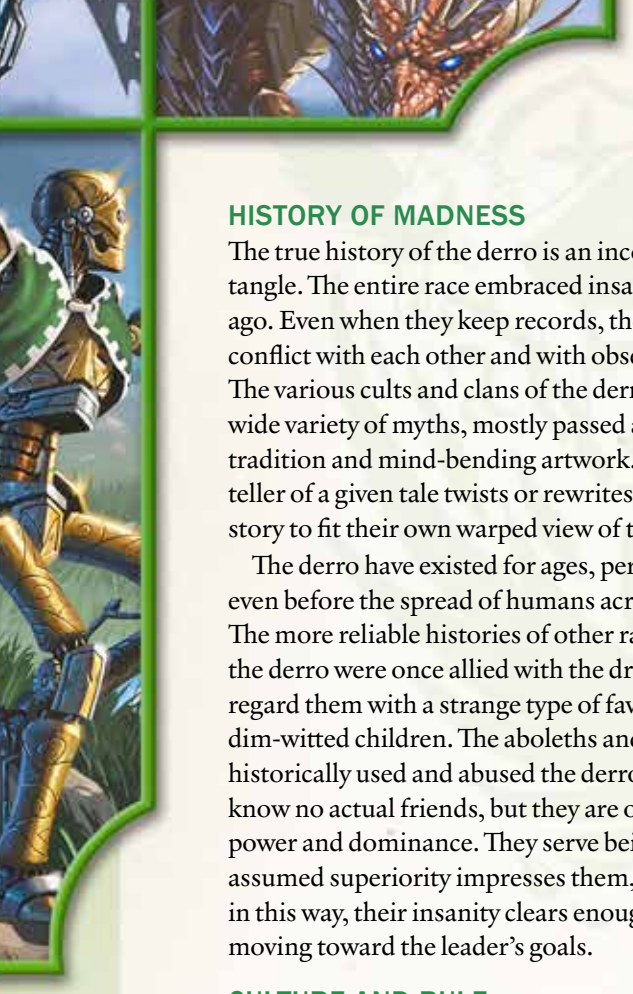
Derro are unpredictable, fanciful, and prone to delusions, confusions, and manias. So how can they function in groups more accustomed to the stability of humans, dwarves, and elves?

In truth, the derro are less violent and more peculiar in a quieter way than their common portrayal as rabid maniacs. They are as likely to be brooding, depressed, or sullen as crazed and violent. Your derro character could have a tendency to talk to themselves, might address an invisible friend before undertaking any major step, or might simply consider all the other members of the party as "imaginary friends" and thus not subject to harassment.

Treat the derro's madness as an occasional bit of flavor for the character, rather than an excuse to cripple the party with chaotic and self-defeating actions. A derro character won't be as predictable as a dwarf paladin or a half-elf bard, but the derro might occasionally talk to rocks and interrogate mushrooms. Review the Minor Madnesses section on page 22 for examples of playable and flavorful maladies that afflict your character. Choose an appropriate minor madness or roll percentile dice to randomly determine it. Your character should have at least one minor madness, but check with your GM to confirm how many and which minor madnesses are most appropriate in your campaign.

To avoid derailing the party constantly, your character can have long lucid periods and might even regret actions taken when "turned to the dark void" or "ridden by the bat spirits" or a similar explanation. A derro in this lucid state could be a tragic character, always wondering when something will set off another bout of irrational raving. Keep in mind, derro are often awed by beings they see as powerful, though each derro defines what they deem as "powerful." Your derro character could view another member of the group as the group's "witch queen" (regardless of that character's gender) and follow that character almost zealously. The instability of the derro could also lead your character to choose a different member of the group each day or each week as the current "witch queen."

Playing a derro character involves making a fantasy form of otherworldly madness both playable and plausible. Find a way to make your character memorable without bogging down play or spoiling everyone else's game.



HISTORY OF MADNESS

The true history of the derro is an incomprehensible tangle. The entire race embraced insanity long ago. Even when they keep records, their accounts conflict with each other and with observable reality. The various cults and clans of the derro embrace a wide variety of myths, mostly passed along by oral tradition and mind-bending artwork. Every new teller of a given tale twists or rewrites portions of the story to fit their own warped view of the world.

The derro have existed for ages, perhaps thriving even before the spread of humans across the surface. The more reliable histories of other races agree the derro were once allied with the drow. The drow regard them with a strange type of favor, almost like dim-witted children. The aboleths and duergar have historically used and abused the derro. The derro know no actual friends, but they are overawed by power and dominance. They serve beings whose assumed superiority impresses them, and, when led in this way, their insanity clears enough to keep them moving toward the leader's goals.

CULTURE AND RULE

Love, as other races know it, is unheard of in the bizarre core family unit of the derro. Derro children are born sane, but they are deliberately driven mad by their relatives, usually by age four. Parents feed, clothe, and protect their children not out of a sense of love or tenderness, but because they know that every derro awakened to the mind-bending truth of their race brings them glory. The horrific rituals that break a young derro's sanity vary by tribe and even year to year. Details are sparse, but known ritual names include Staring into the Void, Enduring the Heartless Fire, and the First Drink of True Knowledge.

Derro are paranoid, unstable, and jittery, and many suffer powerful delusions of grandeur as well. Madness compels them to commit acts of cruelty against their companions or pets, and these acts ignite constant infighting among them. A few, however, muster enough restraint and control to keep the entirety of derro society from crumbling.

Savants are powerful sorcerers who hold their madness at bay long enough to cobble together coherent plans, though even they are dangerously unpredictable. The derro's antipaladins are terrifying engines of crazed destruction who have looked deep into the void between stars and survived—and even the savants respect them for that. Clans that stick together long enough inadvertently create a witch queen among their ranks, a collective spirit of the clan. These derro become the leaders and central focuses of their clans, driving the clan to inscrutable ends. When one witch queen dies, her spirit transfers to another derro in the clan, transforming that derro into the next witch queen and perpetuating the clan.

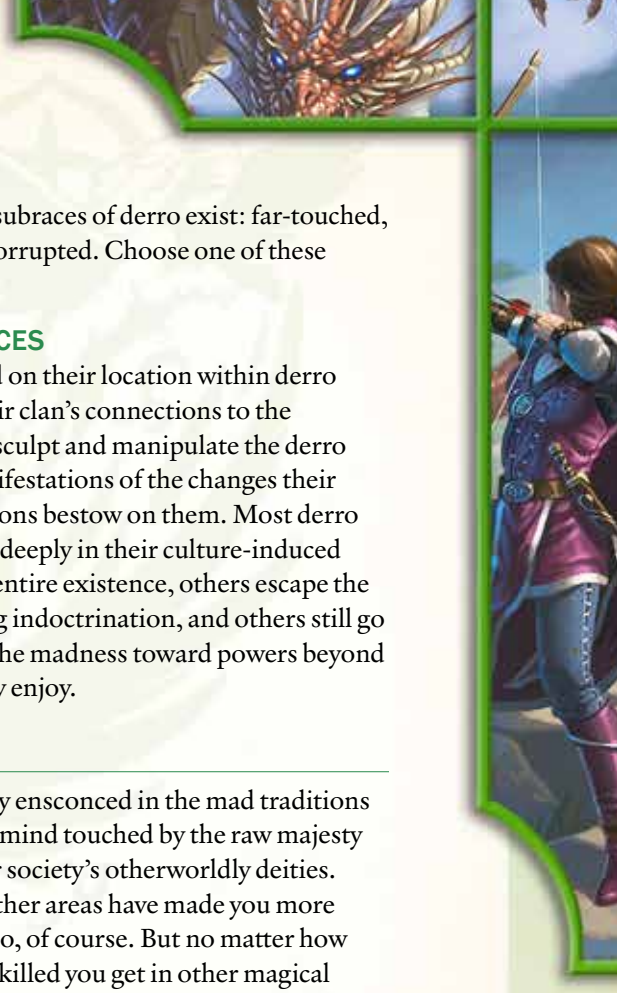
GODS OF THE DERRO

The derro worship a horde of bizarre and terrible beings, including demon lords. Perhaps the most disturbing of their deities are the Great Old Ones whose mere symbolic presence melts minds and corrupts the world. Derro worshipers venerate Nyarlathotep and Shub-Niggurath, the Black Goat of the Woods, in particular. There is no pattern or reason that governs which dark being will catch a given derro's fancy, and devotees are violently hostile to worshipers of other entities.

Derro consider themselves the most exalted servants of the blasphemous figures they venerate; the only beings in the entire multiverse who can truly understand their deity's glory. Specific rituals vary from cult to cult, but the unifying thread of derro faith asserts that their racial madness is a gift that makes communion with these deities possible. Further, the derro believe they are the harbingers of the end of time and that they alone will inherit the shattered husk of creation.

MINOR MADNESSES

01–10	Collector; roll on subtable 1 for specific object
11–20	Pica (eats nonfood objects); roll on subtable 1 for specific object
21–40	Minor delusion; roll on subtable 3
41–50	Irrational prejudice against creature; roll on subtable 2 for specific creature
51–60	Taboo (cannot touch or interact with creature); roll on subtable 2 for specific creature
61–70	Phobia (strong fear of creature); roll on subtable 2 for specific creature
71–80	Obsessed with creature; roll on subtable 2 for specific creature
81–00	Physical effect; roll on subtable 4



DERRO NAMES

Names are thrust upon derro children haphazardly and with no clear general customs. Derro who worship an ancestor god might give their children a variation on the exalted figure's name or title, or a child might grow almost to maturity before any adult bothers to call them by the same jumble of sounds twice. Clan, tribe, and family names also lack any discernable pattern, though occasionally they form a coherent description.

Male Names: Akrath, Avrik, Brosh'Kal, Byrgryg, Crok'Til, Cyzyk, Daagrath, Durvin, Farq'shul, Folvig, Gaargrth, Grolesh, Haaskrin, Hvorig, Korzh, Lormaq, Orvuld, Ostvyrk, Perk'rasz, Pulver'Kash, Quirth, Qvaalak, Saasqar, Vorqaar

Female Names: Aazha, Artriss, Bruen, Bylir, Dal'lyn, Drussil, Ealla, Erkytl, Grunhaas, Gvarla, Heldraag, Hylala, Muerna, Mzish, Ophella, Ortys, Rushal, Synder, Thryka, Tonlix, Ulga, Veraka, Vilya, Wulfada, Xanka

Tribe Names: Aardsyn, Blackreach, Balerock, Crystaaq, Daash'Void, Guundhold, Hellsreach, Iirdvank, Laash'Kath, Moldheim, Nyar'Ryk, Ovildhaash, Rylstaaq, Slys'Kath, Xaalyf

DERRO TRAITS

Your derro character has certain characteristics in common with all other derro.

Ability Score Increase. Your Dexterity score increases by 2.

Age. Derro reach maturity by the age of 15 and live to be around 75.

Size. Derro stand between 3 and 4 feet tall with slender limbs and wide shoulders. Your size is Small.

Alignment. The derro's naturally unhinged minds are nearly always chaotic, and many, but not all, are evil.

Speed. Derro are fast for their size. Your base walking speed is 30 feet.

Superior Darkvision. Accustomed to life underground, you can see in dim light within 120 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Eldritch Resilience. You have advantage on Constitution saving throws against spells.

Sunlight Sensitivity. You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.

Languages. You can speak, read, and write Dwarvish and your choice of Common or Undercommon.

Subrace. Three subraces of derro exist: far-touched, mutated, and uncorrupted. Choose one of these subraces.

DERRO SUBRACES

Derro differ based on their location within derro communities, their clan's connections to the dark powers that sculpt and manipulate the derro race, and the manifestations of the changes their otherworldly patrons bestow on them. Most derro dwell happily and deeply in their culture-induced insanity for their entire existence, others escape the madness-inducing indoctrination, and others still go straight through the madness toward powers beyond what derro usually enjoy.

Far-Touched

You grew up firmly ensconced in the mad traditions of the derro, your mind touched by the raw majesty and power of your society's otherworldly deities. Your abilities in other areas have made you more than a typical derro, of course. But no matter how well-trained and skilled you get in other magical or martial arts, the voices of your gods forever reverberate in your ears, driving you forward to do great or terrible things.

Ability Score Increase. Your Charisma score increases by 1.

Insanity. You have advantage on saving throws against being charmed or frightened. In addition, you can read and understand Void Speech, but you can speak only a few words of the dangerous and maddening language—the words necessary for using the spells in your Mad Fervor trait.

Mad Fervor. The driving force behind your insanity has blessed you with a measure of its power. You know the *vicious mockery* cantrip. When you reach 3rd level, you can cast the *enthrall* spell with this trait, and starting at 5th level, you can cast the *fear* spell with it. Once you cast a non-cantrip spell with this trait, you can't do so again until you finish a long rest. Charisma is your spellcasting ability for these spells. If you are using *Deep Magic for 5th Edition*, these spells are instead *crushing curse*, *maddening whispers*, and *alone*, respectively.

Mutated

Most derro go through the process of indoctrination into their society and come out of it with visions and delusion, paranoia and mania. You, on the other hand, were not affected as much mentally as you were physically. The connection to the dark deities of your

SUBTABLE 1: SMALL OBJECTS

01–10	Rocks or crystals
11–20	Bones, hair, nails, or bugs (dead or alive)
21–30	Deodands (items responsible for the death of a creature)
31–40	Eyes, fingers, teeth, ears, toes, or other small body parts
41–50	Dirt, dust, or clay
51–60	Rags, cloths, or papers
61–70	Hats, socks, gloves, or other clothing
71–80	String, wire, or chain
81–90	Clockwork parts, jewelry, or buttons
91–00	Holy symbols, religious goods, or sacred texts

SUBTABLE 2: LIVING CREATURES

01–10	Tiny insect, slug, or worm
11–20	Chicken, cat, dog, sheep, cow, or other domestic animal (pick a type)
21–30	Elf, dwarf, human, kobold, or other humanoid
31–40	Rat, giant centipede, gelatinous cube, or other giant vermin or ooze (pick a type)
41–50	Cleric or druid
51–60	Wizard or sorcerer
61–70	Sparrow, pigeon, hawk, owl, or other bird
71–80	Rat, wolf, mole, badger, or other mammalian beast
81–90	Construct or clockwork creature
91–00	Angel or fiend (pick type)

SUBTABLE 3: DELUSIONS

01–10	Has imaginary friend; god/spirit who is friendly and encouraging
11–20	Has imaginary friend; god/spirit who is hateful and discouraging
21–30	Is a high noble of derro society
31–40	Has less power than actually does
41–50	Has more power than actually does
51–60	Has an important destiny
61–70	Believes a particular inanimate object (roll on subtable 1) is alive
71–80	Is a powerful creature polymorphed as a derro
81–90	Is commanded by voices speaking random gibberish and commands
91–00	Random patterns of either inanimate objects (subtable 1) or living things (subtable 2) have an important meaning and must be studied

SUBTABLE 4: PHYSICAL EFFECTS

01–10	Leers and rolls eyes upon seeing a particular type of creature (roll on subtable 2)
11–20	Tic or tremor in body part
21–30	Mutters constantly to self, sometimes narrating actions or feelings
31–40	Speaks inappropriate but true facts during diplomatic situations
41–50	Randomly speaks a word (chosen by GM) during combat or negotiation
51–60	Laughs at inappropriate moments
61–70	Weeps at inappropriate moments
71–80	Constantly clenches and unclenches hands
81–90	Minor hunchback
91–00	Half of face paralyzed

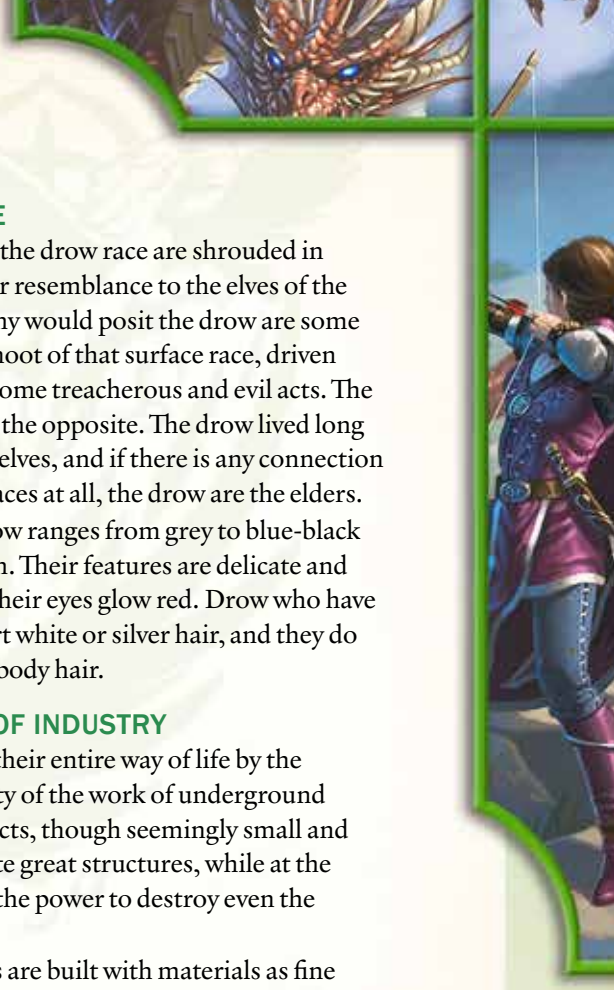
people made you stronger and gave you a physical manifestation of their gift that other derro look upon with envy and awe.

Ability Score Increase. Your Strength score increases by 1.

Athletic Training. You have proficiency in the Athletics skill, and you are proficient with two martial weapons of your choice.

Otherworldly Influence. Your close connection to the strange powers that your people worship has mutated your form. Choose one of the following:

- **Alien Appendage.** You have a tentacle-like growth on your body. This tentacle is a natural melee weapon, which you can use to make unarmed strikes. When you hit with it, your tentacle deals bludgeoning damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike. This tentacle has a reach of 5 feet and can lift a number of pounds equal to double your Strength score. The tentacle can't wield weapons or shields or perform tasks that require manual precision, such as performing the somatic components of a spell, but it can perform simple tasks, such as opening an unlocked door or container, stowing or retrieving an object, or pouring the contents out of a vial.
- **Tainted Blood.** Your blood is tainted by your connection with otherworldly entities. When you take piercing or slashing damage, you can use your



reaction to force your blood to spray out of the wound. You and each creature within 5 feet of you take necrotic damage equal to your level. Once you use this trait, you can't use it again until you finish a short or long rest.

- **Tenebrous Flesh.** Your skin is rubbery and tenebrous, granting you a +1 bonus to your Armor Class.

Uncorrupted

Someone in your past failed to do their job of driving you to the brink of insanity. It might have been a doting parent that decided to buck tradition. It might have been a touched seer who had visions of your future without the connections to the mad gods your people serve. It might have been a whole outcast community of derro rebels who refused to serve the madness of your ancestors. Whatever happened in your past, you are quite sane—or at least quite sane for a derro.

Ability Score Increase. Your Wisdom score increases by 1.

Extra Language. You can speak, read, and write one extra language of your choice.

Psychic Barrier. Your time among your less sane brethren has inured you to their madness. You have resistance to psychic damage, and you have advantage on ability checks and saving throws made against effects that inflict insanity, such as spells like *contact other plane* and *symbol*, and effects that cause short-term, long-term, or indefinite madness.

Studied Insight. You are skilled at discerning other creature's motives and intentions. You have proficiency in the Insight skill, and, if you study a creature for at least 1 minute, you have advantage on any initiative checks in combat against that creature for the next hour.

DROW

The denizens of the surface world did not know of the existence of the drow until recently in the world's history. Even other creatures who lived beneath the surface only heard of the race through rumors and half-mythical stories. The magnificent cities and structures created by the drow were viewed by very few outsiders, as the locales were kept secret, protected by traps, magic, and a network of fortifications and soldiers. With the rise of the darakhul and their empires, however, the drow civilization is now exposed to the rest of the world and on the brink of annihilation.

A HIDDEN RACE

The beginnings of the drow race are shrouded in mystery. With their resemblance to the elves of the surface world, many would posit the drow are some subterranean offshoot of that surface race, driven underground for some treacherous and evil acts. The truth is practically the opposite. The drow lived long before the surface elves, and if there is any connection between the two races at all, the drow are the elders.

The skin of a drow ranges from grey to blue-black to the darkest ebon. Their features are delicate and streamlined, and their eyes glow red. Drow who have hair generally sport white or silver hair, and they do not grow facial or body hair.

THE RELIGION OF INDUSTRY

The drow pattern their entire way of life by the strength and beauty of the work of underground insects. These insects, though seemingly small and insignificant, create great structures, while at the same time having the power to destroy even the greatest enemy.

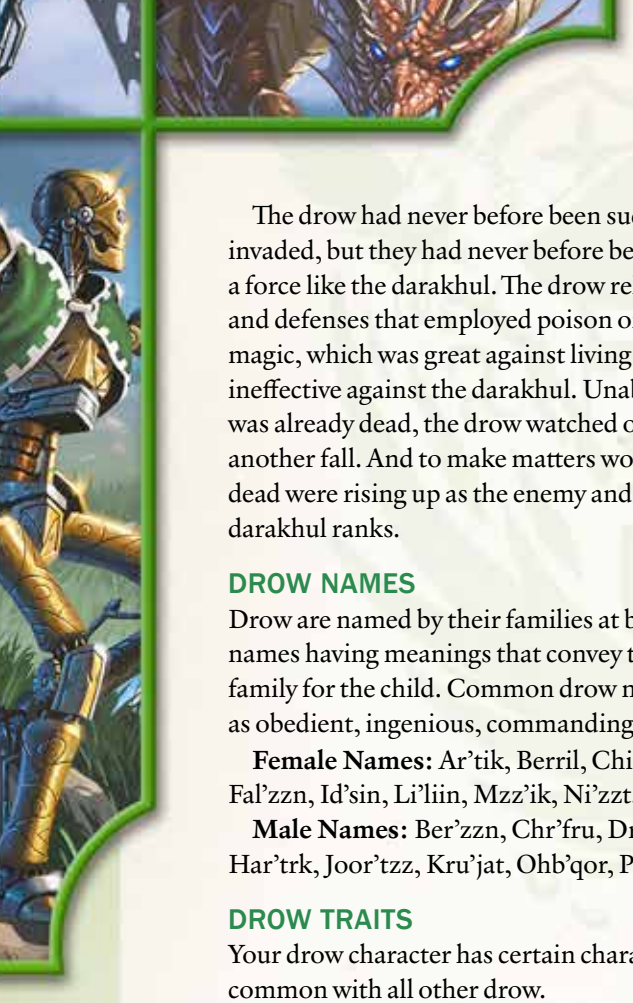
Drow structures are built with materials as fine and as strong as spider webs. Their fortifications are like the colonies of ants: defensible and carefully planned. The various beetles that are now common sights in darakhul cities were first utilized and bred by the drow centuries ago, though the darakhul have, in their minds, perfected these creatures in recent years.

The religious ceremonies of the drow also follow patterns of insectoid energy and cooperation. Everyone has a place, from the weakest to the most powerful. If one fails to do their job well, all will suffer the consequences. Careful planning and execution can overcome any obstacle.

Unfortunately, the defeats suffered at the hands of darakhul have left many drow questioning their faith. Some want to begin worshipping new, more violent forces to turn the tides. Even those who still cling to the old ways are split on whether to go into hiding or commit to a full-blown assault on the darakhul.

TERRIBLE DEFEATS

At first, the territories controlled by the darakhul did not intersect with that of the drow. As the darakhul spread further and further throughout the caverns beneath the surface, skirmishes between the outer guard and advance scouts of the drow and darakhul became more frequent. Realizing that such a powerful force and rich food supply was within reach, the darakhul quickly took the fight to the drow in their own cities.



The drow had never before been successfully invaded, but they had never before been attacked by a force like the darakhul. The drow relied on traps and defenses that employed poison or necrotic magic, which was great against living foes but mostly ineffective against the darakhul. Unable to kill what was already dead, the drow watched one city after another fall. And to make matters worse, their own dead were rising up as the enemy and joining the darakhul ranks.

DROW NAMES

Drow are named by their families at birth, with the names having meanings that convey the wishes of the family for the child. Common drow names translate as obedient, ingenious, commanding, and fearless.

Female Names: Ar'tik, Berril, Chi'zzl, Dillin, Fal'zzn, Id'sin, Li'liin, Mzz'ik, Ni'zzt, Ril'sir, Til'zzr

Male Names: Ber'zzn, Chr'fru, Dro'shu, Fru'kkr, Har'trk, Joor'tzz, Kru'jat, Ohb'qor, Pzz'lok, Vor'tre

DROW TRAITS

Your drow character has certain characteristics in common with all other drow.

Ability Score Increase. Your Intelligence score increases by 2.

Age. Drow physically mature at the same rate as humans, but they aren't considered adults until they reach the age of 50. They typically live to be around 500.

Size. Drow are slightly shorter and slimmer than humans. Your size is Medium.

Speed. Your base walking speed is 30 feet.

PLAYING A DROW

You were born into a civilization that survived and thrived on order, stability, rational thought, and careful planning. Within your lifetime, you watched all of that come crashing down. The darakhul forces have you on the run, hiding out in small pockets of civilization underground, moving from place to place to avoid detection, or hearing about the devastation from a safe place on the surface far from the battle lines. Some within your ranks want to completely change the way drow live, create new rules and new ways of life, and do everything and anything to survive. Others believe this is naught but a new test of your people's resolve, and that only by remaining faithful to the old ways can you defeat your enemy. Wherever you come down on this debate, you have a new, strange world in front of you.

Alignment. Drow believe in reason and rationality, which leads them to favor lawful activities. However, their current dire situation makes them more prone than their ancestors to chaotic behavior. Their vicious fight for survival makes them capable of doing great evil in the name of self-preservation, although they are not, by nature, prone to evil in other circumstances.

Superior Darkvision. Accustomed to life in the darkest depths of the world, you can see in dim light within 120 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Mind of Steel. You understand the complexities of minds, as well as the magic that can affect them. You have advantage on Wisdom, Intelligence, and Charisma saving throws against spells.

Sunlight Sensitivity. You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.

Languages. You can speak, read, and write Elvish and your choice of Common or Undercommon.

Subrace. Three subraces of drow exist: delver, purified, and the more recent fever-bit. Choose one of these subraces.

DROW SUBRACES

The drow are generally born into different castes, which determines what is expected of them in drow society. The delvers are the workers who maintain the (once) magnificent drow cities, serve in the drow military, and keep the rest of the drow safe and fed. The purified make up the leaders, skilled laborers, and magic-users of the drow. With the war between the drow and the darakhul going so poorly, a new and growing population of drow, called the fever-bit, have been infected with darakhul fever and survived, changing them into something quite new—and potentially powerful.

Delver

You are one of the workers whose labors prop up most of drow society. You were trained from birth to follow orders and serve the collective. You learned your trade well, whether it was building or fighting or erecting the traps that protected passages to your population centers.

Ability Score Increase. Your Strength or Dexterity score increases by 1.

Rapport with Insects. Your caste's years of working alongside the giant spiders and beetles that your people utilized in building and defending cities has left your caste with an innate affinity with the creatures. You can communicate simple ideas with insect-like beasts with an Intelligence of 3 or lower, such as spiders, beetles, wasps, scorpions, and centipedes. You can understand them in return, though this understanding is often limited to knowing the creature's current or most recent state, such as "hungry," "content," or "in danger." Delver drow often keep such creatures as pets, mounts, or beasts of burden.

Specialized Training. You are proficient in one skill and one tool of your choice.

Martial Excellence. You are proficient with one martial weapon of your choice and with light armor.

Fever-Bit

You were once a typical drow, then you fell victim to the ravaging claws and teeth of a darakhul. The deadly darakhul fever almost took your life, but, when you were on the verge of succumbing, you rallied and survived. You were changed, however, in ways that even the greatest healers of your people can't fathom. But now that you are immune to darakhul fever, your commanders have a job for you.

Ability Score Increase. Your Constitution score increases by 1.

Deathly Resilience. Your long exposure to the life-sapping energies of darakhul fever has made you more resilient. You have resistance to necrotic damage, and advantage on death saving throws.

Iron Constitution. You are immune to disease.

Near-Death Experience. Your brush with death has made you more stalwart in the face of danger. You have advantage on saving throws against being frightened.

Purified

You were born into the caste that produces the leaders and planners, the priests and wizards, the generals and officers of drow society. Your people, it is believed, were tested by the beneficent powers you worship, and you passed those tests to become something more. Your innate magic proves your superiority over your fellows.

Ability Score Increase. Your Charisma score increases by 1.

Innate Spellcasting. You know the *poison spray* cantrip. When you reach 3rd level, you can cast *suggestion* once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the *tongues* spell once and regain the ability to do so when you finish a long rest. Intelligence is your spellcasting ability for these spells.

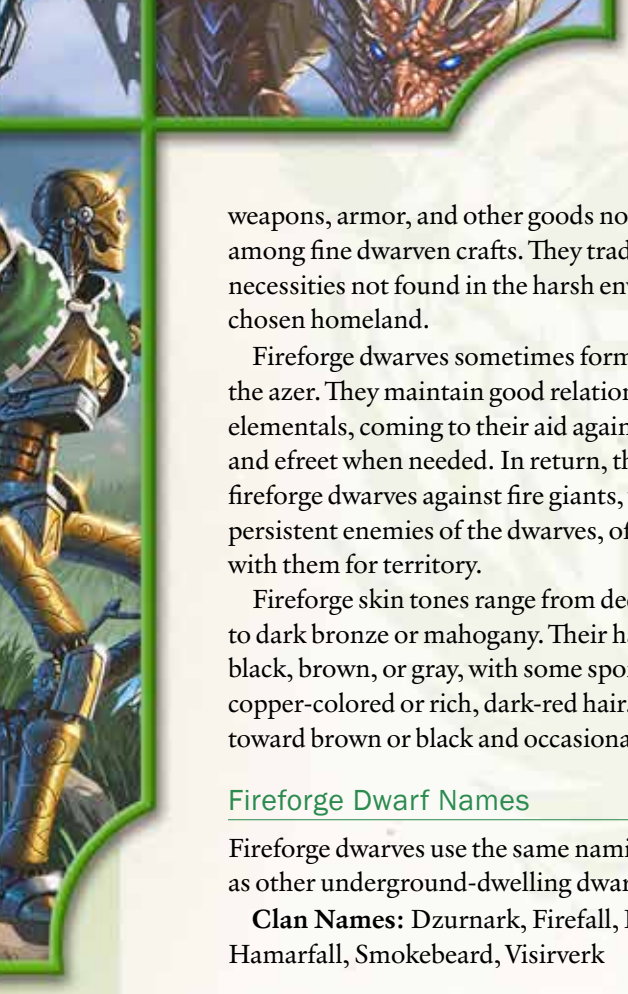
Born Leader. You gain proficiency with two of the following skills of your choice: History, Insight, Performance, and Persuasion.

DWARF

Here we present two new subraces of dwarves: fireforge and spindrift. Fireforge dwarves live near volcanos and interact closely with entities from the Plane of Fire. Spindrift dwarves are dwarves who have taken to the high seas, preferring the open ocean to dark caverns.

FIREFORGE DWARF

Dwarven legends state the best metal-crafting is done in the fires of the earth itself. Long ago, some clans that followed this tradition sought out and settled near areas of volcanic activity, turning such places into their forges. These dwarves became the fireforge dwarves. They toil in the heat of magma, creating



weapons, armor, and other goods noteworthy even among fine dwarven crafts. They trade these goods for necessities not found in the harsh environs of their chosen homeland.

Fireforge dwarves sometimes form alliances with the azer. They maintain good relations with the elementals, coming to their aid against salamanders and efreet when needed. In return, the azer assist fireforge dwarves against fire giants, who are persistent enemies of the dwarves, often competing with them for territory.

Fireforge skin tones range from deep, ruddy browns to dark bronze or mahogany. Their hair is typically black, brown, or gray, with some sporting deep, copper-colored or rich, dark-red hair. Eye color tends toward brown or black and occasionally hazel or gray.

Fireforge Dwarf Names

Fireforge dwarves use the same naming conventions as other underground-dwelling dwarves.

Clan Names: Dzurnark, Firefall, Firinmak, Hamarfall, Smokebeard, Visirverk

Fireforge Dwarf Traits

Your dwarven heritage coupled with your affinity for the fires of the earth grant you the following traits.

Ability Score Increase. Your Intelligence score increases by 1.

Burned Vision. Accustomed to the constant glow of magma, you don't have darkvision, unlike other dwarves.

Expert Artisan. You gain proficiency with glassblower's tools or smith's tools. Choose one of those tools. Your proficiency bonus is doubled for any ability check you make that uses the chosen tool.

Forgeborn. You have resistance to fire damage.

Friend to the Azer. You can speak, read, and write Ignan.

Reforge. You have an innate connection with elemental fire and can repair forged items with a touch. You know the *mending* cantrip, and you can cast it as an action. However, you can use this trait to repair only objects made of metal, such as reconnecting two halves of a broken sword.

SPINDRIFT DWARF

While most dwarves ensconce themselves in the earth, spindrift dwarves have a bond with the ocean, and many spend most of their lives at sea. They tend to be slightly taller and slimmer than their landlubber cousins. Their hair and beards are lightened by exposure to sun and salt, often tied or braided against the wind. Many are comfortable barefoot and typically wear loose clothing that doesn't hinder their work.

Spindrift dwarves settle on islands and mainland coasts, always in areas with natural harbors. Certain clans rarely come ashore at all, spending their lives on ships at sea, coming into port only when necessity dictates. There are even stories of spindrift dwarves that live on artificial islands made of ships lashed together—both seaworthy and not—along with other bits of flotsam and jetsam.

Spindrift Dwarf Names

Spindrift dwarves have developed their own unique culture separate from land dwarves and use names related to the sea and sailing.

Male Names: Aeton, Bakkhos, Chrysos, Ebbtide, Ladon, Loch, Maedas, Silaenus

Female Names: Coral, Didoa, Ekho, Hemera, Kaelysta, Medis, Pearl, Selenis

Clan Names: Breakwater, Maelstrom, Riptide, Saltbeard, Stormlord, Topsail, Undertow, Waverunner

Spindrift Dwarf Traits

Your love of the open water grants you the following traits. Some of these traits replace traits found in the base dwarf rules, as noted in each trait's entry.

Ability Score Increase. Your Dexterity score increases by 1.

Dwarven Marine Training. You have proficiency with the club, handaxe, hand crossbow, net, rapier, and scimitar. This trait replaces the Dwarven Combat Training trait.

Nautical Proficiency. You gain proficiency with one of the following: carpenter's tools, navigator's tools, or woodcarver's tools. In addition, you gain proficiency with vehicles (water). This trait replaces the Tool Proficiency trait.

Rigger. When you are not wearing heavy armor or using a shield, you have a climbing speed equal to your base walking speed.

Sailor's Eyes. Accustomed to the harsh glare of sunlight on the sea, you don't have darkvision, unlike other dwarves.

Shipwright. Whenever you make an Intelligence (Investigation) check related to the seaworthiness or quality of craftsmanship of a sailing vessel, you are considered proficient in the Investigation skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus. This trait replaces the Stonecunning trait.

Spindrift Step. As a bonus action (or a reaction when you are submerged in water), you can magically step across water. You can walk across the surface of water as if it were solid ground for a number of rounds equal to your level or until your concentration ends (as if concentrating on a spell). If you are submerged in water when you activate this trait, you are carried to the surface of the water at a rate of 60 feet per round. You can't use this trait again until you finish a short or long rest.

ELF

Here we present two new subraces of elves: dunewalker and frostfell. Dunewalker elves live in small communities in the most remove deserts, appearing and disappearing as quickly as a mirage. The tenacious frostfell elves make their homes in the coldest parts of the world.

DUNEWALKER ELF

The desert-dwelling dunewalker elves match other elves in height and weight. Their coloration is typically darker, ranging from warm tawny and golden shades to deep sepia tones. Their eyes are amber, brown, or black. Dunewalker elf hair usually comes in shades of brown or black, though some have hair of a dark auburn or copper color.

Dunewalker elves are canny survivors and hunters, aware of the precious resources and dire dangers of their harsh lands. They step lightly across the sands and seem to simply vanish right before one's eyes, as if they were nothing more than a mirage conjured by the heat.

Dunewalker Elf Names

Dunewalker elves have naming conventions similar to their forest-dwelling cousins, but their family names tend to evoke features of their harsh homeland.

Male Names: Amavin, Dho'ali, Malamquis, Saebrar, Taldre, Zaravel

Female Names: Angshal, Corsal'san, Kyavel'ara, Lafali, Nyoro, Solaira

Family Names: Cyothi (Onyx Gate), Filamil (Promise of Rain), Firseani (Dark Riders), Nalnesathdar (Ancient Heart of the World), Sha'Atria (Sun Dancers), Sumdul Ath'onna (Keepers of the Oasis)

Dunewalker Elf Traits

You are adapted to life in deserts and badlands, and your innate magic allows you to create a minor mirage around yourself.

Ability Score Increase. Your Wisdom increases by 1.

Desert Dweller. You are adapted to life in the desert. You suffer no ill effects from high temperatures, and you require no additional water in such conditions. You have proficiency in the Survival skill.

Desert Mirage. While outdoors in a sunny area with an ambient temperature warmer than freezing, you can use a bonus action to create a minor natural phenomenon that surrounds you and up to a number of allies within 10 feet of you equal to your proficiency bonus. The mirage lightly obscures each of you from the view of any creature more than 30 feet away from you for 1 minute. For the duration, each target can attempt to hide even if a target is obscured only by this mirage. You can't use this trait again until you finish a short or long rest.

Dunewalker Elf Weapon Training. You have proficiency with the longbow, scimitar, shortbow, and spear.

Sand Spirit. Difficult terrain comprised of sand or similar desert environs doesn't cost you extra movement.

FROSTFELL ELF

These reclusive elves live in high mountainous or arctic regions, areas that are deep with snow through most of the year or locked in permafrost. They are tenacious survivors, accustomed to living off the land and surviving on the slim bounty of their cold home.

Frostfell elves have ivory skin, often tinted blue in varying degrees. Hair color is usually stark white or pale blonde, though about one in ten have hair that is a deep blue-black in color. They commonly have eyes of blue or green, ranging from pale shades that appear almost white to deep, rich hues.

Frostfell Elf Names

Frostfell elves have naming conventions similar to their cousins in warmer climes, but their family names tend to praise specific areas, creatures, or plants of their homeland.

Male Names: Daerlam, Kantil, Lyemar, Rehar, Theram, Zarithar

Female Names: Elonal, Ilaryl, Nimvanna, Saelque, Tahleiress, Verathisel

Family Names: Lyathuhar (Wolf's Wisdom), Narilathal (Ancient Healing Gift), Nimaselern (Deep Mountain Winter), Rumselaith (High Meadow Home), Shalaera'ro (Song of the Summer Sun), Vonoro (Iceflower)

Frostfell Elf Traits

You are adapted to the frozen reaches of the world and have learned to shape the ice and snow around you into useful tools.

Ability Score Increase. Your Constitution increases by 1.

Cold Dweller. You have resistance to cold damage.

Elf Weapon Training. You have proficiency with the longsword, shortsword, shortbow, and longbow.

Ice Crafting. You can magically form an item from nearby water, ice, or snow. The crafting takes 1 minute, and you can form any nonmagical object without moving parts weighing up to 10 pounds. Though made of ice, the object functions as a similar item made of standard materials. The object has AC 13, hit points equal to a resilient object of appropriate size, and is immune to cold damage but vulnerable to fire damage. If the ambient temperature is warmer than freezing, the object lasts 1 minute. As long as the ambient temperature remains at freezing or colder, the object lasts for 24 hours or until destroyed. Once you have crafted an object using this trait, you can't do so again until you have completed a short or long rest.

Snow Step. Difficult terrain composed of snow or ice doesn't cost you extra movement.

ERINA

The enigmatic hedgehog-folk trace their history back to the beginning of the world—further back than even elves can trace—to the first groves and wild grasslands, to those green places between the elemental poles that birthed all that is. Or so the erina druids like to claim.

The erina are a small-statured race of creatures resembling bipedal hedgehogs. They often escape the notice of the powerful rulers of the land, though anyone traveling through the wilds would do well to have them as allies.

CURIOUS

Erina are a highly intelligent species whose natural curiosity and cunning serve them well. They are always probing around the limits of their territory and keep a careful record of their environment. Erina seem supernaturally aware of their surroundings and have a keen eye for things that are out of place or novel.

SCROUNGERS

Erina subsist by scrounging. In the wild, their diet consists of fruit, roots, insects, and small animals that come within range of their spears. The few erina who make their homes in cities live in much the same way. For this reason, erina sometimes run afoul of the law, though they are not naturally greedy.

DEFENDERS OF HEARTH AND HOME

The erina generally worship deities focused on the hearth and home. The tenets of such deities regarding defense of home align very well with the erina's territorial nature. The burrows of the erina contain a dizzying number of tunnels and chambers with multiple camouflaged entrances and exits. Invading an erina burrow is a nightmarish experience, as the little defenders burrow over, under, and beside their enemies with alarming speed, striking from a freshly dug hole before retreating to safety.

ERINA ABROAD

Erina tend to live in large communities of their own kind. Occasionally, compatible fey creatures may lair near or even within an erina burrow. On occasion, some erina are so overcome with curiosity that they leave their homes to investigate the world beyond. These adventurous erina make excellent rangers and druids, exploring the unknown wilderness with a grin and a twitching nose.

Other times, if there is a great threat to the region where the erina have dug their burrows, the defenders of the colony embark on a mission to face the danger nose-on.

On rare occasions, some erina may find their actions warrant expulsion from the burrow. Erina communities are often suspicious of warlocks and sorcerers, and members of the colony who make bargains with strange entities or who exhibit dangerous connections to powerful magic are often escorted out of the burrow.

ERINA LANGUAGE

Erina speak their own language, a series of whirring sounds punctuated by clicks. Erina can also communicate with other erina using only twitches of the nose and whiskers, though this old non-verbal language has fallen out of fashion in recent generations. Most burrows have at least one member who speaks the Common tongue.

ERINA NAMES

Erina names translate poorly into other languages. When outside erina lands, erinas tend to adopt names with long, open vowel sounds. These sounds are rare in their own language and bring pleasure to their ears. Erina are certain to extend the vowel sounds in their names when introducing themselves.

Individual Names: May-nay, Wayee, Leemay, Einore, Die-Nu, Lowno

ERINA TRAITS

Your erina character has traits which complement its curiosity, sociability, and fierce nature.

Ability Score Increase. Your Dexterity score increases by 2, and you can choose to increase either your Wisdom or Charisma score by 1.

Age. Erina reach maturity around 15 years and can live up to 60 years, though some erina burrow elders have memories of events which suggest erina can live much longer.

Alignment. Erina are good-hearted and extremely social creatures who have a difficult time adapting to the laws of other species.

Size. Erina average about 3 feet tall and weigh about 50 pounds. Your size is Small.

Speed. Your base walking speed is 25 feet.

Darkvision. Accustomed to life in the dark burrows of your people, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Hardy. The erina diet of snakes and venomous insects has made them hardy. You have advantage on saving throws against poison, and you have resistance against poison damage.

Spines. Erina grow needle-sharp spines in small clusters atop their heads and along their backs. While you are grappling a creature or while a creature is grappling you, the creature takes 1d4 piercing damage at the start of your turn.

Keen Senses. You have proficiency in the Perception skill.

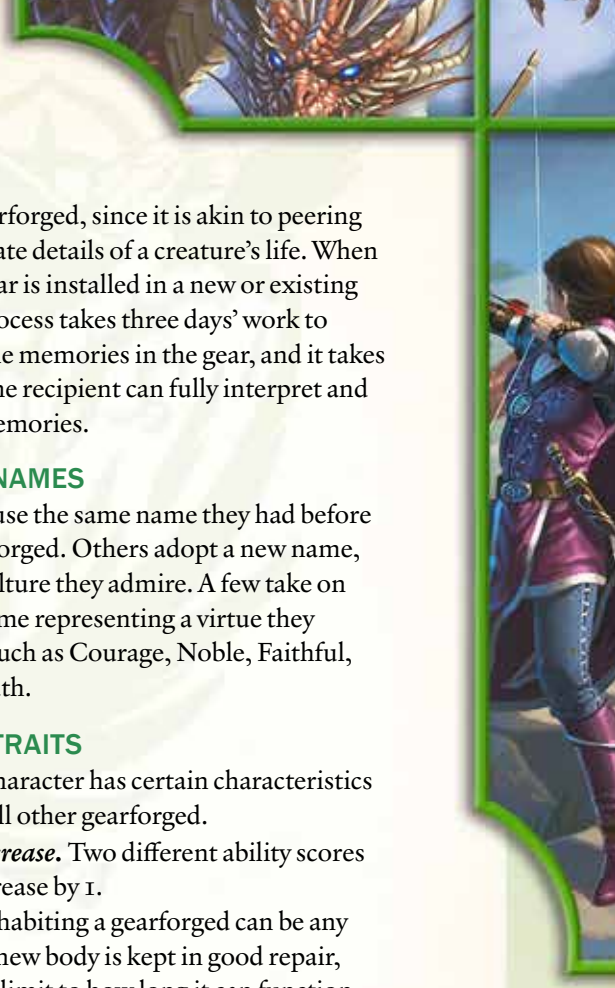
Digger. You have a burrowing speed of 20 feet, but you can use it to move through only earth and sand, not mud, ice, or rock.

Languages. You can speak Erina and either Common or Sylvan.

GEARFORGED

Originally created as powerful soldiers, gearforged must now find their own paths to navigate the second life they've been given. Many devote themselves to civil service, others to their gods. Some dedicate their extraordinarily long lives to the pursuit of knowledge. A few, naturally, seek out lives of adventure.

The gearforged are an artificial race. More importantly, its members are created one at a time and come from a vast array of backgrounds. Nevertheless, they maintain rich traditions of history, culture, and spirituality all their own.



FORM AND FUNCTION

All gearforged were once other creatures with flesh-and-blood bodies, but their conscious minds were transplanted into articulated bodies of iron, steel, brass, and wood, driven by pistons and springs. Each is as distinctive in appearance as other people are. Some entities spend a fortune on these new bodies, while others scrape together anything that will work—especially if the subject is aging or ill.

All gearforged are made in humanoid shape, often in the likeness of the person's original race. The vast majority of gearforged are created from and shaped like humans, who were the first creators of gearforged. Gearforged have articulated joints, hands, feet, and crystal-lens eyes.

Gearforged mechanisms are more than mechanical, because gearforged are machines with souls. Their arms and legs are driven by everwound springs. Their minds are actuated by memory gears, transverse cognition gearing, and the marvel of a soul gem connected directly to a maze of silver and mithral steam, spark, and magical conduits. These elements reside in a shell of iron, brass, and steel.

GEARFORGED COMPONENTS

The range of gearforged anatomy in all its variants is remarkable, but all gearforged share some common parts.

Everwound Springs. These magical springs provide energy over long periods, effectively acting as the power sources for most of the gearforged's moving parts. A broken everwound spring results in the loss of function in that digit or limb, much like a damaged joint or ligaments in a flesh-and-blood creature.

Soul Gem. The mind of a gearforged creature is as sharp as that of any flesh-and-blood soul, but it is more portable. The animating, vital principle of a gearforged—its will, its personality, its mind—are retained in a soul gem. The destruction of this gem means the death of that gearforged.

Memory Gears. These delicate constructions are scroll-like ribbons pierced with thousands of pin holes and wound about with tiny enchantments of great complexity. The memory of a gearforged for all the days after its creation lives in the memory gears. Older gearforged have many such gears, and the material component for the magic to create them requires one new gear for every 10 years of life. Installing a new memory gear requires one day's work and 2,000 gp.

Other gearforged can read memory gears salvaged from a dead gearforged, but it's a complex, time-consuming process. It's also viewed with some alarm by most gearforged, since it is akin to peering into the most private details of a creature's life. When a used memory gear is installed in a new or existing gearforged, the process takes three days' work to avoid damaging the memories in the gear, and it takes one week before the recipient can fully interpret and understand the memories.

GEARFORGED NAMES

Some gearforged use the same name they had before they became gearforged. Others adopt a new name, drawing on any culture they admire. A few take on an aspirational name representing a virtue they hope to embody, such as Courage, Noble, Faithful, Endurance, or Truth.

GEARFORGED TRAITS

Your gearforged character has certain characteristics in common with all other gearforged.

Ability Score Increase. Two different ability scores of your choice increase by 1.

Age. The soul inhabiting a gearforged can be any age. As long as its new body is kept in good repair, there is no known limit to how long it can function.

Alignment. No single alignment typifies gearforged, but most gearforged maintain the alignment they had before becoming gearforged.

Size. Your size is determined by your Race Chassis.

Speed. Your base walking speed is determined by your Race Chassis.

Construct Resilience. Your body is constructed, which frees you from some of the limits of flesh-and-blood creatures. You have resistance to poison damage, you are immune to disease, and you have advantage on saving throws against being poisoned.

Construct Vitality. You don't need to eat, drink, or breathe, and you don't sleep the way most creatures do. Instead, you enter a dormant state where you resemble a statue and remain semiconscious for 6 hours a day. During this time, the magic in your soul gem and everwound springs slowly repairs the day's damage to your mechanical body. While in this dormant state, you have disadvantage on Wisdom (Perception) checks. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Living Construct. Your consciousness and soul reside within a soul gem to animate your mechanical body. As such, you are a living creature with some of the benefits and drawbacks of a construct. Though you can regain hit points from spells like *cure wounds*, you can also be affected by game effects that specifically target constructs, such as the *shatter*

spell. As long as your soul gem remains intact, game effects that raise a creature from the dead work on you as normal, repairing the damaged pieces of your mechanical body (restoring lost sections only if the spell normally restores lost limbs) and returning you to life as a gearforged. Alternatively, if your body is destroyed but your soul gem and memory gears are intact, they can be installed into a new body with a ritual that takes one day and 10,000 gp worth of materials. If your soul gem is destroyed, only a *wish* spell can restore you to life, and you return as a fully living member of your original race.

Languages. You can speak, read, and write Common, Machine Speech (a whistling, clicking language that's incomprehensible to non-gearforged), and a language associated with your Race Chassis.

Race Chassis. Four races are known to create unique gearforged, building mechanical bodies similar in size and shape to their people: dwarf, gnome, human, and kobold. Choose one of these forms.

RACE CHASSIS

Four races mastered the creation of gearforged and build gearforged in their likenesses to house the souls of their people. The vast majority of gearforged have human chassis, as humans pioneered the technology and created the first gearforged, but dwarves, gnomes, and kobolds have since expanded on the technology. Each has discovered ways of incorporating unique features of their people into the frames and magic of the gearforged. You started life as a dwarf, gnome, human, or kobold, and when your physical body died, your consciousness and soul were transferred into a soul gem and mounted in a gearforged body.

Dwarf Chassis

The original dwarven gearforged engineers valued function over form, eschewing aesthetics in favor of instilling their chassis with toughness and strength. The chassis' metal face is clearly crafted to look dwarven, but its countenance is entirely unactuated and forged of a dark metal—often brass—sometimes with a lighter-colored mane of hair and a braided beard and mustaches made of fine metal strands. The gearforged's eyes glow a dark turquoise, staring dispassionately with a seemingly blank expression. Armor and helms worn by the gearforged are often styled to appear as if they were integrated into its chassis, making it all-but-impossible to tell where the armor ends and the gearforged begins.

Ability Score Increase. Your Constitution increases by 1.

Size. Gearforged dwarves stand between 4 and 5 feet tall and average about 250 pounds. Your size is Medium.

Speed. Your base walking speed is 25 feet. Your speed is not reduced by wearing heavy armor.

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

Language. You can speak, read, and write Dwarvish.

Always Armed. Every dwarf knows that it's better to leave home without pants than without your weapon. Choose a weapon with which you are proficient and that doesn't have the two-handed property. You can integrate this weapon into one of your arms. While the weapon is integrated, you can't be disarmed of it by any means, though you can use an action to remove the weapon. You can draw or sheathe the weapon as normal, the weapon folding into or springing from your arm instead of a sheath. While the integrated weapon is drawn in this way, it is considered held in that arm's hand, which can't be used for other actions such as casting spells. You can integrate a new weapon or replace an integrated weapon as part of a short or long rest. You can have up to two weapons integrated at a time, one per arm. You have advantage on Dexterity (Sleight of Hand) checks to conceal an integrated weapon.

Remembered Training. You remember some of your combat training from your previous life. You have proficiency with two martial weapons of your choice and with light and medium armor.

Gnome Chassis

Crafted for both exceptional functionality and aesthetic beauty, a gnome chassis' skin is clearly metallic but is meticulously colored to closely match gnomish skin tones, except at the joints, where gears and darker steel pistons are visible. Gnome chassis are almost always bald, with elaborate artistic patterns painted or etched on the face and skull in lieu of hair. Their eyes are vivid and lifelike, as is the chassis' gnomish face, which has a sculpted metal nose and articulated mouth and jaw. The gnome artisans who pioneered the first gearforged chassis saw it as an opportunity to not merely build a better body but to make it a work of art.

Ability Score Increase. Your Intelligence increases by 1.

Size. Gearforged gnomes are between 3 and 4 feet tall and average about 100 pounds. Your size is Small.

Speed. Your base walking speed is 25 feet.

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

Language. You can speak, read, and write Gnomish.

Mental Fortitude. When creating their first gearforged, gnome engineers put their efforts toward ensuring that the gnomish mind remained a mental fortress, though they were unable to fully replicate the gnomish mind's resilience once transferred to a soul gem. Choose Intelligence, Wisdom, or Charisma. You have advantage on saving throws made with that ability score against magic.

Quick Fix. When you are below half your hit point maximum, you can use a bonus action to apply a quick patch up to your damaged body. You gain temporary hit points equal to your proficiency bonus. You can't use this trait again until you finish a short or long rest.

Human Chassis

As humans invented the first gearforged, it should be no surprise that the human chassis remains the one that is most frequently encountered. However, it would be a mistake to assume that simply because the original chassis is more common*place* that there is anything *common* about them. While dwarves, gnomes, and kobolds have made clever additions and changes to the base model, the human chassis remains extremely versatile and is battle-proven.

Ability Score Increase. One ability score of your choice increases by 1.

Size. Gearforged humans vary widely in height and build, from barely 5 feet to well over 6 feet tall. Regardless of your position in that range, you average 250 to 300 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Language. You can speak, read, and write one language of your choice.

Adaptable Acumen. You gain proficiency in two skills or tools of your choice. Choose one of those skills or tools or another skill or tool proficiency you have. Your proficiency bonus is doubled for any ability check you make that uses the chosen skill or tool.

Inspired Ingenuity. When you roll a 9 or lower on the d20 for an ability check, you can use a reaction to change the roll to a 10. You can't use this trait again until you finish a short or long rest.

Kobold Chassis

Kobolds are naturally curious tinkerers, constantly modifying their devices and tools. As such, kobolds, in spite of what many dwarf or gnome engineers might say, were the second race to master the nuances of gearforged creation after studying human gearforged. However, most of these early kobold gearforged no longer exist, as the more draconic forms (homages to the kobolds' draconic masters) proved too alien to the kobold soul gems to maintain stable, long-term connections with the bodies. Kobold engineers have since resolved that problem, and kobold gearforged can be found among many kobold communities, aiding its members and tinkering right alongside their scale-and-blood brethren.

Ability Score Increase. Your Dexterity increases by 1.

Size. Gearforged kobolds are between 3 and 4 feet tall and average about 100 pounds. Your size is Small.

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 and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Language. You can speak, read, and write Draconic.

Clutch Aide. Kobolds spend their lives alongside their clutchmates, both those hatched around the same time as them and those they choose later in life,

and you retain much of this group-oriented intuition. You can take the Help action as a bonus action.

Resourceful. If you have at least one set of tools, you can cobble together one set of makeshift tools of a different type with 1 minute of work. For example, if you have cook's utensils, you can use them to create a temporary set of thieves' tools. The makeshift tools last for 10 minutes then collapse into their component parts, returning your tools to their normal forms. While the makeshift tools exist, you can't use the set of tools you used to create the makeshift tools. At the GM's discretion, you might not be able to replicate some tools, such as an alchemist's alembic or a disguise kit's cosmetics. A creature other than you that uses the makeshift tools has disadvantage on the check.

GNOME

Here we present two new subraces of gnomes: shoal and wyrd. Shoal gnomes live in coastal waters, making their homes within or alongside coral reefs. Wyrd gnomes come about from a minor genetic mutation in other gnomes that produces gnomes with natural prescience.

SHOAL GNOME

This amphibious race of gnomes tends to live in temperate and warm coastal waters, often in or near coral reefs. Hair and eye colors tend to be various shades of green or brown. A shoal gnome's skin tends towards standard gnomish shades, but with the addition of mottled patches or spots of color along their arms, legs, necks, foreheads, and cheeks. These patterns are a blend of reds, pinks, yellows, silvers, and blues, with the predominance of color and type of pattern varying by region. Their long fingers and toes are webbed.

Shoal gnomes often form relationships with the animals that share their homes in the shallows, and they are especially fond of sea turtles and dolphins. They enjoy all forms of games and contests of skill, from hide-and-seek, to riddle contests, to races. Some attach harnesses to sea turtles, using the creatures to pull them along as they race to see who can circumnavigate their reef home first.

Shoal Gnome Names

Shoal gnome naming conventions are similar to the land-bound cousins, but they tend to give themselves names that draw out or reference sounds and words related to sea life.

Male Names: Akkar, Korall, Molo, Segle, Torska
Female Names: Delfinni, Kilpi, Meriva, Skilpa
Clan Names: Boblebad, Etterstorm, Grunne, Varmstim

Shoal Gnome Traits

You are adapted to life along coastlines and underwater.

Ability Score Increase. Your Charisma score increases by 1.

Amphibious. You can breathe air and water.

Aquatic Beast Affinity. Using sounds and gestures, you can communicate simple ideas with dolphins and sea turtles and with beasts that can breathe water.

Swimmer. You have a swimming speed of 25 feet.

WYRD GNOME

Wyrd gnomes are born from natural, genetic mutations in populations of other gnomes. Wyrd gnomes possess physical traits typical to the type of gnomes to which they are born, but they are born with two different colored eyes: the right one always blue, the left one always green. Wyrd gnomes possess an innate prescient ability that grows stronger in proximity to other wyrd gnomes. Some gnome communities find their powers a blessing while others find it disturbing. Over generations, wyrd gnomes have gathered together in small communities of their own kind. However, wyrd gnomes don't always birth more wyrd gnomes, and their communities and families have gnomes of other varieties within them.

Given the collective prescient power of wyrd gnome communities, they can be fascinating places to visit. Travelers may enter an inn to find the food and drink they wished to order already in place on a table. Conversations may start with wyrd gnomes giving answers before the questions are asked.

Wyrd Gnome Names

Naming conventions among wyrd gnomes are standard for their parent community, except where clan names are concerned. When an individual moves to a wyrd gnome community, they take the clan name of the household that adopts them, or they create a new one if they relocate as an adult.

Clan Names: Alkuper, Begynn, Kunnian, Muliget, Turvalis

Wyrd Gnome Traits

You are a gnome with a natural prescience that sets you apart from most other gnomes.

Ability Score Increase. Your Wisdom score increases by 1.

Natural Diviner. You have an innate knack for understanding the world and can catch glimpses of the mysteries of the universe. You know the *guidance* cantrip. When you reach 3rd level, you can cast the *identify* spell with this trait, requiring no material components, and starting at 5th level you can cast the *augury* spell with it. Once you cast a non-cantrip spell with this trait, you can't do so again until you finish a long rest. Wisdom is your spellcasting ability for these spells.

Prescience. When you finish a long rest, roll a d20 and record the number rolled. Before your next long rest, you can replace one attack roll, saving throw, or ability check made by you or a creature that you can see with this prescient roll. You must choose to do so before the roll.

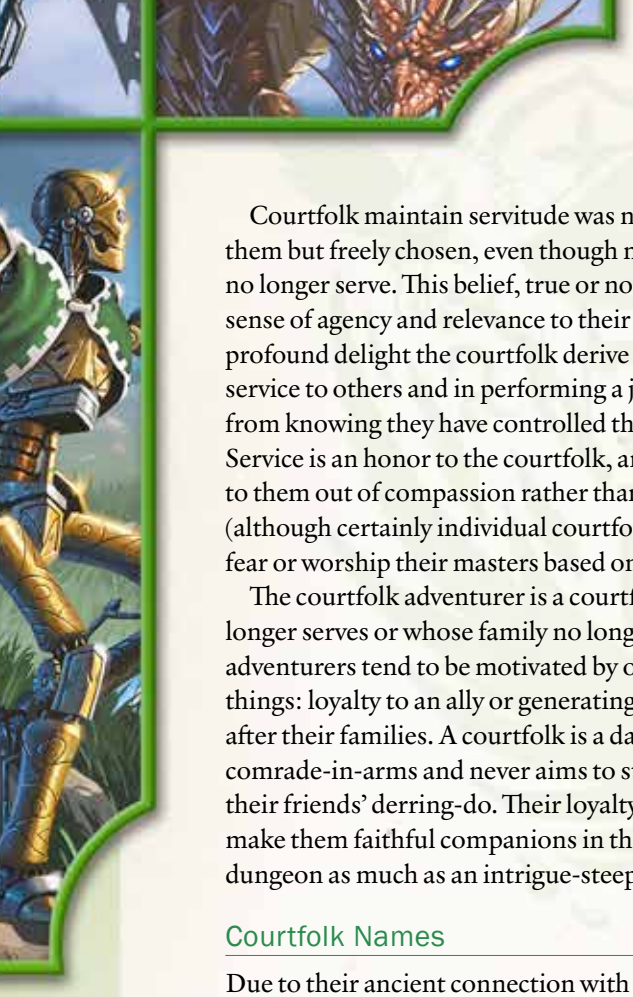
If 20 wyrd gnomes are present within a half-mile of you when you make the prescience roll, you can add 1 to the result. Every time the number of nearby wyrd gnomes is doubled, you gain an additional bonus of 1 to the roll (+2 for 40 gnomes, +3 for 80, etc.) to a maximum bonus of +5.

HALFLING

Here we present five new subraces of halflings: courtfolk, hinterfolk, riverfolk, urban, and winterfolk. Courtfolk halflings serve or once served in noble courts of the larger races, particularly elves, and enjoy minor longevity from the prolonged exposure to residual elven magic. Hinterfolk halflings dwell in grasslands and forests, happily separate from the cities enjoyed by their cousins. Riverfolk live along the rivers of the world, plying their trade and services along these watery roads. Urban halflings thrive in great cities and metropolises, living alongside a myriad of other peoples. Winterfolk live in the harsh, wintry climes of mountaintops and arctic regions, befriending wolves and regularly clashing with giants.

COURTFOLK

No creature epitomizes the art of graceful service like the courtfolk, an accomplishment these halflings take with great (but quiet) pride. Courtfolk are defined by their dedication and deference to great courts, particularly elven courts. Their complexion is usually pale and freckled with light-colored eyes and curly mops of hair. They prefer neat, well-tailored clothing with touches of courtly inspiration without ever descending into gaudy imitation. Colors are pastel or forest tones and muted, befitting a servant, but never drab. Courtfolk are not motivated by material wealth or luxury, finding genuine contentment in simple things, but what they *do* keep, they desire to be of fine quality. They take pains to care for their clothing, family heirlooms, musical instruments, work implements, and other valued possessions.



Courtfolk maintain servitude was never forced upon them but freely chosen, even though many courtfolk no longer serve. This belief, true or not, gives them a sense of agency and relevance to their servitude. The profound delight the courtfolk derive from being of service to others and in performing a job well stems from knowing they have controlled their destiny. Service is an honor to the courtfolk, and service comes to them out of compassion rather than fear or awe (although certainly individual courtfolk may come to fear or worship their masters based on treatment).

The courtfolk adventurer is a courtfolk who no longer serves or whose family no longer serves. Such adventurers tend to be motivated by one of two things: loyalty to an ally or generating money to look after their families. A courtfolk is a dauntless ally and comrade-in-arms and never aims to steal the credit for their friends' derring-do. Their loyalty and practicality make them faithful companions in the heart of a dungeon as much as an intrigue-steeped noble court.

Courtfolk Names

Due to their ancient connection with elven courts, courtfolk names have an obvious elven influence. Their given names have a notably softer and lilting flair than other halflings. Family names are borrowed from the common names of the elf or elven court that the family's ancestors first served as vassals, and these names are prefixed by "of," such as Andra of Night.

Male Names: Adan, Alis, Aran, Aus, Berri, Carr, Darris, Errian, Ervio, Galin, Immerin, Ivello, Luc, Pael, Perin, Rai, Ral, Ren, Rian, Soven, Taris, Tham, Thel, Van, Varr

Female Names: Adie, Annas, Andra, Bethry, Cae, Dania, Elle, Felosa, Jelen, Keyle, Lathe, Lea, Merri, Mia, Naia, Netha, Phia, Quilla, Rynn, Shanna, Silla, Thea, Valla, Vara, Xan

Family Names: Autumn, Brooks, Chase, Dances, Eyes, Flower, Gem, Hawk, Journey, Keys, Leaf, Moon, Night, Oak, Petals, Quick, River, Stars, Tower, Vale, Whisper, Young

Courtfolk Traits

You are a halfling raised in a life of service or raised by parents who spent a life in service. Though you no longer serve another, you inherited some magical talents from your family's ancestral patrons.

Ability Score Increase. Your Charisma score increases by 1.

Age. Courtfolk are the longest-lived of the halfling subraces, perhaps owing to their close association with elves. Courtfolk are elderly by their second century but enjoy relatively pleasant and unhindered old age up to 350, a century longer than most halflings.

Boon Companion. You are quick to step in and help your friends, and you have a knack for knowing exactly how best to do it. When you work with an ally to complete a task or take the Help action in combat, your ally adds a d4 to their check or attack roll.

Wee Glamour. You are—ever so slightly—imbued with a bit of elven magic. You move with grace, your laugh is always pleasant, and colors are more vibrant on you. You have advantage on saving throws against being charmed and on saving throws against spells of the enchantment school.

HINTERFOLK

These canny wilderness dwellers eschew the comforts of civilization their cousins love so well. They have become adept ambush hunters and pack hunters and are fiercely protective of their homeland. They are suspicious of outsiders and usually opt to drive intruders away with a sudden show of force, resorting to repeated hit-and-run skirmishes to get the point across should interlopers persist in

COURTFOLK, RIVERFOLK, AND WINTERFOLK IN MIDGARD

Courtfolk, riverfolk, and winterfolk play prominent roles in Midgard and its history. Courtfolk served the elves before the Great Retreat, and many went with their elven masters to the Summerlands. Today, courtfolk either make their own uncertain way in the world or cling to what remains of the elven courts in Dornig and the Shadow Realm. Riverfolk ply the rivers of Midgard, particularly the River Argent and the rivers through Krakovar, Magdar, and the Seven Cities. Their innate intuition about rivers, river-adjacent ley lines, and river-bound shadow roads makes them invaluable guides and barge captains when traversing the rivers of Midgard. Winterfolk eke out an existence in the windswept hillocks of the Rothenian Plain, where they were driven after the giants sacked the Silver Mountain Kingdom. They are a rugged and resourceful people who prefer to remain outside the notice of the peoples of Midgard.

For more information about these halflings and their unique positions within the world of Midgard, check out *Warlock 17: Halflings* or *Warlock Grimoire 2*.

trespassing. Hinterfolk are a pragmatic people, doing whatever is necessary to protect their clans and territory. Some clans build their homes in the treetops, using ropes and ladders to traverse between buildings and to and from the ground. Others dig subterranean homes with entrances among the tree roots, providing cool, comfortable hidden homes inaccessible to most local predators.

Hinterfolk are taller and rangier than their more civilized cousins, with more long, lean muscle mass. Their hair is either shaved or worn in long, knotted locks or braids with colors ranging black, brown, and dark auburn. Skin tones range mostly from light brown to deep tan, often decorated with tattoos or ritual scarring, which symbolize notable achievements, victories in combat, and other accomplishments the clan admires.

Hinterfolk Names

Hinterfolk naming conventions are similar to their more urban cousins, but their clan names often reflect a value the clan particularly cherishes or an accomplishment from an ancestral hero of the clan.

Male Names: Aleki, Aonani, Enele, Makane, Tamo, Tane

Female Names: Arihi, Elei, Manaia, Natia, Sefina, Wiki

Clan Names: Atalafo (Shadowstalker), Halapono (Wise Ways), Lauoso (Treeleaper), Luko'ato (Wolf Pack), Mana'ago (Powerful Spirit), Tematagi (Windrider)

Hinterfolk Traits

You are a halfling raised far from civilization and adapted to life in the wilderness.

Ability Score Increase. Your Strength score increases by 1.

Highly Mobile. Your base walking speed is 30 feet. When wearing light or no armor, you have a climbing speed of 20 feet and a swimming speed of 20 feet.

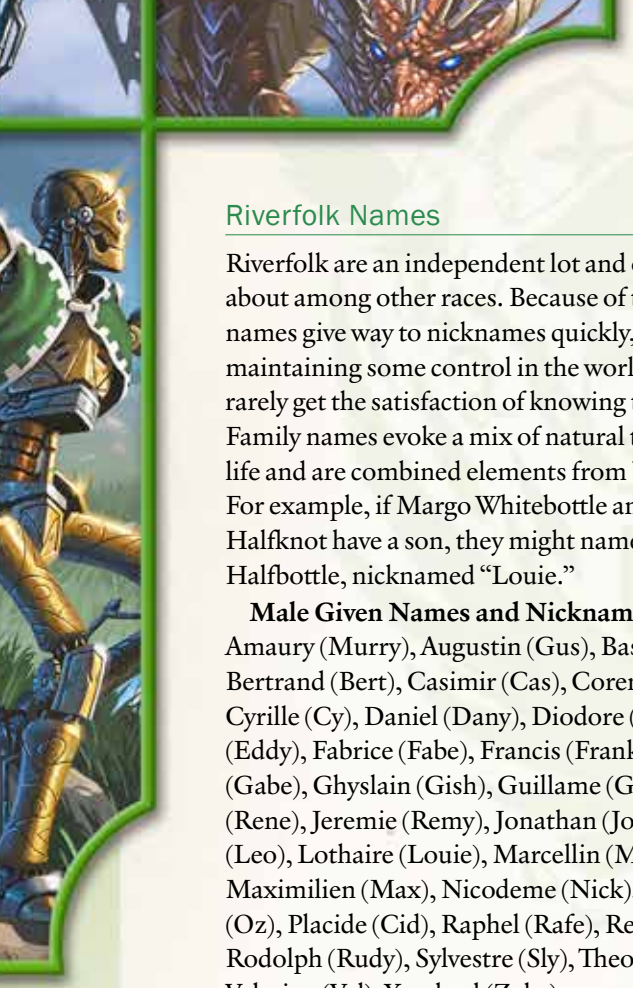
Hunter and Gatherer. You have proficiency in the Survival skill.

RIVERFOLK

From ramshackle, patchwork barges to the decks of fishing boats and smuggling vessels, riverfolk halflings are found along the greatest rivers of the world. The gruff barge pilot in the wide-brimmed hat, predicting a river with near-prescient skill; the singer, stamping out rhythms on the deck while belting out bawdy songs; the charming huckster, swindling the big folk out of their savings for promises and trinkets with a gleam in his eye—all different but all riverfolk and all making their sometimes-contentious homes wherever the current takes them. They have dark coloring all around, various shades of woody browns from hair to eyes to skin. Men and women dress similarly in practical, working clothing, mostly tough canvas or leather shirts and pants, and favor hefty, good-quality work gloves. Most riverfolk don some type of hat, from floppy, wide-brimmed hats to caps bearing jaunty duck feathers.

Riverfolk love matching strength and wits against the big folk—and against each other too, if the drinks are flowing. Their favorite competitive game is barrel walking along their decks or on the piers, a display of physical prowess. Riverfolk excel at it, and they're glad to show off to romantic interests or challenge others.

The dream of many young riverfolk is to own their own river barge one day, whether freshly built or pieced together from scrap and determination. Riverfolk spend their lives working hard on docks, boats, and barges. They are fishermen, warehouse workers, shipwrights, carpenters, smugglers, hucksters, pilots, and more, almost all of them eking out livings from the river or adjacent to it. A smattering of riverfolk can be found making a go at other professions inland, but the reasoning for sticking to the rivers is simple: they're good at it and enjoy it.



Riverfolk Names

Riverfolk are an independent lot and often jostled about among other races. Because of this, riverfolk names give way to nicknames quickly, a means of maintaining some control in the world—big folk rarely get the satisfaction of knowing their true names. Family names evoke a mix of natural themes and boat life and are combined elements from both parents. For example, if Margo Whitebottle and Rennie Halfknot have a son, they might name him Lothaire Halfbottle, nicknamed "Louie."

Male Given Names and Nicknames: Alain (Lain), Amaury (Murry), Augustin (Gus), Basile (Bas), Bertrand (Bert), Casimir (Cas), Corentin (Cory), Cyrille (Cy), Daniel (Dany), Diodore (Dio), Edgard (Eddy), Fabrice (Fabe), Francis (Frank), Gabin (Gabe), Ghyslain (Gish), Guillame (Guy), Honore (Rene), Jeremie (Remy), Jonathan (Jon), Leonide (Leo), Lothaire (Louie), Marcellin (Marc), Maximilien (Max), Nicodeme (Nick), Osric (Oz), Placide (Cid), Raphel (Rafe), Renaud (Rennie), Rodolph (Rudy), Sylvestre (Sly), Theophile (Theo), Valerian (Val), Yezekael (Zeke)

Female Given Names and Nicknames: Amandine (Amy), Apolline (Polla), Beatrice (Trixie), Cassandra (Cassie), Doriane (Dori), Emilienne (Emma), Eveline (Evie), Florentine (Flora), Franseza (Frankie), Genevieve (Vivi), Giselle (Gigi), Gwendoline (Gwen), Heloise (Ella), Isabeau (Izzy), Jacquette (Ketta), Jocelyn (Josie), Lilou (Lily), Lorette (Etta), Madeline (Maddy), Magalie (Mags), Majorlaine (Margot), Myriam (Ry), Nicolette (Nikki), Noemi (Em), Penelope (Penny), Rosemonde (Rosie), Roxanne (Roz), Syvilanne (Sylvie), Tiphaine (Tip), Victorine (Vicky), Zephyrine (Zee)

Riverfolk Family Names: Argentford, Brookway, Craneship, Draughtbank, Eelprow, Finderfish, Greendrift, Halfeddy, Jetfrog, Knotreed, Loamford, Mistwood, Newtford, Otterflow, Prowflood, Quicknot, Riverbottle, Silverbrook, Turtlebarge, Underriver, Whitedrift, Youngwood

Riverfolk Traits

You are a halfling who grew up on docks, fishing boats, or a patchwork of river barges, and you are more at home on a temperamental river than on solid ground.

Ability Score Increase. Your Strength score increases by 1.

Alignment. Most riverfolk are free spirits, independent-minded, and chafe beneath the rules and restrictions others place on them. They tend toward chaotic alignments.

River's Child. You have advantage on Strength (Athletics) checks made to swim and on Wisdom (Animal Handling) checks when interacting with animals native to rivers or riverbanks. In addition, you have proficiency with the barge pole (see the Adventuring Gear chapter).

Sure-Footed. You are adept at maintaining your balance on wet decks. You have advantage on Dexterity (Acrobatics) checks to keep your balance. In addition, difficult terrain composed of slippery surfaces, such as a wet deck, the surface of a frozen lake, or an oil-covered dock, doesn't cost you extra movement.

URBAN HALFLING

Having originally lost their rural residences due to flood, famine, war, or other great misfortune, some clans of halflings migrated to large urban areas long ago, making homes for themselves within the metropolitan areas of other races. Most urban halflings are insular and unobtrusive, working quietly within their own communities and staying out of the way of other races. Extended families will often band together, working a communal business and sharing the profits among themselves.

Urban halflings share the same physical features as their lightfoot kin. However, they tend to adopt the fashion trends most common within the city in which they live to better blend in with the populace. This adaptation also extends to the wearing of whatever footwear is common and even taking on the hairstyles most seen in the region.

Urban Halfling Names

Urban halfling names follow the naming conventions found in their home cities, and their family names often reflect the family's business or its role or position in the city.

Male Names: Cosmo, Digby, Fergus, Finch, Ludo, Lysander, Wymark, Zeno

Female Names: Alina, Hazel, Milou, Posy, Sablin, Scarlet, Sky, Vesper

Family Names: Aleson, Churngood, Fullbelly, Goodshoe, Patchhole, Quickfingers, Sawdust, Snaphammer, Spindlewell

Urban Halfling Traits

You are a halfling adapted to life in urban centers, particularly in large cities.

Ability Score Increase. Your Intelligence score increases by 1.

Family Business. You gain proficiency with one type of tool of your choice, or you have proficiency in one of the following skills: Acrobatics, Animal Handling, Medicine, Performance, or Persuasion.

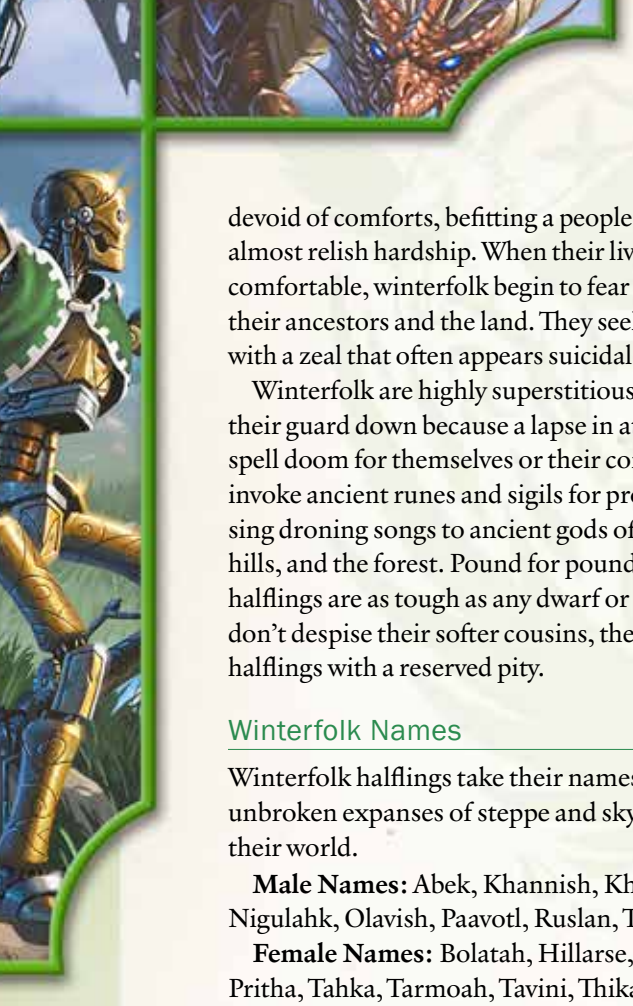
Lost in the Crowd. If you are in a crowded area, such as a city street or a gathering of at least 10 humanoids, you can attempt to hide, blending in with the people around you.

Street Cant. You grew up learning a second, secret language shared by your people. The cant is a halfling-based creole mixed with Common and select words taken from other languages, using specific dialects and jargon. This language is never taught to outsiders and is used by urban halflings to communicate directly to one another for privacy and protection. Only another creature that knows Street Cant understands the language when you speak it, though listeners who don't know it can understand your conversation with the use of magic.

WINTERFOLK

The origins of the winterfolk are shrouded in mystery. Sightings of them are so rare in most parts of the world that some doubt they exist at all. Despite their scarcity, the winterfolk do exist. They dwell in the northernmost parts of the world or in the foothills of the coldest mountains. Before the fall of their kingdom, they lived in comfortable huts and burrows in the hills. When giants sacked the kingdom, the winterfolk were driven from their homes into the rugged wilds.

Winterfolk burrow their sod-roofed homes into the windswept and craggy foothills of alpine regions, where they hunt and trap creatures much larger and fiercer than themselves among the frigid lakes and snow-blanketed evergreen forests. Their homes are



devoid of comforts, befitting a people that has come to almost relish hardship. When their lives become too comfortable, winterfolk begin to fear they have upset their ancestors and the land. They seek out challenges with a zeal that often appears suicidal to others.

Winterfolk are highly superstitious and rarely let their guard down because a lapse in attention can spell doom for themselves or their community. They invoke ancient runes and sigils for protection and sing droning songs to ancient gods of the sky, the hills, and the forest. Pound for pound, winterfolk halflings are as tough as any dwarf or orc. While they don't despise their softer cousins, they do view other halflings with a reserved pity.

Winterfolk Names

Winterfolk halflings take their names from the unbroken expanses of steppe and sky that define their world.

Male Names: Abek, Khannish, Khanol, Kristag, Nigulahk, Olavish, Paavotl, Ruslan, Timurus, Vinval

Female Names: Bolatah, Hillarse, Lalipa, Malika, Pritha, Tahka, Tarmoah, Tavini, Thikati, Timanci

Family Names: Beartooth, Furbearer, Giantbane, Iceblade, Owlsheart, Treefall, Windslash, Wintergrip, Wolfgaze, Wolfslayer

Winterfolk Traits

Your people are cunning survivors who revere the old gods of the world and are at home in hardship.

Ability Score Increase. Your Constitution score increases by 1.

Hardened. You have spent your life surviving in the cold and wild places of the world. You recover from all levels of exhaustion at the end of a long rest, and you have advantage on saving throws against the effects of being in a cold environment, such as frostbite or hypothermia.

Old Soul. You have a deep connection with the ancient gods and spirits of the world. You can use your Wisdom modifier instead of Intelligence when making History and Religion checks.

MINOTAUR

Minotaurs are imposing and powerful, with a reputation for ferocity that borders on monstrous. They display their achievements proudly by decorating their horns with engraved sigils and designs. If one is versed in minotaur custom, one can tell at a glance the achievements and prowess of a minotaur by examining the decoration on her horns. A minotaur who loses part or all of a horn suffers considerable stigma and must strive to prove their worth. Sometimes a "brokehorn" (a fighting insult to any minotaur) who manages to achieve great deeds earns the gift of having the missing horn magically restored by a temple. Beware any minotaur that willingly gives up or chooses not to restore a lost horn, for this is one of the world's most driven and dangerous creatures.

TERROR ON THE HIGH SEAS

Minotaurs are a force to be reckoned with in a stand-up fight. Perhaps somewhat against type for their bulk, they are an absolute terror on the sea. Their corsairs have carved a tale of bloody blades and shattered hulls on the water, and even the world's mightiest navies have learned to respect them. The minotaur's natural sense of direction makes them ideal navigators on sea as well as land. Cover of night, fog thick enough to carve, and unfamiliar coastlines don't phase the bull-folk.

TWISTING PATHS

Minotaur architecture and city planning always incorporate a particular design: labyrinths. Every settlement and structure of any size created by the bull-folk sports a twisting labyrinth of switchbacks and dead ends. In their largest cities, the city's leader or reigning monarch lives in a palace at the center of a great labyrinth. At night, the clash of arms and screams of the dying find their way out of the maze. It is said that minotaur leaders invite both friends and enemies to enjoy the hospitality of these palaces, but only their friends survive the stay.

MINOTAUR NAMES

Most minotaurs have two names: a first name, which is often the same as their father's or mother's name, plus a descriptor. No matter how many children a minotaur has, odds are most of the males will have the same first name as their father and most of the females will have the same first name as their mother. The descriptors vary, but they're aspirational rather than earned. Since the descriptors are given by the parents when the minotaur is still an infant, they might or might not turn out to be accurate. For example, parents who want their child to be a great warrior might call it "the Fierce." If that minotaur grows up to become a poet rather than a warrior, it will still be called "the Fierce."

Male Names: Aewigr, Kamdoth, Korwyn, Krolm, Ordwar, Rankoth, Thargad, Theodar, Theonco, Vorkhul

Female Names: Afridde, Brytredda, Chothuk, Gunda, Hrunan, Sedruse, Thariff, Thewenn, Varala, Wentheon

Descriptors: the Brave, the Intimidating, the Mighty, the Never-Lost, the Reaver, the Swift, the Unstoppable, the Unyielding

MINOTAUR TRAITS

Your minotaur character has certain characteristics in common with all other minotaurs.

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

Age. Minotaurs age at roughly the same rate as humans but mature 3 years earlier. Childhood ends around the age of 10 and adulthood is celebrated at 15.

Alignment. Minotaurs possess a wide range of alignments, just as humans do. Mixing a love for personal freedom and respect for history and tradition, the majority of minotaurs fall into neutral alignments.

Size. Adult males can reach a height of 7 feet, with females averaging 3 inches shorter. 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, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Natural Attacks. Your horns are sturdy and sharp. Your horns are a natural melee weapon, which you can use to make unarmed strikes. When you hit with your horns, they deal piercing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Charge. Once per turn, if you move at least 10 feet toward a target and hit it with a horn attack in the same turn, you deal an extra 1d6 piercing damage and you can shove the target up to 5 feet as a bonus action. At 11th level, when you shove a creature with Charge, you can push it up to 10 feet instead. You can use this trait a number of times per day equal to your Constitution modifier (minimum of once), and you regain all expended uses when you finish a long rest.

Labyrinth Sense. You can retrace without error any path you have previously taken, with no ability check.

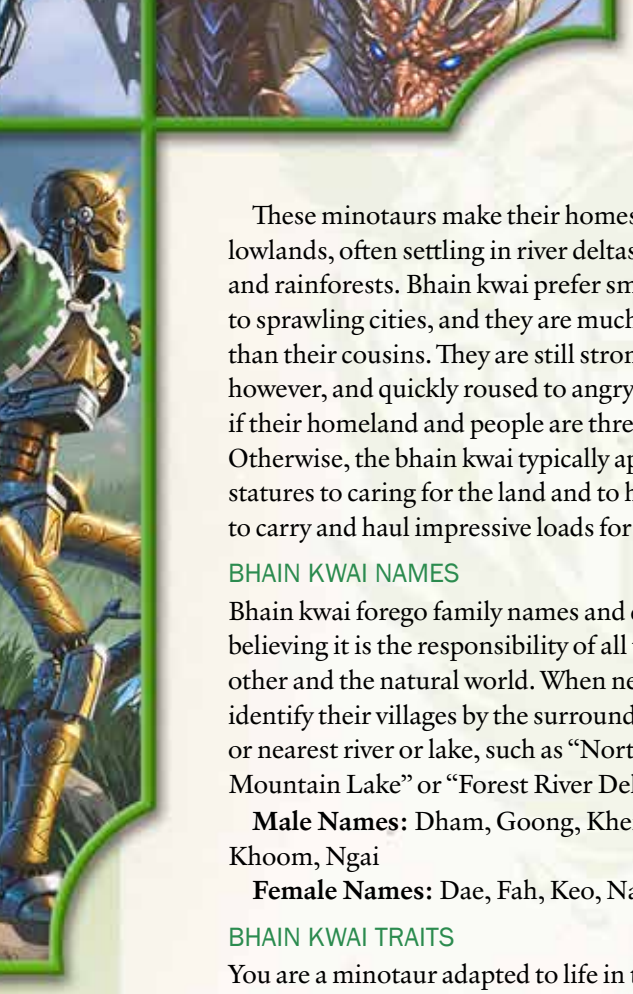
Languages. You can speak, read, and write Common and Minotaur.

ALTERNATIVE MINOTAUR TRAITS

At your GM's discretion, you can create a minotaur character from the wetlands or highlands. Such minotaurs are known as bhain kwai (for those from wetlands) or boghaid (for those from highlands), and they each exhibit a few traits different from typical minotaurs. The following entries describe the alternative minotaurs and list new traits for each. If you choose to play one of these types of minotaurs, replace the base minotaur's Ability Score Increase and Charge traits with the listed traits.

Bhain Kwai

Bhain kwai are tall and barrel-chested like most minotaurs and have a thin, coarse coat of hair over their bodies. This hair ranges from black and brown to bronze and copper, with occasional rare bhain kwai born with white coats. Bhain kwai hooves are splayed and specially jointed, allowing for easier movement through the muddy terrain they call home. Their horns are upright and curved.



These minotaurs make their homes in wet lowlands, often settling in river deltas, marshlands, and rainforests. Bhain kwai prefer small villages to sprawling cities, and they are much less warlike than their cousins. They are still strong and capable, however, and quickly roused to angry retribution if their homeland and people are threatened. Otherwise, the bhain kwai typically apply their mighty statures to caring for the land and to hard labor, able to carry and haul impressive loads for long hours.

BHAIN KWAI NAMES

Bhain kwai forego family names and descriptors, believing it is the responsibility of all to care for each other and the natural world. When necessary, they identify their villages by the surrounding waters or nearest river or lake, such as "North Shores of Mountain Lake" or "Forest River Delta."

Male Names: Dham, Goong, Khemek, Khith, Khoom, Ngai

Female Names: Dae, Fah, Keo, Nahm, Sano, Xay

BHAIN KWAI TRAITS

You are a minotaur adapted to life in the bogs and wetlands of the world.

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

Strong Back. Your carrying capacity is your Strength score multiplied by 20, instead of by 15.

Wetland Dweller. You are adapted to your home terrain. Difficult terrain composed of mud or from wading through water up to waist deep doesn't cost you extra movement. You have a swimming speed of 25 feet.

Boghaid

Unlike their cousins, these minotaurs prefer the highlands, living in hilly areas and mountain valleys. Most boghaid live in temperate climes, but some clans have moved even further north into subarctic areas. Boghaid are rugged and sturdy folk, adapted to the colder climes in which they live. They are covered in thick curly hair, growing longer and thicker on the top of the head, shoulders, back, and chest. Hair color ranges from black and dark brown to russet and fawn. Their large horns sweep out to the sides from the head before curling forward.

Boghaid have a written language, but most of what is written is carved in stone. Their history and culture are primarily preserved in story and song, passed from one generation to the next during festivals and gatherings. Elders sing and tell tales to the younger boghaid, who learn the tales over time before passing them on to the next generation.

BOGHAID NAMES

Instead of descriptors, boghaid minotaurs have clan names. These names derive from the mighty heroes of their people that led them to the highlands and founded the first clans. These names are proceeded by the appropriate patronymic: ac, meaning "son of"; ae, meaning "daughter of"; or am, meaning "offspring of". Hence, the full name of the female boghaid Eva from Clan Torcall would be Eva Ae Torcall.

Male Names: Aodhan, Baltair, Cormag, Ellair, Munga, Solamh, Ualraig

Female Names: Aimil, Beitris, Curstag, Eva, Morag, Silis, Una

Clan Names: Anabla, Barabal, Ceit, Elasaid, Gill-Ethain, Manus, Raghnall, Torcall

BOGHAID TRAITS

You are a minotaur adapted to life in cold climates and high altitudes.

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

Highlander. You are adapted to life at high altitudes, and you suffer no ill effects or penalties from elevations above 8,000 feet.

Storied Culture. You have proficiency in the Performance skill, and you gain proficiency with one of the following musical instruments: bagpipes, drum, horn, or shawm.

Wooly. Your thick, wooly coat of hair keeps you warm, allowing you to function in cold weather without special clothing or gear. You have advantage on saving throws against spells and other effects that deal cold damage.

MUSHROOMFOLK

The caverns beneath the surface of the world teems with danger and death. The ravenous and unrelenting darakhul seek domination over everything in their path. The inscrutable madness of the derro make them dangerous to creatures in reach of their domain. The calculating and dispassionate drow put their own survival above everything else. With so many inhospitable, or openly evil, forces at play, one race lives a more-or-less peaceful life in the depths of the world: the mushroomfolk.

A DIVERSE PHYSIOGNOMY

The physical appearance of mushroomfolk is even more diverse than their flesh-and-blood counterparts. They have evolved appendages resembling arms and legs, as well as organs for taking in sensory information. Beyond that, they can be as different from one another as surface fungi are from each other, even within the same clan. Some mushroomfolk are tall and thin with caps like toadstools, while others might be short and squat like puffballs. Their diversity strengthens the survivability of their race and their clans.

Mushroomfolk have no gender, and they are capable of both sexual and asexual reproduction. Roughly once a year, a mushroomfolk is capable of creating a copy of itself via a specialized spore, which takes about 5 years to become an adult mushroomfolk. It's also possible for two mushroomfolk to combine spores and create a completely new type of mushroomfolk. This process takes longer, and usually only takes place when the clan is in a settlement phase. An adult grows from this process after about 10 years, but such individuals are considered hardier and a good omen for a clan.

CLANS OF WANDERERS AND SETTLERS

The lives of the mushroomfolk are concerned mainly with the search for, or the tending of, sources of nutrition. This concern dictates the lifestyle, religion, ethos, and survival of the mushroomfolk. Clans of the creatures wander the depths of the world until they find an area rich in the nutrition they need to survive. If a large area of potential nutrition is found, the wandering clan changes its mode of operation. Specialists in raising creatures or farming vegetation take over, letting the scouts and wayfinders rest for a bit.

At the same time, the scouts and wanderers from other clans might encounter a settled clan. Wandering newcomers join the settled clan for a time, learn from them, share spores to strengthen the clans, and determine if the clans must combine or split to ensure optimal chances of survival.

Clans may settle for a few weeks, a few months, or even a few years. At some point, however, the nutrition runs out. Then the clan switches survival modes again, repeating the process as scouts are deployed and the clan goes on the move.

MUSHROOMFOLK RELIGION

Mushroomfolk gain sustenance from death and decay. Unlike the darakhul, however, they feed on creatures and vegetation that have died naturally and started to decay. This reliance on putrescence as a form of food often seems ghoulish to outsiders—or at least it seems so until the outsider encounters the darakhul.

During important times of the year, the mushroomfolk perform elaborate rituals involving the finding and the harvesting of food: when scouts leave or return, when important sites of sustenance are found, when scouts of other clans join or leave, or similar. Even during less important times, mushroomfolk have small rites and rituals they perform that others might not even notice. Experts in religion who watch these rituals recognize them as a spattering of rites from different faiths. The most prevalent mimic those involved in the worship of deities of death and life-death cycles. However, the mushroomfolk have no idea of the powers they are worshipping: they simply revere the forces that bring the decay and rot that they need to survive.

RELATIONS WITH THE DARAKHUL

The mushroomfolk have an interesting and unique relationship with the darakhul. They are no threat to the darakhul, but nor are they a potential food source. The darakhul, on the other hand, are a tasty treat to the mushroomfolk—even when still in an undead state, but especially after they have been destroyed. This is disconcerting to the darakhul.

PLAYING A MUSHROOMFOLK

The close-knit nature of mushroomfolk clans generally makes the tales of mushroomfolk characters hard-luck stories. Most likely your clan was destroyed by some underground threat, and you now wander the world looking for a new family. Maybe you were exiled from your clan for some reason, and you were adopted by some other race or a group of adventurers. You even might be off on a long-term mission to collect information about an area, serving your clan in that way, and you will return only when you feel you have enough interesting information to provide.

On the other hand, the trusting and placid nature of the mushroomfolk makes them a useful tool for the darakhul. Darakhul spies can count on getting honest intelligence from mushroomfolk scouts or clans they encounter. The mushroomfolk also understand that where darakhul armies march, there is often death, with rotting bodies to give them sustenance.

MUSHROOMFOLK NAMES

A mushroomfolk is given a name by the clan leaders when it becomes old enough to take on important work for the clan. The individual receives a name for itself, and it also takes on the name of its clan. A mushroomfolk without a clan uses only its given name, or it might take on a pseudonym if it lives in shame for past misdeeds.

Individual Names: Arhk, Bussle, Carntul, Darvish, Furnum, Garbelt, Haredt, Jarbish, Lever, Mivel, Paruuk, Qibble, Staphle, Vassil

Clan Names: Aaughot, Chough, Dousku, Guush, Hoovush, Kushuk, Nouhuph, Phushmug, Shublum, Unugh, Wurnush

MUSHROOMFOLK TRAITS

Your mushroomfolk character has characteristics in common with all other mushroomfolk.

Ability Score Increase. Your Wisdom score increases by 2.

Age. Mushroomfolk reach maturity by the age of 5 and rarely live longer than 50 years.

Size. A mushroomfolk's size is determined by its subrace.

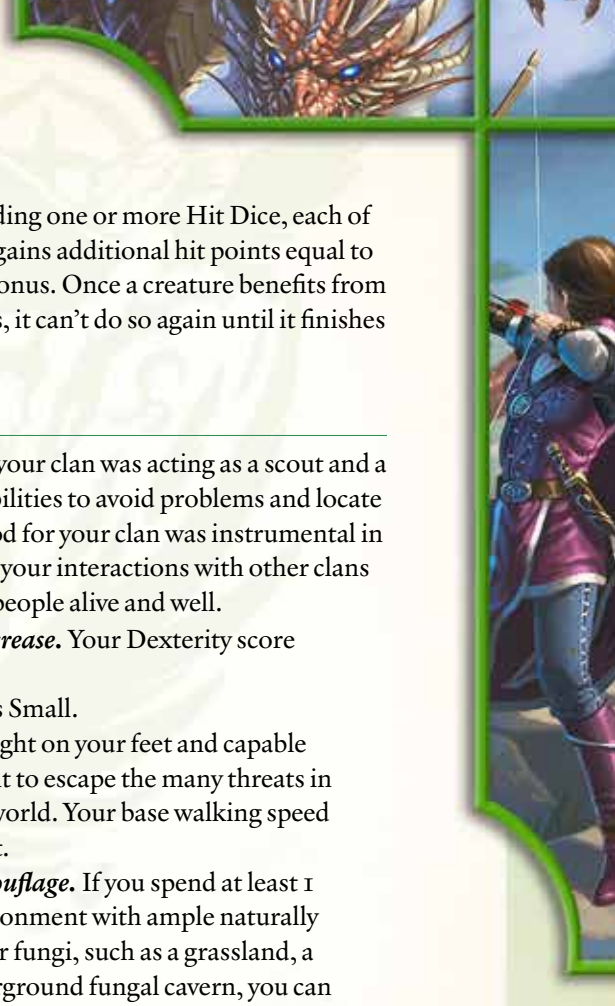
Alignment. The limited interaction mushroomfolk have with other creatures leaves them with a fairly neutral view of the world in terms of good and evil, while their societal structure makes them more prone to law than chaos.

Speed. Your base walking speed is 30 feet.

Darkvision. Accustomed to life underground, you can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Fungoid Form. You are a humanoid, though the fungal nature of your body and your unique diet of decayed vegetable and animal matter marks you with some plant-like characteristics. You have advantage on saving throws against poison, and you have resistance to poison damage. In addition, you are immune to disease.

Hardy Survivor. Your upbringing in mushroomfolk society has taught you how to defend yourself and find food. You have proficiency in the Survival skill.



Languages. You can speak, read, and write Mushroomfolk and your choice of Common or Undercommon.

Subrace. Three subraces of mushroomfolk are known to wander the world: acid cap, favored, and morel. Choose one of these subraces.

MUSHROOMFOLK SUBRACES

Because of the multitude of physical makeups of mushroomfolk, there are great differences among and within the clans. However, there are three main subraces of mushroomfolk that are most likely to become adventurers.

Acid Cap

You were one of the warriors and guardians of your clan, using your strength and acid spores to protect your clanmates and your territory.

Ability Score Increase. Your Strength score increases by 1.

Size. Your size is Medium.

Acid Cap Resistance. You have resistance to acid damage.

Acid Spores. When you are hit by a melee weapon attack within 5 feet of you, you can use your reaction to emit acidic spores. If you do, the attacker takes acid damage equal to half your level (rounded up). You can use your acid spores a number of times equal to your Constitution modifier (a minimum of once). You regain any expended uses when you finish a long rest.

Clan Athlete. You have proficiency in the Athletics skill.

Favored

A few special mushroomfolk grow to become shamans, generals, and other types of leaders. Your spores invite cooperation, peace, and healing among your allies. Others look to you for guidance and succor in the harsh underground environs.

Ability Score Increase. Your Charisma score increases by 1.

Size. Your size is Medium.

Blessed Help. Your intuition and connection to your allies allows you to assist and protect them. You know the *spare the dying* cantrip. When you reach 3rd level, you can cast the *bless* spell once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

Clan Leader. You have proficiency in the Persuasion skill.

Restful Spores. If you or any friendly creatures within 30 feet of you regain hit points at the end of a short rest by spending one or more Hit Dice, each of those creatures regains additional hit points equal to your proficiency bonus. Once a creature benefits from your restful spores, it can't do so again until it finishes a long rest.

Morel

Your specialty for your clan was acting as a scout and a wayfinder. Your abilities to avoid problems and locate new sources of food for your clan was instrumental in their survival, and your interactions with other clans helped keep your people alive and well.

Ability Score Increase. Your Dexterity score increases by 1.

Size. Your size is Small.

Speed. You are light on your feet and capable of quick movement to escape the many threats in the depths of the world. Your base walking speed increases to 35 feet.

Adaptable Camouflage. If you spend at least 1 minute in an environment with ample naturally occurring plants or fungi, such as a grassland, a forest, or an underground fungal cavern, you can adjust your natural coloration to blend in with the local plant life. If you do so, you have advantage on Dexterity (Stealth) checks for the next 24 hours while in that environment.

Clan Scout. You have proficiency in the Stealth skill.

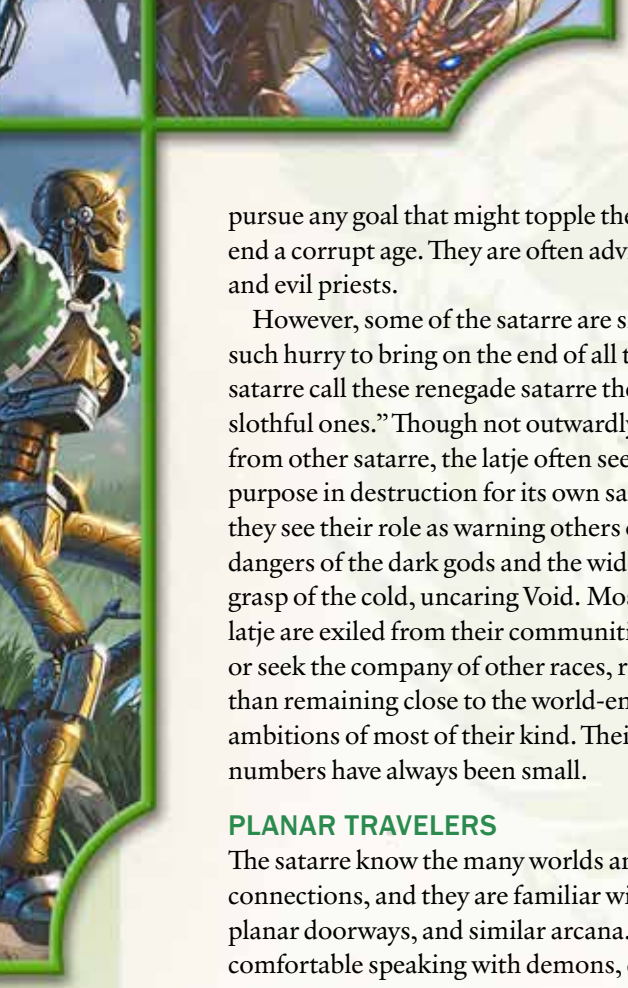
SATARRE

The satarre call themselves the "devourers" or "those who end the world" due to their association with Nidhogg, the World-Eater. Others call them "Children of Nidhogg" to avoid drawing their direct attention and, frankly, out of fear for the attention. The satarre are rarely kind or compassionate; they are, at best, devoted, zealous servants of the gods of death and oblivion. More often they function directly as servants of Nidhogg, the dragon gnawing at the roots of the World Tree. Some believe the satarre have a distant connection to the dragonborn, though both sides deny any such affiliation.

SOME LAZY, SOME STRIVING

The satarre are powerful and wise creatures often found serving dark cults or (less often) warning other races of the plans of such cults and seeking to prevent some disaster by prophecy, guidance, and cunning.

Most of them strive to destroy the worlds of mortals and bring about the end of all things. They are relentless in the pursuit of knowledge, of the veneration of dark gods, and in their swift action to



pursue any goal that might topple the World Tree and end a corrupt age. They are often advisors to cultists and evil priests.

However, some of the satarre are simply in no such hurry to bring on the end of all things. Other satarre call these renegade satarre the latje, "the slothful ones." Though not outwardly different from other satarre, the latje often see little purpose in destruction for its own sake, or they see their role as warning others of the dangers of the dark gods and the widening grasp of the cold, uncaring Void. Most latje are exiled from their communities or seek the company of other races, rather than remaining close to the world-ending ambitions of most of their kind. Their numbers have always been small.

PLANAR TRAVELERS

The satarre know the many worlds and their connections, and they are familiar with shadow, planar doorways, and similar arcana. They are comfortable speaking with demons, devils, and heralds of darkness, for their people have long been those who turn grand and maleficent visions into plans suitable for action.

All satarre have a deep hatred of the volmar (also called the Children of Yggdrasil [see *Creature Codex*]) and the ravenfolk (see *Midgard Heroes Handbook*), for these two have long opposed the satarre's efforts on behalf of darkness and destruction.

STRONG VOID SPEAKERS

The satarre are speakers of Void Speech, the language of the Great Old Ones and of creatures that live in the darkness between stars, and the whispers and invocations of dark gods that drive others mad seem not to trouble the satarre. The satarre are a friend to the darakhul, tieflings, and vampires, and satarre and derro always seem to understand one another.

SATARRE NAMES

Satarre names are often similar to names of the cultures where they are raised, though satarre raised on the planes or in cults of darkness or death tend toward names common to those planes or that invoke the cult's tenets. Names in Void Speech are also common and are presented below.

All satarre are given cult names, indicating which dark god their lives were dedicated to at their naming day. Such names preface the name of the cult or god with "ai-" and sometimes shorten the cult or god's name to two or three syllables. Most continue to serve or at least pray to these gods as adults, with varying degrees of piety. However, the latje satarre no longer use their cult names, preferring instead more neutral terms such as "ai-Vellec" (of the World) or "ai-Rinska" (the Messenger).

Male Names: Aggorret (eater), Denahrek (servant), Medloss (binder), Mörkothr (darkness), Narkot (gnawer), Pälsore (slaver), Vessar (blooddrinker), Rabefress (slayer)

Female Names: Atlessa (jewel), Binulett (scout), Frizel (scribe), Ixa (blade), Miskra (maggot), Respy (builder), Unskappa (wisdom), Unterra (doom)

SATARRE TRAITS

Your satarre heritage is apparent in a variety of traits you share with other satarre.

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

Age. Satarre grow quickly, walking soon after hatching and reaching the development of a 15-year-old human by age 6. They maintain the same

appearance until about 50, then begin a rapid decline. Satarre often die violently, but those who live longer survive to no more than 65 years of age.

Alignment. Satarre are born with a tendency toward evil akin to that of rapacious dragons, and, when raised among other satarre or darakhul, they are usually evil. Those raised among other cultures tend toward the norm for those cultures.

Size. Satarre are tall but thin, from 6 to 7 feet tall with peculiar, segmented limbs. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. Thanks to your dark planar parentage, you have superior vision in darkness. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

A Friend to Death. You have resistance to necrotic damage.

Keeper of Secrets. You have proficiency in the Arcana skill, and you have advantage on Intelligence (Arcana) checks related to the planes and planar travel. In addition, you have proficiency in one of the following skills of your choice: History, Insight, and Religion.

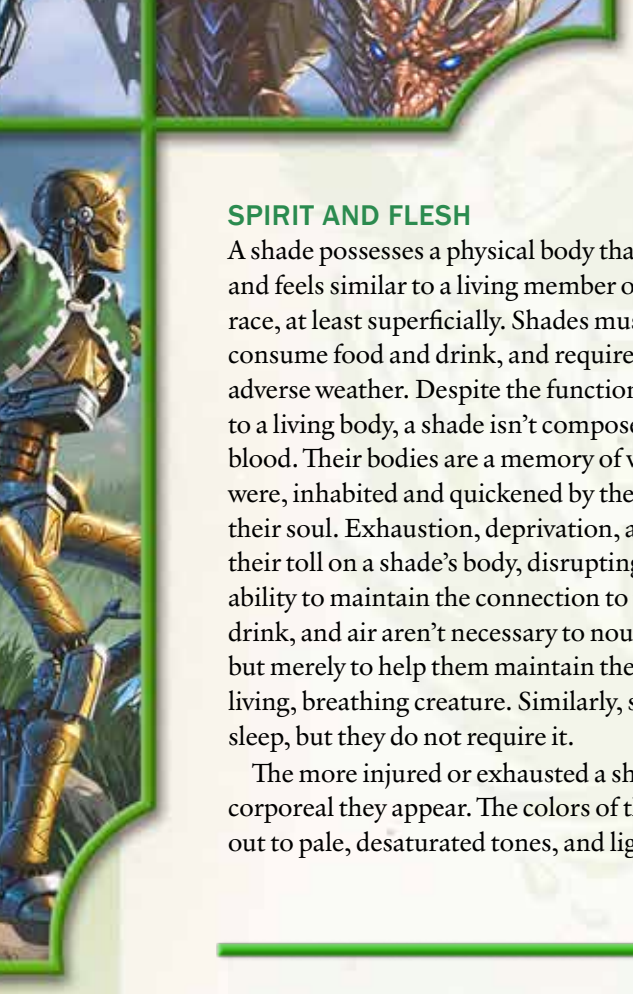
Carrier of Rot. You can use your action to inflict rot on a creature you can see within 10 feet of you. The creature must make a Constitution saving throw. The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus. A creature takes 1d4 necrotic damage on a failed save, and half as much damage on a successful one. A creature that fails the saving throw also rots for 1 minute. A rotting creature takes 1d4 necrotic damage at the end of each of its turns. The target or a creature within 5 feet of it can use an action to excise the rot with a successful Wisdom (Medicine) check. The DC for the check equals the rot's Constitution saving throw DC. The rot also disappears if the target receives magical healing. The damage for the initial action and the rotting increases to 2d4 at 6th level, 3d4 at 11th level, and 4d4 at 16th level. After you use your Carrier of Rot trait, you can't use it again until you complete a short or long rest.

Languages. You can speak, read, and write Common and one of the following: Abyssal, Infernal, or Void Speech. Void Speech is a language of dark gods and ancient blasphemies, and the mere sound of its sibilant tones makes many other creatures quite uncomfortable.

SHADE

Life leaves echoes in its wake, whether crumbled remnants of a bygone civilization, tales of heroes and gods that spawn new beliefs, or even the echo of an individual soul left behind to haunt the living world. Fantasy worlds are no strangers to ghosts and specters that linger beyond death, but sometimes a person's passion, purpose, and will to live are so strong, their tie to the living world so unbreakable, that their memories create a vessel for their soul after their body dies. These people are called shades. Shades can arise from any living race.

There are rumors of darakhul or other undead leaving shades behind after destruction, but there are no reliable accounts of such a creature. It is more likely that an undead creature with strong enough will to become a shade becomes a shade of the race they were in true life.



SPIRIT AND FLESH

A shade possesses a physical body that looks, acts, and feels similar to a living member of their original race, at least superficially. Shades must breathe, consume food and drink, and require shelter from adverse weather. Despite the functional similarities to a living body, a shade isn't composed of flesh and blood. Their bodies are a memory of who they once were, inhabited and quickened by the presence of their soul. Exhaustion, deprivation, and injury take their toll on a shade's body, disrupting their body's ability to maintain the connection to their soul. Food, drink, and air aren't necessary to nourish their bodies but merely to help them maintain the sense of being a living, breathing creature. Similarly, shades appear to sleep, but they do not require it.

The more injured or exhausted a shade, the less corporeal they appear. The colors of their body wash out to pale, desaturated tones, and light begins to pass through them. Blood from their wounds starts out as red and vibrant as any humanoid's, but closer to death, their wounds cease to bleed and seem to evaporate at the edges.

LIVING MEMORY

The strength of a shade's memory of themselves and their place in life is the core of their being. Newer shades are almost impossible to distinguish from their prior, fully-living selves. Like anything exposed to the gnawing ravages of time, however, memory fades. The older a shade gets, the memories that keep them tethered to the living world begin to fray. They might grow forgetful, losing track of where they are or what year it is. Their memories might drift together, causing them to see people around them as figures from their past.

Many shades keep detailed memoirs, tending to them with the same devotion that any living creature shows seeking out food and water. Shades can theoretically live forever, but in practice, the memories that tether them to life can't hold out indefinitely. Journals and other personal mementos help shades keep hold of themselves and allow them to last longer, sometimes for centuries.

SHADE ADVENTURERS

Because they can arise from any people, shades come from all corners of the world and from all walks of life. Station and wealth are no guarantee to help one linger on after the body's death either. It's not unheard of for a person to die only to rise as a shade with little understanding that anything changed. Some even hide or dispose of their original remains, sometimes suppressing or deeply denying the act at all, and resume their life with no disruption. Anyone could secretly, sometimes even to themselves, be a shade.

Some traveling shades leave their old lives behind, particularly those who were alone in life with no one to mourn them or fuel their memory. Such shades make up the majority of adventurers. Other more established shades might set out on a quest for the means to restore their true life or to protect loved ones from a threat.

SHADE TRAITS

Your shade character has a number of traits that arise from being a shade as well as a few drawn from life.

Ability Score Increase. Your Charisma score increases by 1, and one other ability score of your choice increases by 1. Choose one ability score that is increased by your Living Origin or by one of its subraces. That ability score increases by 1.

MEMENTO MORI

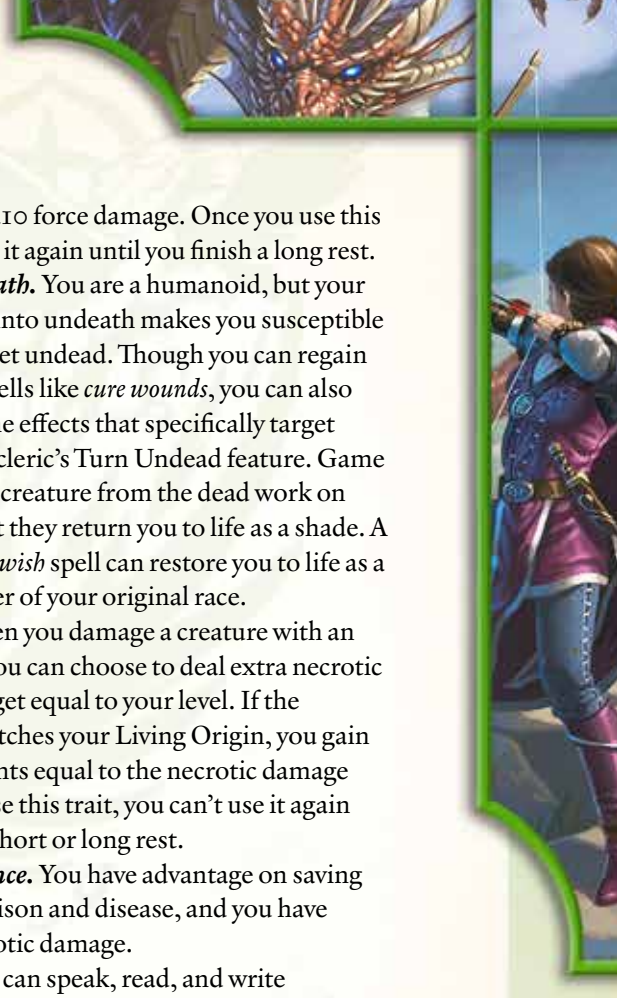
A shade's remembrance of their own life, their own self, is the key to their continued existence. When others honor their memory, a shade can draw sustenance and strength from it. Any token, gift, or even a work of art or poetry intended to honor the memory of the shade carries the giver or creator's memory and can sustain the shade.

Creating a true memento mori requires that the creator have a genuine desire to honor the shade. It might seem trivial for a shade's bard companion to compose poems or songs regularly, thus sustaining the shade, but such attempts fail. Memory is the key, and a creator who is in regular close contact with the shade draws more on that contact than on their own memory. A shade's traveling companion painting a portrait of the shade during their travels will never become a memento mori, but a handmade twine bracelet given by a villager after the shade saved their village might if the shade moves on. Above all, a true, empowered memento mori must carry meaning.

Memento Mori

Wondrous item, uncommon (requires attunement by the shade for whom it was offered)

As long as you have the memento mori in your possession, you don't require food, drink, or sleep. As an action, you can draw on all the stored memory at once, and you receive the effects of a *potion of heroism*. When the effect expires, the memento mori loses its magic.



Age. Shades appear as the age they were when they died. They potentially have no limit to their lifespan, but, realistically, ancient shades grow weary and lose their hold on their memories, fading away near 750 years old.

Alignment. Shades come from all walks of life but tend toward neutrality. Shades that lack contact with other people grow more selfish over time and slip toward evil.

Size. Your size is determined by your Living Origin.

Speed. Your speed is determined by your Living Origin.

Darkvision. Your existence beyond death makes you at home in the dark. You can see in dim light within 60 feet of you as if it were bright light and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Ghostly Flesh. Starting at 3rd level, you can use your action to dissolve your physical body into the ephemeral stuff of spirits. You become translucent and devoid of color, and the air around you grows cold. Your transformation lasts for 1 minute or until you end it as a bonus action. During it, you have a flying speed of 30 feet with the ability to hover, and you have resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks that aren't made with silvered weapons. In addition, you have advantage on ability checks and saving throws made to escape a grapple or against being restrained, and you can move through creatures and solid objects as if they were difficult terrain. If you end your turn inside an object, you take 1d10 force damage. Once you use this trait, you can't use it again until you finish a long rest.

Imperfect Undeath. You are a humanoid, but your partial transition into undeath makes you susceptible to effects that target undead. Though you can regain hit points from spells like *cure wounds*, you can also be affected by game effects that specifically target undead, such as a cleric's Turn Undead feature. Game effects that raise a creature from the dead work on you as normal, but they return you to life as a shade. A *true resurrection* or *wish* spell can restore you to life as a fully living member of your original race.

Life Drain. When you damage a creature with an attack or a spell, you can choose to deal extra necrotic damage to the target equal to your level. If the creature's race matches your Living Origin, you gain temporary hit points equal to the necrotic damage dealt. Once you use this trait, you can't use it again until you finish a short or long rest.

Spectral Resilience. You have advantage on saving throws against poison and disease, and you have resistance to necrotic damage.

Languages. You can speak, read, and write Common and one other language spoken by your Living Origin.

Living Origin. As living echoes of who they once were, shades maintain some of the traits they bore in life. Choose another race as your Living Origin. This is the race you were in life. Your size and speed are those of your Living Origin, and you know one language spoken by your Living Origin.

SHADES IN MIDGARD

The largest known concentration of shades has arisen relatively recently in the conquered kingdom of Krakovar. The death that swept from the vampires to the south and their ghoulish allies that boiled up from the earth's crevices created the perfect conditions for shades to arise. Krakovan shades engage in endless sabotage, harassment, and even outright warfare against the occupying forces of the Blood Kingdom.

Despite their greater frequency in Krakovar, shades remain scattered except for one place. A tiny village in the Ostre Hills, Werghart, hosts a community of shades. It's remote and completely beneath the notice of the vampire ruling nobility because a scouting force destroyed it during the conquest. The shades found it not long after and set about building themselves a new life. The Werghart shades are cut off, but they are determined and could make powerful allies in striking at the Blood Kingdom from within.

In the Southlands, shades are more common in Nuria Natal and in Siwal, the City of Gardens. Siwali shades are great assets to the gravebinders who oversee the Necropolis, often becoming gravebinders themselves.

2 Class Options

People of all backgrounds and creeds find themselves drawn to the life of an adventurer. Here you'll find a variety of class options suitable for many different kinds of adventures and adventurers.

New Spells. Some of the class options presented in this chapter list spells marked with an asterisk (*), indicating they can be found in this book. See the Magic and Spells chapter for more details.

Race-Restricted Class Options. A few of the class options presented here are restricted to specific races from this book, but not every campaign includes all these races. At the GM's discretion, some of these class options might be available to other races. Keep in mind, however, that some of these restricted class options utilize a skill or trait specific to their associated races, which means some features might require minor or major adjustments to make them work for other races.

For example, the Underfoot roguish archetype is dependent upon the rogue having a burrowing speed, which means this class option could be open to any character with a burrowing speed. The Underfoot might not be suitable for characters without a natural burrowing speed, or it would require major changes to allow a character that can't burrow to benefit from the Underfoot's features.

Check with your GM to confirm which races and race-restricted class options are available in your game.

Barbarian Primal Paths

Barbarians fight with primal ferocity, channeling their rage into a variety of benefits for themselves and their allies. Some share their rage with their allies through war chants, some channel the power of dragons or fiends through their rage, while others use their rage to enter a heightened state of awareness and glimpse premonitions of their foes' movements.

Path of Booming Magnificence

Barbarians who walk the Path of Booming Magnificence strive to be as lions among their people: symbols of vitality, majesty, and courage. They serve at the vanguard, leading their allies at each charge and drawing their opponents' attention away from more

vulnerable members of their group. As they grow more experienced, members of this path often take on roles as leaders or in other integral positions.

Roar of Defiance

Beginning at 3rd level, you can announce your presence by unleashing a thunderous roar as part of the bonus action you take to enter your rage. Until the beginning of your next turn, each creature of your choice within 30 feet of you that can hear you has disadvantage on any attack roll that doesn't target you.

Until the rage ends, if a creature within 5 feet of you that heard your Roar of Defiance deals damage to you, you can use your reaction to bellow at them. Your attacker must succeed on a Constitution saving throw or take 1d6 thunder damage. The DC is equal to 8 + your proficiency bonus + your Charisma modifier. The damage you deal with this feature increases to 2d6 at 10th level. Once a creature takes damage from this feature, you can't use this feature on that creature again.

Running Leap

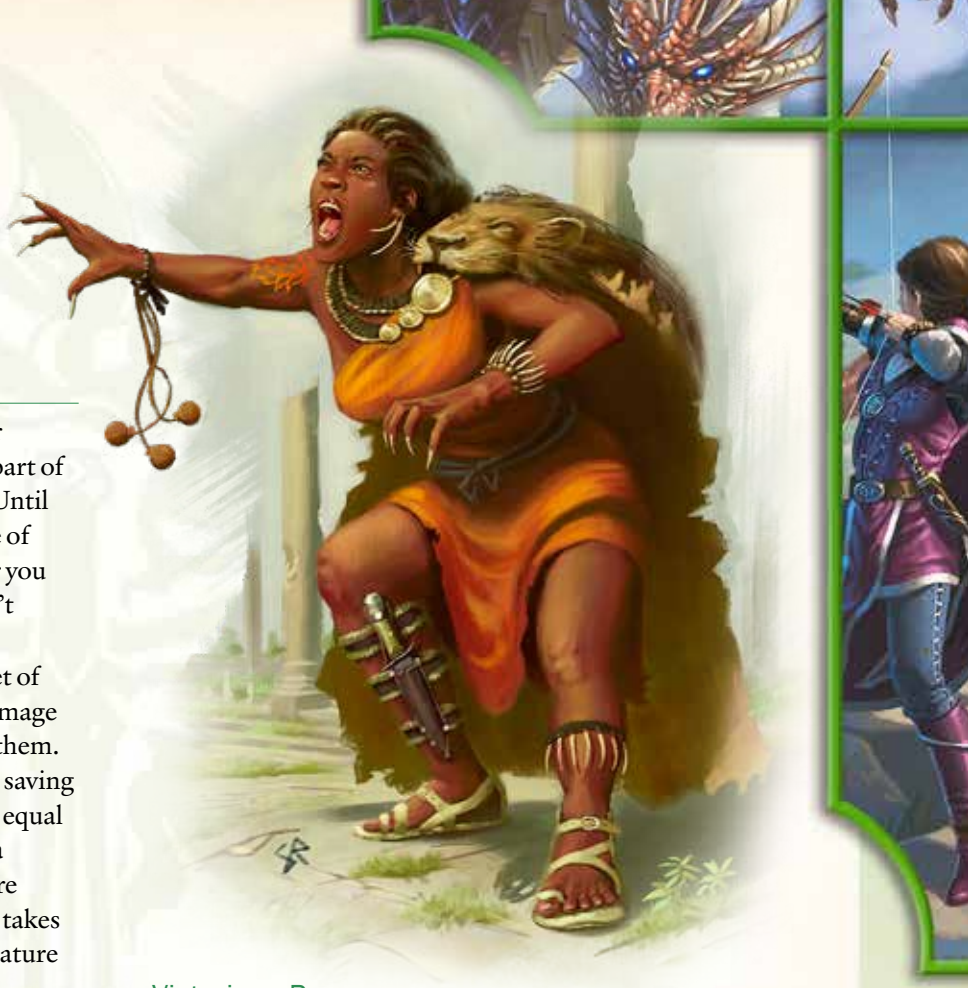
At 3rd level, while you are raging, you can leap further. When you make a standing long jump, you can leap a number of feet equal to your Strength score. With a 10-foot running start, you can long jump a number of feet equal to twice your Strength score.

Lion's Glory

Starting at 6th level, when you enter your rage, you can choose a number of allies that can see you equal to your Charisma modifier (minimum 1). Until the rage ends, when a chosen ally makes a melee weapon attack, the ally gains a bonus to the damage roll equal to the Rage Damage bonus you gain, as shown in the Rage Damage column of the Barbarian table. Once used, you can't use this feature again until you finish a long rest.

Resonant Bellow

At 10th level, your roars can pierce the fog of fear. As a bonus action, you can unleash a mighty roar, ending the frightened condition on yourself and each creature of your choice within 60 feet of you and who can hear you. Each creature that ceases to be frightened gains 1d12 + your Charisma modifier (minimum +1) temporary hit points for 1 hour. Once used, you can't use this feature again until you finish a short or long rest.



Victorious Roar

At 14th level, you exult in your victories. When you hit with at least two attacks on the same turn, you can use a bonus action to unleash a victorious roar. One creature you can see within 30 feet of you must make a Wisdom saving throw with a DC equal to 8 + your proficiency bonus + your Charisma modifier. On a failure, the creature takes psychic damage equal to your barbarian level and is frightened until the end of its next turn. On a success, it takes half the damage and isn't frightened.

PATH OF HELLFIRE

Devils have long been known to grant power to mortals as part of a pact or bargain. While this may take the form of unique magic or boons, those who follow the Path of Hellfire are gifted with command over the fires of the Lower Planes, which they channel for short periods to become powerful and furious fighting machines.

While some of these barbarians are enlisted to support the devils' interests as soldiers or enforcers, some escape their devilish fates, while others still are released after their term of service.

Hellish Aspect

Beginning at 3rd level, when you enter your rage, you take on minor fiendish aspects. The way these aspects manifest is up to you and can include sprouting horns from your head, changing the color of your

skin, growing fangs or a tail, or other small physical changes. Though infused with fiendish power, you aren't a fiend. While raging, you have resistance to fire damage, and the first creature you hit on each of your turns with a weapon attack takes 1d6 extra fire damage. This damage increases to 2d6 at 10th level.

Hell's Vengeance

At 6th level, you can use your hellfire to punish enemies. If an ally you can see within 60 feet of you takes damage while you are raging, you can use your reaction to surround the attacker with hellfire, dealing fire damage equal to your proficiency bonus to it.

Hellfire Shield

Starting at 10th level, when you enter your rage, you can surround yourself with flames. This effect works like the *fire shield* spell, except you are surrounded with a warm shield only and it ends when your rage ends. Once used, you can't use this feature again until you finish a short or long rest.

Devilish Essence

At 14th level, while raging, you have advantage on saving throws against spells and other magical effects, and if you take damage from a spell, you can use your reaction to gain temporary hit points equal to your barbarian level.

PATH OF MISTWOOD

The first barbarians that traveled the path of mistwood were elves who expanded upon their natural gifts to become masters of the forests. Over time, members of other races who saw the need to protect and cherish the green places of the world joined and learned from them. Often these warriors haunt the woods alone, only seen when called to action by something that would despoil their home.

Bonus Proficiency

At 3rd level, you gain proficiency in the Stealth skill. If you are already proficient in Stealth, you gain proficiency in another barbarian class skill of your choice.

Mistwood Defender

Starting at 3rd level, you can use the Reckless Attack feature on ranged weapon attacks with thrown weapons, and, while you aren't within melee range of a hostile creature that isn't incapacitated, you can

draw and throw a thrown weapon as a bonus action.

In addition, when you make a ranged weapon attack with a thrown weapon using Strength while raging, you can add your Rage Damage bonus to the damage you deal with the thrown weapon.

From the Mist

Beginning at 6th level, mist and fog don't hinder your vision. In addition, you can cast the *misty step* spell, and you can make one attack with a thrown weapon as part of the same bonus action immediately before or immediately after you cast the spell. You can cast this spell while raging. You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Mist Dance

Starting at 10th level, when you use the Attack action while raging, you can make one attack against each creature within 5 feet of you in place of one of your attacks. You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

War Band's Passage

Starting at 14th level, when you use your From the Mist feature to cast *misty step*, you can bring up to two willing creatures within 5 feet of you along with you, as long as each creature isn't carrying more than its carrying capacity. Attacks against you and any creatures you bring with you have disadvantage until the start of your next turn.

PATH OF THE DRAGON

Few creatures embody the power and majesty of dragons. By walking the path of the dragon, you don't solely aspire to emulate these creatures—you seek to become one. The barbarians who follow this path often do so after surviving a dragon encounter or are raised in a culture that worships them. Dragons tend to have a mixed view of the barbarians who choose this path. Some dragons, in particular the metallic dragons, view such a transformation as a flattering act of admiration. Others may recognize or even fully embrace them as useful to their own ambitions. Still others view this path as embarrassing at best and insulting at worst, for what puny, two-legged creature can ever hope to come close to the natural ferocity of a dragon? When choosing this path, consider what experiences drove you to such a course. These experiences will help inform how you deal with the judgment of dragons you encounter in the world.

Totem Dragon

Starting when you choose this path at 3rd level, you choose which type of dragon you seek to emulate. You can speak and read Draconic, and you are resistant to the damage type of your chosen dragon.

Dragon	Damage Type
Black or Copper	Acid
Blue or Bronze	Lightning
Brass, Gold, or Red	Fire
Green	Poison
Silver or White	Cold

Wyrm Teeth

At 3rd level, your jaws extend and become dragon-like when you enter your rage. While raging, you can use a bonus action to make a melee attack with your bite against one creature you can see within 5 feet of you. You are proficient with the bite. When you hit with it, your bite deals piercing damage equal to 1d8 + your Strength modifier + damage of the type associated with your totem dragon equal to your proficiency bonus.

Legendary Might

Starting at 6th level, if you fail a saving throw, you can choose to succeed instead. Once you use this feature, you can't use it again until you finish a long rest. When you reach 14th level in this class, you can use this feature twice between long rests.

PATH OF THE DRAGON BARBARIANS IN MIDGARD

Within the Mharoti Empire, dragon barbarians are prized and take up positions as vanguards in the legions or as intimidating heralds of the dragon lords. Similarly, dragon-worshipping communities—like the Children of Veles in the Southlands and those devoted to Nidhogg or Jormungandr in the Northlands—consider this path a respected expression of their beliefs.

Outside of those communities, it can be riskier to express such abilities, especially in those lands in constant conflict with dragonkind, such as all the lands touching the Dragon Empire.

Aspect of the Dragon

At 10th level, you take on additional draconic features while raging. When you enter your rage, choose one of the following aspects to manifest.

Dragon Heart. You gain temporary hit points equal to 1d12 + your barbarian level. Once you manifest this aspect, you must finish a short or long rest before you can manifest it again.

Dragon Hide. Scales sprout across your skin. Your Armor Class increases by 2.

Dragon Sight. Your senses become those of a dragon. You have blindsight out to a range of 60 feet.

Dragon Wings. You sprout a pair of wings that resemble those of your totem dragon. While the wings are present, you have a flying speed of 30 feet. You can't manifest your wings while wearing armor unless it is made to accommodate them, and clothing not made to accommodate your wings might be destroyed when you manifest them.

Wyrm Lungs

At 14th level, while raging, you can use an action to make a breath weapon attack. You exhale your breath in a 60-foot cone. Each creature in the area must make a Dexterity saving throw (DC equal to 8 + your proficiency bonus + your Constitution modifier), taking 12d8 damage of the type associated with your totem dragon on a failed save, or half as much damage on a successful one. Once you use this feature, you can't use it again until you finish a long rest.

PATH OF THE HERALD

In northern lands, the savage warriors charge into battle behind chanting warrior-poets. These wise men and women collect the histories, traditions, and accumulated knowledge of the people to preserve and pass on. Barbarians who follow the Path of the Herald lead their people into battle, chanting the tribe's sagas and spurring them on to new victories while honoring the glory of the past.

Oral Tradition

When you adopt this path at 3rd level, you gain proficiency in History and Performance. If you already have proficiency in one of these skills, your proficiency bonus is doubled for ability checks you make using that skill.

Battle Fervor

Starting when you choose this path at 3rd level, when you enter a rage, you can expend one additional daily use of rage to allow a number of willing creatures equal to half your proficiency bonus (minimum of 1) within 30 feet of you to enter a rage as well. A target must be able to see and hear you to enter this rage. Each target gains the benefits and restrictions of the barbarian Rage class feature. In addition, the rage ends early on a target if it can no longer see or hear you.

Lorekeeper

As a historian, you know how much impact the past has on the present. At 6th level, you can enter a trance and explore your people's sagas to cast the *augury*, *comprehend languages*, or *identify* spell, but only as a

ritual. After you cast a spell in this way, you can't use this feature again until you finish a short or long rest.

Bolstering Chant

At 10th level, when you end your rage as a bonus action, you regain a number of hit points equal to your barbarian level × 3. Alternatively, if you end your rage and other creatures are also raging due to your Battle Fervor feature, you and each creature affected by your Battle Fervor regains a number of hit points equal to your barbarian level + your Charisma modifier.

Thunderous Oratory

At 14th level, while you are raging, your attacks deal an extra 2d6 thunder damage. If a creature is raging due to your Battle Fervor feature, its weapon attacks deal an extra 1d6 thunder damage. In addition, when you or a creature affected by your Battle Fervor scores a critical hit with a melee weapon attack, the target must succeed on a Strength saving throw (DC equal to 8 + your proficiency bonus + your Charisma modifier) or be pushed up to 10 feet away and knocked prone in addition to any extra damage from the critical hit.

PATH OF THE INNER EYE

The barbarians who follow the Path of the Inner Eye elevate their rage beyond anger to glimpse premonitions of the future.

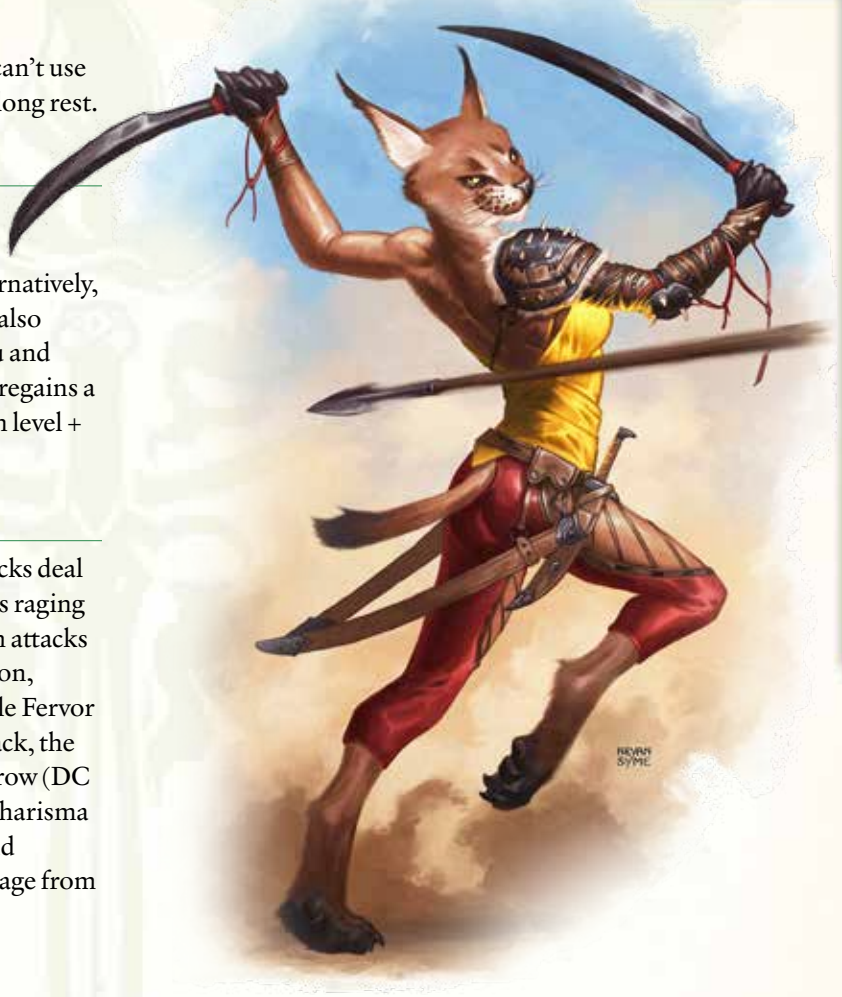
Anticipatory Stance

When you choose this path at 3rd level, you can't be surprised unless you are incapacitated, and attacks against you before your first turn have disadvantage. If you take damage before your first turn, you can enter a rage as a reaction, gaining resistance to bludgeoning, piercing, and slashing damage from the triggering attack.

When you reach 8th level in this class, you get 1 extra reaction on each of your turns. This extra reaction can be used only for features granted by the Path of the Inner Eye, such as Insightful Dodge or Preemptive Parry. When you reach 18th level in this class, this increases to 2 extra reactions on each of your turns.

Insightful Dodge

Beginning at 6th level, when you are hit by an attack while raging, you can use your reaction to move 5 feet. If this movement takes you beyond the range of the attack, the attack misses instead. You can use this feature a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

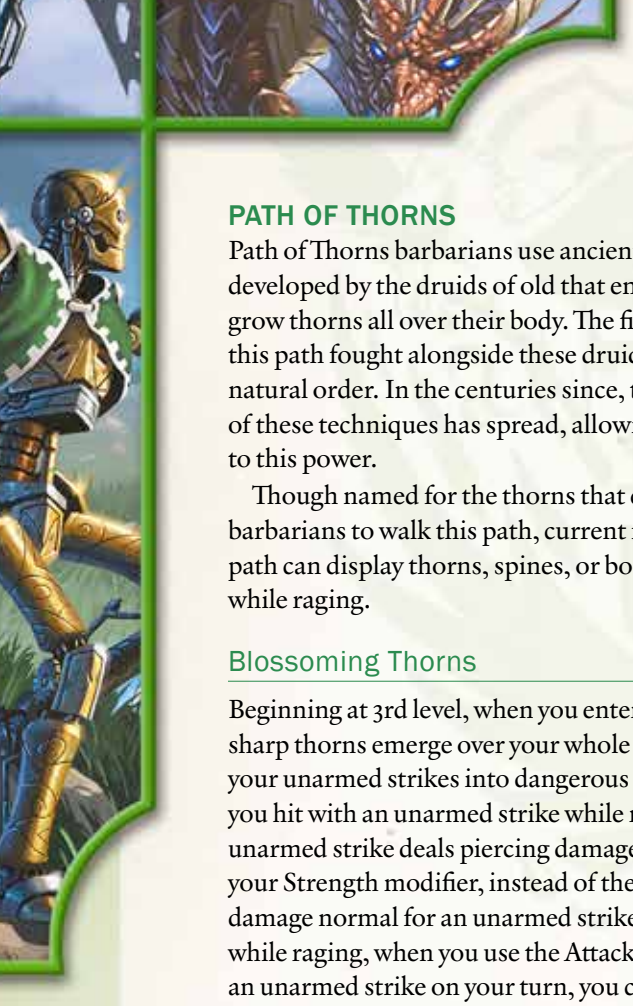


Foretelling Tactics

Starting at 10th level, when you hit a creature with a weapon attack while raging, up to two creatures of your choice who can see and hear you can each use a reaction to immediately move up to half its speed toward the creature you hit and make a single melee or ranged weapon attack against that creature. This movement doesn't provoke opportunity attacks. Once you use this feature, you can't use it again until you finish a short or long rest.

Preemptive Parry

At 14th level, if you are raging and a creature you can see within your reach hits another creature with a weapon attack, you can use your reaction to force the attacker to reroll the attack and use the lower of the two rolls. If the result is still a hit, reduce the damage dealt by your weapon damage die + your Strength modifier.



PATH OF THORNS

Path of Thorns barbarians use ancient techniques developed by the druids of old that enable them to grow thorns all over their body. The first barbarians of this path fought alongside these druids to defend the natural order. In the centuries since, the knowledge of these techniques has spread, allowing others access to this power.

Though named for the thorns that covered the first barbarians to walk this path, current followers of this path can display thorns, spines, or boney growths while raging.

Blossoming Thorns

Beginning at 3rd level, when you enter your rage, hard, sharp thorns emerge over your whole body, turning your unarmed strikes into dangerous weapons. When you hit with an unarmed strike while raging, your unarmed strike deals piercing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike. In addition, while raging, when you use the Attack action with an unarmed strike on your turn, you can make one unarmed strike as a bonus action.

The unarmed strike damage you deal while raging increases when you reach certain levels in this class: to 1d6 at 8th level and to 1d8 at 14th level.

Thorned Grasp

Also at 3rd level, when you use the Attack action to grapple a creature while raging, the target takes 1d4 piercing damage if your grapple check succeeds, and it takes 1d4 piercing damage at the start of each of your turns, provided you continue to grapple the creature and are raging. When you reach 10th level in this class, this damage increases to 2d4.

Nature's Blessing

At 6th level, the thorns you grow while raging become more powerful and count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. When you are hit by a melee weapon attack by a creature within 5 feet of you while raging, that creature takes 1d4 piercing damage. When you reach 10th level in this class, this damage increases to 2d4.

Alternatively, while raging, you can use your reaction to disarm a creature that hits you with a melee weapon while within 5 feet of you by catching its weapon in your thorns instead of the attacker taking damage from your thorns. The attacker must succeed on a Strength saving throw (DC equal to 8 + your Constitution modifier + your proficiency bonus) or drop the weapon it used to attack you. The weapon lands at its feet. The attacker must be wielding a weapon for you to use this reaction.

Toxic Infusion

Starting at 10th level, when you enter your rage or as a bonus action while raging, you can infuse your thorns with toxins for 1 minute. While your thorns are infused with toxins, the first creature you hit on each of your turns with an unarmed strike must succeed on a Constitution saving throw (DC equal to 8 + your Constitution modifier + your proficiency bonus) or be poisoned until the end of its next turn.

You can use this feature a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

Thorn Barrage

At 14th level, you can use an action to shoot the thorns from your body while raging. Each creature within 10 feet of you must make a Dexterity saving throw (DC equal to 8 + your Constitution modifier + your proficiency bonus), taking 4d6 piercing damage on a failed save, or half as much damage on a successful one.

You can use this feature a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

BARD COLLEGES

Masters of performance and the acquisition of knowledge, bards thrive on stories. Some investigate the stories told in the clues at the scene of a crime or told in dark corners where the speakers believe no one is listening, while others scour historical records of battles and use ancient strategies to aid their allies.

COLLEGE OF ECHOES

In the caverns beneath the surface of the world, sound works differently. Your exposure to echoes has taught you about how sound changes as it moves and encounters obstacles. Inspired by the effect caves and tunnels have on sounds, you have learned to manipulate sound with your magic, curving it and altering it as it moves. You can silence the most violent explosions, you can make whispers seem to reverberate forever, and you can even change the sounds of music and words as they are created.

Echolocation

When you join the College of Echoes at 3rd level, you learn how to see with your ears as well as your eyes. As long as you can hear, you have blindsight out to a range of 10 feet, and you have disadvantage on saving throws against effects that would deafen you.

At 14th level, your blindsight is now out to a range of 15 feet, and you no longer have disadvantage on saving throws against effects that would deafen you.

Alter Sound

At 3rd level, you can manipulate the sounds of your speech to mimic any sounds you've heard, including voices. A creature that hears the sounds can tell they are imitations with a successful Wisdom (Insight) check contested by your Charisma (Deception) check.

In addition, you can manipulate some of the sounds around you. You can use your reaction to cause one of the following effects.

Enhance. You can increase the volume of a sound originating within 30 feet of you, doubling the range it can be heard and granting creatures in range of the sound advantage on Wisdom (Perception) checks to detect the sound. In addition, when a hostile creature within 30 feet of you takes thunder damage, you can expend one use of Bardic Inspiration and increase the thunder damage by an amount equal to the number you roll on the Bardic Inspiration die.

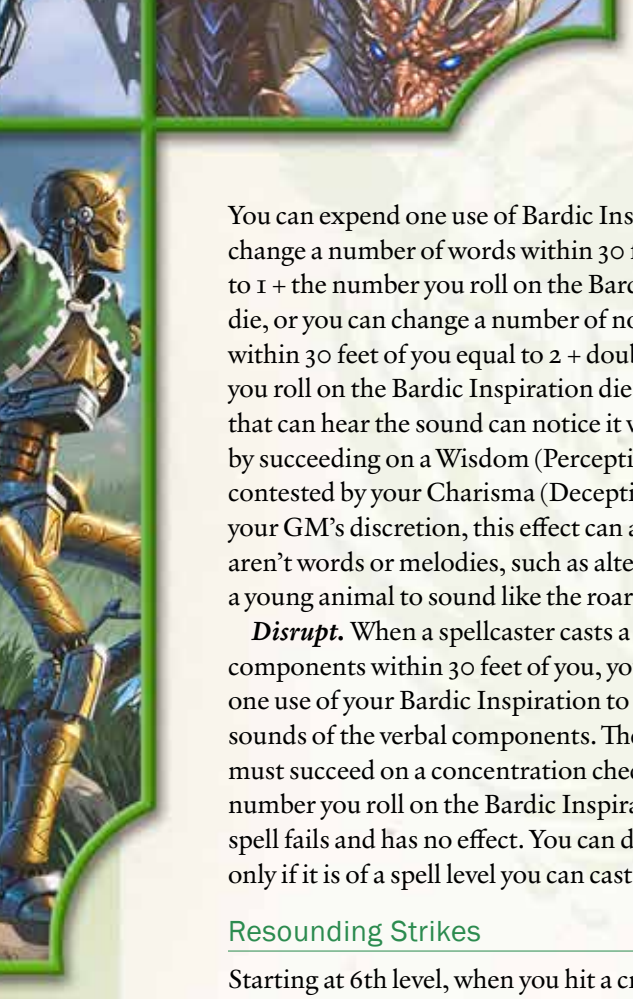
Dampen. You can decrease the volume of a sound originating within 30 feet of you, halving the range it can be heard and granting creatures in range of the sound disadvantage on Wisdom (Perception) checks to detect the sound. In addition, when a friendly creature within 30 feet of you takes thunder damage, you can expend one use of Bardic Inspiration and decrease the thunder damage by an amount equal to the number you roll on the Bardic Inspiration die.

Distort. You can change 1 word or up to 2 notes within 30 feet of you to another word or other notes.

THE RANGE OF SOUND

Some effects that create sounds specify the range at which they can be heard, such as the ***horn of blasting***, but the range of sound on many effects is more ambiguous, such as the voice-altering aspect of the ***thaumaturgy*** spell. Before you play a College of Echoes bard, discuss with your GM how sounds and their ranges, especially for the more ambiguous effects, will be treated in your game. This will keep you both on the same page of how sound will work throughout the course of play and help avoid frustrations when you use your Alter Sounds feature to manipulate the sounds around you.

At your GM's discretion, the dampening and enhancing effects of your Alter Sounds can allow ***message*** spells to travel further, allies to sneak more quietly, your group to have a private conversation in a crowded area, or other similar effects.



You can expend one use of Bardic Inspiration to change a number of words within 30 feet of you equal to 1 + the number you roll on the Bardic Inspiration die, or you can change a number of notes of a melody within 30 feet of you equal to 2 + double the number you roll on the Bardic Inspiration die. A creature that can hear the sound can notice it was altered by succeeding on a Wisdom (Perception) check contested by your Charisma (Deception) check. At your GM's discretion, this effect can alter sounds that aren't words or melodies, such as altering the cries of a young animal to sound like the roars of an adult.

Disrupt. When a spellcaster casts a spell with verbal components within 30 feet of you, you can expend one use of your Bardic Inspiration to disrupt the sounds of the verbal components. The spellcaster must succeed on a concentration check (DC 8 + the number you roll on the Bardic Inspiration die) or the spell fails and has no effect. You can disrupt a spell only if it is of a spell level you can cast.

Resounding Strikes

Starting at 6th level, when you hit a creature with a melee weapon attack, you can expend one spell slot to deal thunder damage to the target, in addition to the weapon's damage. The extra damage is 1d6 for a 1st-level spell slot, plus 1d6 for each spell level higher than 1st, to a maximum of 6d6. The damage increases by 1d6 if the target is made of inorganic material such as stone, crystal, or metal.

Reverberating Strikes

At 14th level, your Bardic Inspiration infuses your allies' weapon attacks with sonic power. A creature that has a Bardic Inspiration die from you can roll that die and add the number rolled to a weapon damage roll it just made, and all of the damage from that attack becomes thunder damage. The target of the attack must succeed on a Strength saving throw against your spell save DC or be knocked prone.

COLLEGE OF INVESTIGATION

Bards pick up all sorts of information as they travel the land. Some bards focus on a certain type of information, like epic poetry, love ballads, or bawdy drinking songs. Others, however, turn to the shadowy occupation of investigating crimes. These bards use their knack for gathering information to learn about criminals and vigilantes, their tactics, and their weaknesses. Some work with agents of the law to catch criminals, but shadier members of this college use their dark knowledge to emulate the malefactors they have studied for so long.

Bonus Proficiencies

When you join the College of Investigation at 3rd level, you gain proficiency in the Insight skill and in two of the following skills of your choice: Acrobatics, Deception, Investigation, Performance, Sleight of Hand, or Stealth.

Quick Read

At 3rd level, your knowledge of underhanded tactics allows you to gain insight into your foes' strategies. As a bonus action, you can expend one use of Bardic Inspiration to make a Wisdom (Insight) check against one creature you can see within 30 feet contested by the creature's Charisma (Deception) check. Add the number you roll on the Bardic Inspiration die to the result of your check. You have disadvantage on this check if the target is not a humanoid, and the check automatically fails against creatures with an Intelligence score of 3 or lower. On a success, you gain one of the following benefits:

- The target has disadvantage on attack rolls against you for 1 minute.
- You have advantage on saving throws against the target's spells and magical effects for 1 minute.
- You have advantage on attack rolls against the target for 1 minute.

Bardic Instinct

Starting at 6th level, you can extend your knowledge of criminal behavior to your companions. When a creature that has a Bardic Inspiration die from you is damaged by a hostile creature's attack, it can use its reaction to roll that die and reduce the damage by twice the number rolled. If this reduces the damage of the attack to 0, the creature you inspired can make one melee attack against its attacker as part of the same reaction.

Hot Pursuit

Starting at 14th level, when a creature fails a saving throw against one of your bard spells, you can designate it as your mark for 24 hours. You know the direction to your mark at all times unless it is within an *antimagic field*, it is protected by an effect that prevents scrying such as *nondetection*, or there is a barrier of lead at least 1 inch thick between you.

In addition, whenever your mark makes an attack roll, you can expend one use of Bardic Inspiration to subtract the number rolled from the mark's attack roll. Alternatively, whenever you make a saving throw against a spell or magical effect from your mark, you can expend one use of Bardic Inspiration to add the number rolled to your saving throw. You can choose to expend the Bardic Inspiration after the attack or saving throw is rolled but before the outcome is determined.

COLLEGE OF SHADOWS

Some bards are as proficient in the art of espionage as they are in poetry and song. Their primary medium is information and secrets, though they are known to slip a dagger between ribs when necessary. Masters of insight and manipulation, these bards use every tool at their disposal in pursuit of their goals, and they value knowledge above all else. The more buried a secret, the deeper they delve to uncover it. Knowledge is power; it can cement empires or topple dynasties.

College of Shadows bards undergo careful training before they're sent out into the world. Skilled in both music and manipulation, they're the perfect blend of charm and cunning. The tricks they learn in their tutelage make them ideal for the subtle work of coaxing out secrets, entrancing audiences, and dazzling the minds of their chosen targets.

Bonus Proficiencies

When you join the College of Shadows at 3rd level, you gain proficiency in Stealth and in two other skills of your choice.

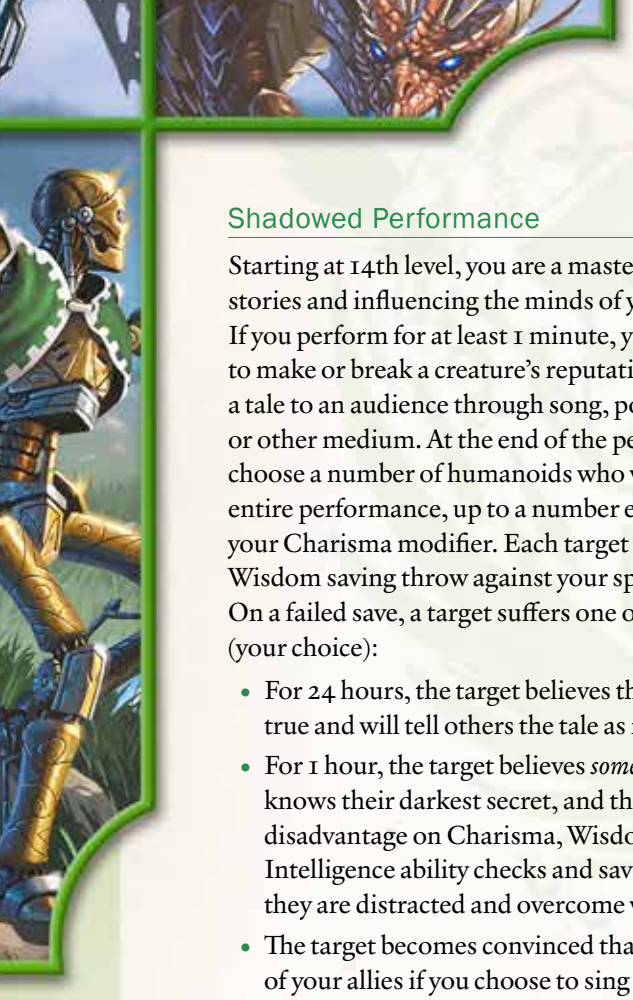
Mantle of Shadows

Starting at 3rd level, while you are in dim light or darkness, you can use an action to twist the shadows around you for 1 minute or until your concentration ends. For the duration, you have advantage on Dexterity (Stealth) checks, and you can take the Dash action as a bonus action on each of your turns.

Cunning Insight

Starting at 6th level, you know exactly where to hit your enemies. You can use an action to focus on a creature you can see within 60 feet of you. The target must make a Wisdom saving throw against your spell save DC. You can use this feature as a bonus action if you expend a Bardic Inspiration die. If you do, roll the die and subtract the number rolled from the target's saving throw roll. If the target fails the saving throw, choose one of the following:

- You have advantage on your next attack roll against the target.
- You know the target's damage vulnerabilities.
- You know the target's damage resistances and damage immunities.
- You know the target's condition immunities.
- You see through any illusions obscuring or affecting the target for 1 minute.



Shadowed Performance

Starting at 14th level, you are a master at weaving stories and influencing the minds of your audience. If you perform for at least 1 minute, you can attempt to make or break a creature's reputation by relaying a tale to an audience through song, poetry, play, or other medium. At the end of the performance, choose a number of humanoids who witnessed the entire performance, up to a number equal to 1 plus your Charisma modifier. Each target must make a Wisdom saving throw against your spell save DC. On a failed save, a target suffers one of the following (your choice):

- For 24 hours, the target believes the tale you told is true and will tell others the tale as if it were truth.
- For 1 hour, the target believes *someone* nearby knows their darkest secret, and they have disadvantage on Charisma, Wisdom, and Intelligence ability checks and saving throws as they are distracted and overcome with paranoia.
- The target becomes convinced that you (or one of your allies if you choose to sing the praises of another) are a fearsome opponent. For 1 minute, the target is frightened of you (or your ally), and you (or your ally) have advantage on attack rolls against the target.

A *remove curse* or *greater restoration* spell ends this effect early. You can't use this feature again until you finish a short or long rest.

COLLEGE OF SINCERITY

Bards of the College of Sincerity know it is easier for someone to get what they want when they mask their true intentions behind a pleasant façade. These minstrels gain a devoted following and rarely lack for company. Some of their devotees go so far as to put themselves at the service of the bard they admire. Though members of the college can be found as traveling minstrels and adventuring troubadours, they gravitate to large urban areas where their silver tongues and mind-bending performances have the greatest influence. Devious rulers sometimes seek out members of the college as counsellors, but the rulers must be wary lest they become a mere pawn of their new aide.

Entourage

When you join the College of Sincerity at 3rd level, you gain the service of two commoners. Your entourage is considered charmed by you and travels with you to see to your mundane needs, such as making your meals and doing your laundry. If you are in an urban area, they act as your messengers and gofers. When you put on a performance, they speak your praises and rouse the crowd to applause. In exchange for their service, you must provide your entourage a place to live and pay the costs for them to share the same lifestyle as you.

Your entourage doesn't join combat or venture into obviously dangerous areas or situations. If you or your companions abuse or mistreat your entourage, they leave your service immediately. If this occurs, you can gain the service of a new entourage by traveling to a different urban area where you must perform at least 1 hour each day for one week.

You gain another commoner at 6th level, and a final one at 14th level. If you prefer, instead of gaining a new commoner at 6th level, one member of your entourage can become a guard. At 14th level, if you have a guard, it can become your choice of a spy or veteran, instead of taking on a new commoner. If one member of your entourage becomes a guard, spy, or veteran, that person accompanies you into dangerous situations, but they only use the Help action to aid you, unless you use a bonus action to direct them to take a specific action. At the GM's discretion, you can replace the guard with another humanoid of CR 1/8

or lower, the spy with another humanoid of CR 1 or lower, and the veteran with another humanoid of CR 3 or lower.

Kind-Eyed Smile

Also at 3rd level, when you cast an enchantment spell, such as *charm person*, your target remains unaware of your attempt to affect its mind, regardless of the result of its saving throw. When the duration of an enchantment spell you cast ends, your target remains unaware that you enchanted it. If the description of the spell you cast states the creature is aware you influenced it with magic, it isn't aware you enchanted it unless it succeeds on a Charisma saving throw against your spell save DC.

Lingering Presence

Starting at 6th level, if a creature fails a saving throw against an enchantment or illusion spell you cast, it has disadvantage on subsequent saving throws it makes to overcome the effects of your spell. For example, a creature affected by your *hold person* spell has disadvantage on the saving throw it makes at the end of each of its turns to end the paralyzed effect.

Artist of Renown

At 14th level, you can expend a Bardic Inspiration die to cast an enchantment spell you don't know using one of your spell slots. When you do so, you must be able to meet all of the spell's requirements, and you must have an available spell slot of sufficient level.

You can't use your Font of Inspiration feature to regain Bardic Inspiration dice expended to cast spells with this feature after a short rest. Bardic Inspiration dice expended by this feature are regained only after you finish a long rest.

COLLEGE OF TACTICS

Bards of the College of Tactics are calculating strategists who scour historical records of famous battles for tricks they can use to give their own troops, and those of their patrons, an edge on the battlefield. Members of this college travel from war zone to combat site and interview the veterans of those engagements, trying to discern how the victors won the day and leveraging that information for their personal glory.

Combat Tactician

When you join the College of Tactics at 3rd level, you gain proficiency with medium armor, shields, and one martial weapon of your choice. In addition, you

can use Bardic Inspiration a number of times equal to your Charisma modifier (a minimum of 1) + your proficiency bonus. You regain expended uses when you finish a long rest (or short rest if you have the Font of Inspiration feature), as normal.

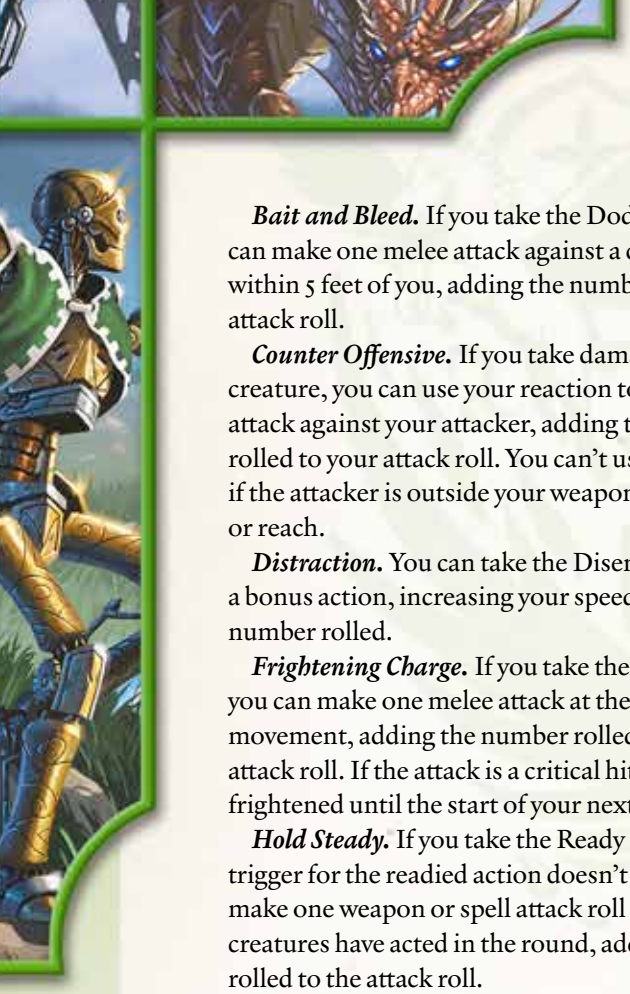
Setting the Board

Also at 3rd level, you can move your allies into more advantageous positions, just as a general moves troop markers on a map. As a bonus action, you can command up to three willing allies who can see or hear you to use a reaction to move. Each target can move up to half its speed. This movement doesn't provoke opportunity attacks.

You can use this feature a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

Song of Strategy

Beginning at 6th level, you can share your tactical knowledge with your allies in the heat of battle. A creature that has a Bardic Inspiration die from you can roll that die and perform one of the following strategies. For the purpose of these strategies, "you" refers to the creature with the Bardic Inspiration die.



Bait and Bleed. If you take the Dodge action, you can make one melee attack against a creature that is within 5 feet of you, adding the number rolled to your attack roll.

Counter Offensive. If you take damage from a creature, you can use your reaction to make one attack against your attacker, adding the number rolled to your attack roll. You can't use this strategy if the attacker is outside your weapon's normal range or reach.

Distraction. You can take the Disengage action as a bonus action, increasing your speed by 5 feet × the number rolled.

Frightening Charge. If you take the Dash action, you can make one melee attack at the end of the movement, adding the number rolled to your attack roll. If the attack is a critical hit, the target is frightened until the start of your next turn.

Hold Steady. If you take the Ready action and the trigger for the readied action doesn't occur, you can make one weapon or spell attack roll after all other creatures have acted in the round, adding the number rolled to the attack roll.

Indirect Approach. If you take the Help action to aid a friendly creature in attacking a creature within 5 feet of you, the friendly creature can add the number rolled to their attack roll against the target, and each other friendly creature within 5 feet of you has advantage on its first attack roll against the target.

Ablative Inspiration

Starting at 14th level, when you take damage from a spell or effect that affects an area, such as the *fireball* spell or a dragon's breath weapon, you can expend one use of your Bardic Inspiration as a reaction to redirect and dissipate some of the spell's power. Roll the Bardic Inspiration die and add the number rolled to your saving throw against the spell. If you succeed on the saving throw, each friendly creature within 10 feet of you is also treated as if it succeeded on the saving throw.

COLLEGE OF THE CAT

Scholars and spies, heroes and hunters: whether wooing an admirer in the bright sunlight or stalking prey under the gentle rays of the moon, bards of the College of the Cat excel at diverse skills and exhibit contrary tendencies. The adventurous spirits who favor the College of the Cat let their curiosity and natural talents get them into impossible places. Most are skilled, cunning, and vicious enough to extricate themselves from even the most dangerous situations.

Bonus Proficiencies

When you join the College of the Cat at 3rd level, you gain proficiency with the Acrobatics and Stealth skills and with thieves' tools if you don't already have them. In addition, if you're proficient with a simple or martial melee weapon, you can use it as a spellcasting focus for your bard spells.

Inspired Pounce

Also at 3rd level, you learn to stalk unsuspecting foes engaged in combat with your allies. When an ally you can see uses one of your Bardic Inspiration dice on a weapon attack roll against a creature, you can use your reaction to move up to half your speed and make one melee weapon attack against that creature. You gain a bonus on your attack roll equal to the result of the spent Bardic Inspiration die.

When you reach 6th level in this class, you gain a climbing speed equal to your walking speed, and when you use Inspired Pounce, you can move up to your speed as part of the reaction.

My Claws Are Sharp

Beginning at 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. In addition, when you use two-weapon fighting to make an attack as a bonus action, you can give a Bardic Inspiration die to a friendly creature within 60 feet of you as part of that same bonus action.

Catlike Tread

Starting at 14th level, while a creature has one of your Bardic Inspiration dice, it has advantage on Dexterity (Stealth) checks. When you have no uses of Bardic Inspiration left, you have advantage on Dexterity (Stealth) checks.

CLERIC DIVINE DOMAINS

Clerics call upon and use the power of their deities to become the hands of those deities in the world. The influence of a cleric's deity can be felt in the cleric's actions, whether using the blessing of a wind god to call a storm down upon enemies, using a serpent god to transform into a giant snake, or entreating a god of doorways and travel to teleport an ally to safety.

BLACK POWDER DOMAIN

The Black Powder domain focuses on the explosive, unpredictable, and destructive capacity of black powder. Deities with a vested interest in alchemy or deities who revel in destruction can claim influence over this domain. Deities of destruction need not be evil; such gods may represent natural chaos and destruction, reveling just as much in the unpredictable destructive capacity of black powder as in the chaotic destruction wrought by a volcanic eruption. In areas where warfare involves alchemical weapons or firearms, gods of war might also claim influence over this domain.

BLACK POWDER DOMAIN SPELLS

Cleric Level	Spells
1st	*fog cloud*, *thunderwave*
3rd	*heat metal*, *shatter*
5th	*fireball*, *stinking cloud*
7th	*confusion*, *wall of fire*
9th	*cloudkill*, *deadly salvo**

*indicates a spell found in this book

Bonus Proficiencies

When you choose this domain at 1st level, you gain proficiency with alchemist's supplies or gunsmith's tools (your choice). You also gain proficiency with all simple and martial weapons that have the gunpowder weapon property (see the Adventuring Gear chapter), and when throwing an item with the gunpowder weapon property, such as a bomb, you don't treat the item as an improvised weapon.

Gunpowder Blessing

Also at 1st level, you can use an action to touch a weapon held by a willing creature. The weapon gains the gunpowder weapon property. This blessing lasts for 1 minute or until you use this feature again.

Channel Divinity: Imbue/Remove Explosivity

Starting at 2nd level, you can use your Channel Divinity to harness the power of black powder, infusing it into the weapons of allies to make them more deadly, or revoke your god's blessing, lessening the effects of enemy firearms.

As an action, you present your holy symbol and evoke explosive energy that instills your Gunpowder Blessing on one weapon possessed by each creature of your choice within 30 feet of you for 1 minute.

Alternatively, you can curse a number of weapons with the gunpowder weapon property equal to your proficiency bonus within 30 feet of you for 1 minute. Each affected weapon loses the ability to experience a burst for the duration. A *remove curse* spell cast on the weapon restores its full function.

Explosive Infusion

Beginning at 6th level, you can imbue an object you are holding or carrying with explosive power. The object must be nonmagical and small enough to fit in one hand, such as a glass vial or a ball bearing. As a bonus action, you can expend a 1st-level spell slot to fill the item with explosive power for 1 minute. Before the duration ends, you can use an action to throw the object at a point you can see up to 20 feet away, where it explodes on impact. Each creature within 5 feet of that point must make a Dexterity saving throw against your spell save DC, taking 2d6 fire damage on a failed save, or half as much damage on a successful one. This damage can experience bursts, as described in the gunpowder weapon property, but this effect counts as a single effect for the purposes of determining how many times the damage can burst, regardless of the number of targets affected.

If you expend a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st. If you expend a use of your Channel Divinity as part of the action to throw the object, each creature within 20 feet of the point of impact must make the saving throw. If you don't throw the object before the duration ends, the magic fades, and the item becomes a normal object once again.

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 fire damage to the target. When you reach 14th level, the extra damage increases to 2d8.

Greater Explosive Infusion

Starting at 17th level, you can imbue explosive power into larger objects with your Explosive Infusion. The target must be an object that isn't being worn or carried at the time you imbue it, must be no larger than can fit in a single 5-foot cube, and must be nonmagical. Your infusion fills the object with explosive power for 10 minutes. Before the duration ends, you can detonate the object as an action, provided you are within 100 feet of it. Alternatively, you can detonate the object as a reaction to a specific event (a particular creature or certain number of creatures move within 20 feet of the object, for example), or you can set a specific time for the object to detonate, up to 10 minutes from the time at which you infused the object. If you set the object to detonate at a specific time, you don't need to be within 100 feet of the object for it to detonate.

When the object detonates, each creature within 20 feet of the object must make the saving throw. If you expend a use of your Channel Divinity when you first imbue the object, each creature in the area when it detonates has disadvantage on the saving throw. At any point before the object detonates, you can touch it as an action to disperse the energy and cause it to become a normal object once again, regaining the spell slot you expended to infuse the object.

HUNT DOMAIN

Many terrible creatures prey on the villages, towns, and inns that dot the forests of Midgard. When such creatures become particularly aggressive or can't be dissuaded by local druids, the settlements often call on servants of gods of the hunt to solve the problem.

Deities devoted to hunting value champions who aid skillful hunters or who lead hunts themselves. Similarly, deities focused on protecting outlier settlements or who promote strengthening small communities also value such clerics. While these clerics might not have the utmost capability for tracking and killing prey, their gods grant them blessings to ensure successful hunts. These clerics might use their abilities to ensure their friends and communities have sufficient food to survive difficult times, or they might enjoy the sport of pursuing and slaying intelligent prey.

HUNT DOMAIN SPELLS

Cleric Level	Spells
1st	*bloodhound*, illuminate spoor**
3rd	*instant snare*, mark prey**
5th	*going in circles*, tracer**
7th	*heart-seeking arrow*, hunting stand**
9th	*harrying hounds*, maim**

*indicates a spell found in this book

Blessing of the Hunter

At 1st level, you gain proficiency in Survival. You can use your action to touch a willing creature other than yourself to give it advantage on Wisdom (Survival)

checks. This blessing lasts for 1 hour or until you use this feature again.

Bonus Proficiency

At 1st level, you gain proficiency with martial weapons.

Channel Divinity: Heart Strike

Starting at 2nd level, you can use your Channel Divinity to inflict grievous wounds. When you hit a creature with a weapon attack, you can use your Channel Divinity to add +5 to the attack's damage. If you score a critical hit with the attack, add +10 to the attack's damage instead.

Pack Hunter

Starting at 6th level, when an ally within 30 feet of you makes a weapon attack roll against a creature you attacked within this round, you can use your reaction to grant that ally advantage on the attack roll.

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 dealt by the weapon to the target. When you reach 14th level, the extra damage increases to 2d8.

Deadly Stalker

At 17th level, you can use an action to describe or name a creature that is familiar to you or that you can see within 120 feet. For 24 hours or until the target is dead, whichever occurs first, you have advantage on Wisdom (Survival) checks to track your target and Wisdom (Perception) checks to detect your target. In addition, you have advantage on weapon attack rolls against the target. You can't use this feature again until you finish a short or long rest.

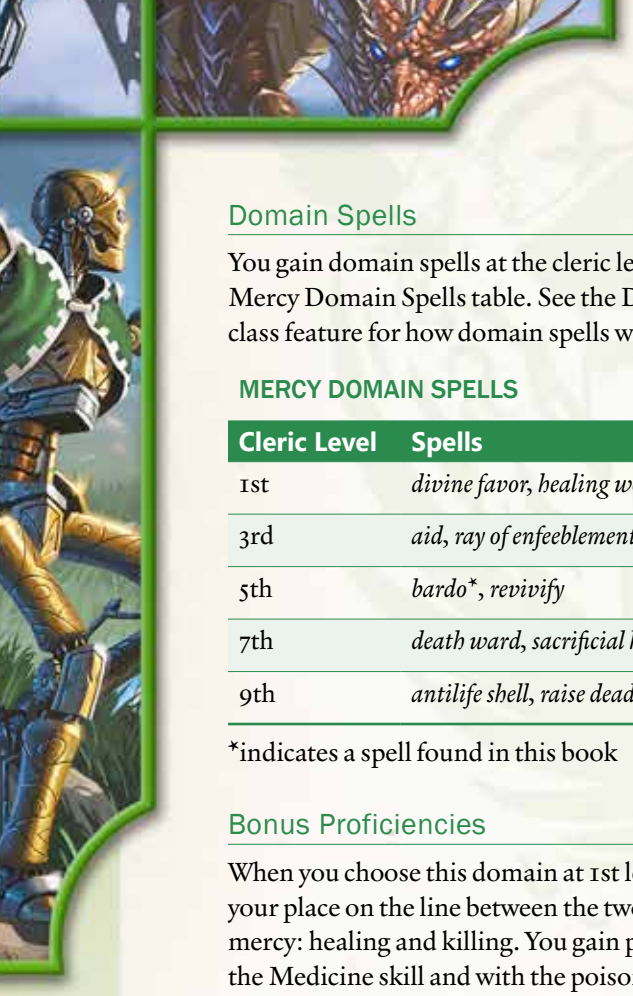
MERCY DOMAIN

Mercy can mean promoting healing instead of harm, but it can also mean ending suffering with a quick death. These often-contradictory ideals are the two sides of mercy. The tenets of deities who embody mercy promote ways to end bloody conflicts or deliver healing magics to those in need. While mercy for some may be benevolent, for others it is decidedly not so. More pragmatic mercy gods teach the best method to relieve the agony and torment brought on by monsters and the forces of evil is to bring about the end of that evil.

CLERICS OF MERCY IN MIDGARD

Those who follow the Mercy Domain walk the line between life and death. They follow deities on both sides of the spectrum. Gods of life, healing, and community such as Ceres, Freyr, Lada, Holda, and even Ninkash provide access to this domain, yet so do the deities dealing with war or death like Anubis, Khors, Mavros, Valeresh, and Thor. A significant number of mercy clerics in Midgard follow Charun in his guise as the Guardian of Souls. They pledge themselves to ending suffering by bringing those near death into Charun's care as quickly and efficiently as possible.

Recently, several independent cells of an extreme cult of Charun worshippers have made their presence known in cities including Bemmea, Harkesh, Nuria-Natal, Zobeck, and others. Not content with waiting for time or fate to settle matters, members of this so-called "Hand of Mercy" pose as healers and apothecaries while carrying out covert murders.



Domain Spells

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

MERCY DOMAIN SPELLS

Cleric Level	Spells
1st	*divine favor, healing word*
3rd	*aid, ray of enfeeblement*
5th	*bardo*, revivify*
7th	*death ward, sacrificial healing**
9th	*antilife shell, raise dead*

*indicates a spell found in this book

Bonus Proficiencies

When you choose this domain at 1st level, you take your place on the line between the two aspects of mercy: healing and killing. You gain proficiency in the Medicine skill and with the poisoner's kit. In addition, you gain proficiency with heavy armor and martial weapons.

Threshold Guardian

Also at 1st level, when you hit a creature that doesn't have all of its hit points with a melee weapon attack, the weapon deals extra radiant or necrotic damage (your choice) equal to half your proficiency bonus.

Channel Divinity: Involuntary Aid

Starting at 2nd level, you can use your Channel Divinity to wrest the lifeforce from an injured creature and use it to heal allies. As an action, you present your holy symbol to one creature you can see within 30 feet of you that doesn't have all of its hit points. The target must make a Wisdom saving throw, taking radiant or necrotic damage (your choice) equal to three times your cleric level on a failed save, or half as much damage on a successful one. Then, one friendly creature you can see within 30 feet of you regains a number of hit points equal to the amount of damage dealt to the target.

Bolster the Living

At 6th level, you gain the ability to manipulate a portion of the lifeforce that escapes a creature as it perishes. When a creature you can see dies within 30 feet of you, you can use your reaction to channel a portion of that energy into a friendly creature you can see within 30 feet of you. The friendly creature gains a bonus to attack and damage rolls equal to half your proficiency bonus until the end of its next turn.

Divine Strike of Mercy

At 8th level, you gain the ability to infuse your weapon strikes with the dual nature of mercy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d6 radiant or necrotic damage (your choice) to the target. If the target dies from this attack, a friendly creature you can see within 5 feet of you regains hit points equal to half the damage dealt. If no friendly creature is within 5 feet of you, you regain the hit points instead. When you reach 14th level, the extra damage increases to 2d6.

Hand of Grace and Execution

At 17th level, you imbue the two sides of mercy into your spellcasting. Once on each of your turns, if you cast a spell that restores hit points to one creature or deals damage to one creature, you can add your proficiency bonus to the amount of hit points restored or damage dealt.

PORTAL DOMAIN

You have dedicated yourself to the study and protection of the doors, gateways, and rips in the boundaries between the physical world and the infinite planar multiverse. Stepping through portals is a sacred prayer and woe betide any who seek to misuse them.

Domain Spells

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

PORTAL DOMAIN SPELLS

Cleric Level	Spells
1st	*adjust position*, expeditious retreat*
3rd	*glyph of shifting*, misty step*
5th	*dimensional shove*, portal jaunt**
7th	*dimension door, reposition**
9th	*pierce the veil*, teleportation circle*

*indicates a spell found in this book

PORTAL CLERICS IN MIDGARD

Around ten thousand years ago, Karakhune, the mighty deity of passages and gateways, introduced their followers to the magic found in portals and the spaces between places. Today, a faint echo of the god is all that remains, personified in the form of Hune the Doorlord. However, portal magic remains strong. Clerics following deities of travel or trickery such as Anu-Akma, Loki, Rava, and even Charun sometimes choose the Portal Domain. Clerics that follow gods of magic are also sometimes drawn to portal magic. A growing number of clerics devoted to Hecate or to Sarastra choose this domain, as both have interest in portals and magical gateways.

The geomancers of Barsella and Bemmea often work with portal clerics to further their studies of ley lines. Clerics visiting Midgard from planes such as the Marketplace, Yggdrasil, and the Halls of Elysian Dawn often use portal magic. Recently, the Red Portal wizards of Nuria launched a recruitment campaign seeking so-called "portal priests." Their need for clerics is not clear, however God-King Irsu Thanetsi Khamet, ruler of Per-Anu and Warden of the Red Portals, has expressed personal interest in the recruitment of such priests.

Bonus Proficiencies

When you choose this domain at 1st level, you gain proficiency with heavy armor and either cartographer's tools or navigator's tools (your choice). In addition, you gain proficiency in the Arcana skill.

Portal Magic

Starting at 1st level, you gain access to spells that connect places or manipulate the space between places. Each spell with "(liminal)" listed alongside its school is a cleric spell for you, even if it doesn't appear on the cleric spell list, and you can prepare it as you would any other spell on the cleric spell list. Liminal spells include *bardo*, *devouring darkness*, *door of the far traveler*, *ethereal stairs*, *hypnagogia*, *hypnic jerk*, *mind maze*, *mirror realm*, *pierce the veil*, *reciprocating portal*, *rive*, *subliminal aversion*, and *threshold slip*. See the Magic and Spells chapter for details on these spells.

Portal Bond

At 1st level, you learn to forge a bond between yourself and another creature. At the end of a short or long rest, you can touch one willing creature, establishing a magical bond between you. While bonded to a creature, you know the direction to the creature, though not its exact location, as long as you are both on the same plane of existence. As an action, you can teleport the bonded creature to an unoccupied space within 5 feet of you or to the nearest unoccupied space, provided the bonded creature is willing and within a number of miles of you equal to your proficiency bonus. Alternatively, you can teleport yourself to an unoccupied space within 5 feet of the bonded creature.

Once you teleport a creature in this way, you can't use this feature again until you finish a long rest. You can have only one bonded creature at a time. If you bond yourself to a new creature, the bond on the previous creature ends. Otherwise, the bond lasts until you die or dismiss it as an action.

Channel Divinity: Dimensional Shift

Starting at 2nd level, you can use your Channel Divinity to harness the magic of portals and teleportation. As an action, you teleport a willing target you can see, other than yourself, to an unoccupied space within 30 feet of you that you can see. When you reach 10th level in this class, you can teleport an unwilling target. An unwilling target that succeeds on a Wisdom saving throw is unaffected.

Portal Touch

At 6th level, you can use a bonus action to create a small portal in a space you can see within 30 feet of you. This portal lasts for 1 minute, and it doesn't occupy the space where you create it. When you cast a spell with a range of touch, you can touch any creature within your reach or within 5 feet of the portal. While the portal is active, you can use a bonus action on each of your turns to move the portal up to 30 feet. The portal must remain within 30 feet of you. If you or the portal are ever more than 30 feet apart, the portal fades. You can have only one portal active at a time. If you create another one, the previous portal fades.

You can use this feature a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

Transpositional Divine Strike

At 8th level, you gain the ability to imbue your weapon strikes with portal magic. Once on each of your turns when you hit a creature with a weapon attack, you deal damage to the target as normal, and you open a brief portal next to your target or another creature you can see within 30 feet of you. That creature takes 1d8 damage of your weapon's type as a duplicate of your weapon lashes out at the creature from the portal. When you reach 14th level, you can choose two creatures, creating a portal next to each and dealing 1d8 damage of your weapon's type to each. Alternatively, you can choose one creature and deal 2d8 damage to it.

Portal Mastery

At 17th level, when you see a creature use a magical gateway, teleport, or cast a spell that would teleport itself or another creature, you can use your reaction to reroute the effect, changing the destination to be an unoccupied space of your choice that you can see within 100 feet of you. Once you use this feature, you can't use it again until you finish a long rest, unless you expend a spell slot of 5th level or higher to use this feature again.

SERPENT DOMAIN

You embody the deadly, secretive, and mesmerizing nature of serpents. Others tremble at your majesty. You practice the stealth and envenomed attacks that give serpents their dreaded reputation, but you also learn the shedding of skin that has made snakes into symbols of medicine.

SERPENT DOMAIN SPELLS

Cleric Level	Spells
1st	*charm person*, *find familiar* (snakes only)
3rd	*enthrall*, *protection from poison*
5th	*conjure animals* (snakes only), *hypnotic pattern*
7th	*freedom of movement*, *polymorph* (snakes only)
9th	*dominate person*, *mislead*

Envenomed

When you choose this domain at 1st level, you learn the *poison spray* cantrip. In addition, you gain proficiency in the Deception skill, with a poisoner's kit, and with martial weapons that have the Finesse property. You can apply poison to a melee weapon or three pieces of ammunition as a bonus action.

Ophidian Tongue

Also at 1st level, you can communicate telepathically with serpents, snakes, and reptiles within 100 feet of you. A creature's responses, if any, are limited by its intelligence and typically convey the creature's current or most recent state, such as "hungry" or "in danger."

Channel Divinity: Serpent Stealth

Beginning at 2nd level, you can use your Channel Divinity to help your allies move undetected. As an action, choose up to five creatures you can see within 30 feet of you. You and each target have advantage on Dexterity (Stealth) checks for 10 minutes.

Serpent's Blood

Starting at 6th level, you are immune to the poisoned condition and have resistance to poison damage.

Divine Strike

Beginning at 8th level, you can infuse your weapon strikes with venom. 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 poison damage. When you reach 14th level, the extra damage increases to 2d8.

Transformative Molt

Beginning at 17th level, as part of a short or long rest, you can assume a new form, your old skin crumbling to dust. You decide what your new form looks like, including height, weight, facial features, vocal tone,

coloration, and distinguishing characteristics, if any. This feature works like the Change Appearance aspect of the *alter self* spell, except it lasts until you finish a short or long rest.

In addition, when you are reduced to less than half your hit point maximum, you can end this transformation as a reaction to regain hit points equal to 3 times your cleric level. Once you end the transformation in this way, you can't use this feature to change your appearance again until you finish a long rest.

SHADOW DOMAIN

The shadow domain embraces the darkness that surrounds all things and manipulates the transitory gray that separates light from dark. Shadow domain clerics walk a subtle path, frequently changing allegiances and preferring to operate unseen.

SHADOW DOMAIN SPELLS

Cleric Level	Spells
1st	*bane*, *false life*
3rd	*blindness/deafness*, *darkness*
5th	*blink*, *fear*
7th	*black tentacles*, *greater invisibility*
9th	*cone of cold*, *dream*

Cover of Night

When you choose this domain at 1st level, you gain proficiency in the Stealth skill and darkvision out to a range of 60 feet. If you already have darkvision, its range increases by 30 feet. In addition, when you are in dim light or darkness, you can use a bonus action to Hide.

Lengthen Shadow

Starting at 1st level, you can manipulate your own shadow to extend your reach. When you cast a cleric spell with a range of touch, your shadow can deliver the spell as if you had cast the spell. Your target must be within 15 feet of you, and you must be able to see the target. You can use this feature even if you are in an area where you cast no shadow.

When you reach 10th level in this class, your shadow can affect any target you can see within 30 feet of you.

Channel Divinity: Shadow Grasp

Starting at 2nd level, you can use your Channel Divinity to turn a creature's shadow against them. As an action, choose one creature that you can see within 30 feet of you. That creature must make a Strength saving throw. If the creature fails the saving throw, it is restrained by its shadow until the end of your next turn. If the creature succeeds, it is grappled by its shadow until the end of your next turn. You can use this feature even if the target is in an area where it casts no shadow.

Fade to Black

At 6th level, you can conceal yourself in shadow. As a bonus action when you are in dim light or darkness, you can magically become invisible for 1 minute. This effect ends early if you attack or cast a spell. You can use this feature a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

Potent Spellcasting

Starting at 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

Army of Shadow

At 17th level, you can manipulate multiple shadows simultaneously. When you use Shadow Grasp, you can affect a number of creatures equal to your proficiency bonus.

VERMIN DOMAIN

You exemplify the cunning, stealth, and invasiveness of vermin (rodents, scorpions, spiders, ants, and other insects). As your dedication to this domain grows in strength, you realize a simple truth: vermin are everywhere, and you are legion.

VERMIN DOMAIN SPELLS

Cleric Level	Spells
1st	*detect poison and disease*, *speak with animals* (vermin only)
3rd	*spider climb*, *web*
5th	*conjure animals* (vermin only), *fear*
7th	*dominate beast* (vermin only), *giant insect*
9th	*contagion*, *insect plague*

The Unseen

When you choose this domain at 1st level, you gain proficiency with shortswords and hand crossbows. You also gain proficiency in Stealth and Survival. You can communicate simple ideas telepathically with vermin, such as mice, spiders, and ants, within 100 feet of you. A vermin's responses, if any, are limited

by its intelligence and typically convey the creature's current or most recent state, such as "hungry" or "in danger."

Channel Divinity: Swarm Step

Starting at 2nd level, you can use your Channel Divinity to evade attackers. As a bonus action, or as reaction when you are attacked, you transform into a swarm of vermin and move up to 30 feet to an unoccupied space that you can see. This movement doesn't provoke opportunity attacks. When you arrive at your destination, you revert to your normal form.

Legion of Bites

At 6th level, you can send hundreds of spectral vermin to assail an enemy and aid your allies. As an action, choose a creature you can see within 30 feet of you. That creature must succeed on a Constitution saving throw against your spell save DC or be covered in spectral vermin for 1 minute. Each time one of your allies hits the target with a weapon attack, the target takes an extra 1d4 poison damage. A creature that is immune to disease is immune to this feature.

You can use this feature a number of times equal to your Wisdom modifier (minimum of once). You regain all expended uses when you finish a long rest.

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 poison damage to the target. When you reach 14th level, the extra damage increases to 2d8.

Verminform Blessing

At 17th level, you become a natural lycanthrope. You use the statistics of a wererat, though your form can take on insectoid aspects, such as mandibles, compound eyes, or antennae, instead of rat aspects; whichever aspects are most appropriate for your deity. Your alignment doesn't change as a result of this lycanthropy, and you can't spread the disease of lycanthropy.

WIND DOMAIN

You have dedicated yourself to the service of the primordial winds. In their service, you are the gentle zephyr brushing away adversity or the vengeful storm scouring the stones from the mountainside.

WIND DOMAIN SPELLS

Cleric Level	Spells
1st	*feather fall*, *thunderwave*
3rd	*gust of wind*, *misty step*
5th	*fly*, *wind wall*
7th	*conjure minor elementals* (air only), *freedom of movement*
9th	*cloudkill*, *conjure elemental* (air only)

Wind's Chosen

When you choose this domain at 1st level, you learn the *mage hand* cantrip and gain proficiency in the Nature skill. When you cast *mage hand*, you can make the hand invisible, and you can control the hand as a bonus action.

Channel Divinity: Grasp Not the Wind

At 2nd level, you can use your Channel Divinity to end the grappled condition on yourself and gain a flying speed equal to your walking speed until the end of your turn. You don't provoke opportunity attacks while flying in this way.

Stormshield

At 6th level, when you take lightning or thunder damage, you can use your reaction to gain resistance to lightning and thunder damage, including against the triggering attack, until the start of your next turn. You can use this feature a number of times equal to your Wisdom modifier (minimum of once). You regain all expended uses when you finish a long rest.

Divine Strike

At 8th level, you 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 thunder damage to the target. When you reach 14th level, the extra damage increases to 2d8.

Dire Tempest

At 17th level, you can create a 20-foot-radius tornado of swirling wind and debris at a point you can see within 120 feet. The storm lasts until the start of your next turn. All Huge or smaller creatures within the area must make a Strength saving throw against your spell save DC. On a failure, a creature takes 8d6 bludgeoning damage and is thrown 1d4 × 10 feet into the air. On a success, a creature takes half the damage and isn't thrown into the air. Creatures thrown into the air take falling damage as normal and land prone.

In addition, each creature that starts its turn within 15 feet of the tornado must succeed on a Strength saving throw against your spell save DC or be dragged into the tornado's area. A creature that enters the tornado's area is thrown 1d4 × 10 feet into the air, taking falling damage as normal and landing prone.

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

DRUID CIRCLES

Druids focus on preserving nature and the natural world, but each druidic circle has different approaches to accomplishing that goal. Some circles prefer to clear the way for new growth by embodying the might of oozes or volcanoes, some know the smallest and most innocuous aspects of nature can be the most impactful and utilize the subtle strength of bees or crystals, while others still call on the connection between all living things to summon a spirit of nature to heal their allies and foster new growth.

CIRCLE OF ASH

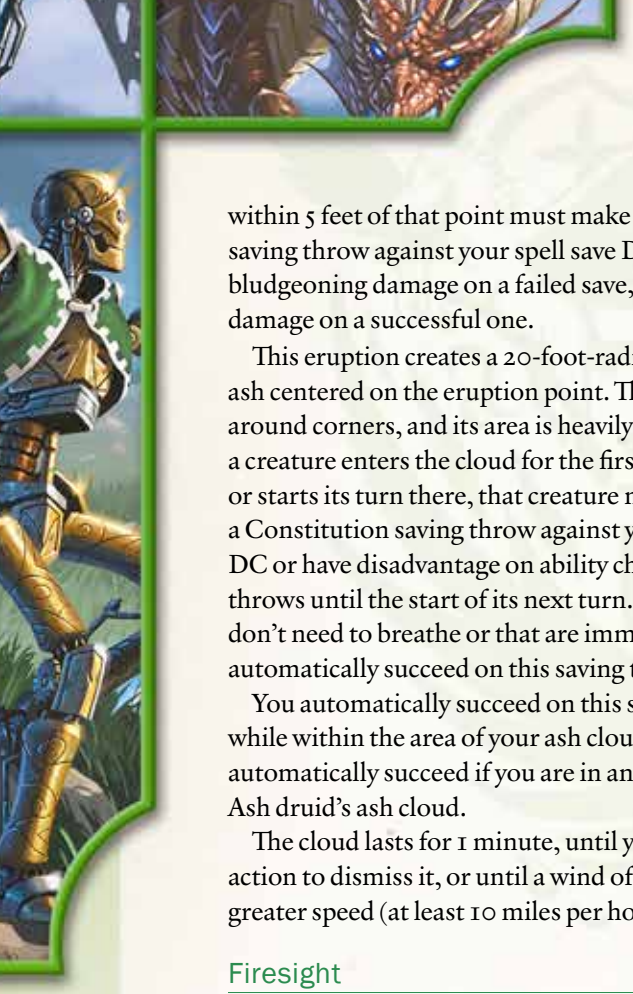
Druids of the Circle of Ash believe in the power of rebirth and resurrection, both physical and spiritual. The ash they take as their namesake is the result of burning and death, but it can fertilize the soil and help bring forth new life. For these druids, ash is the ultimate symbol of the elegant cycle of life and death that is the foundation of the natural world. Some such druids even use fresh ash to clean themselves, and the residue is often kept visible on their faces.

Druids of this circle often use the phoenix as their symbol, an elemental creature that dies and is reborn from its own ashes. These druids aspire to the same purity and believe resurrection is possible if they are faithful to their beliefs. Others of this circle are drawn to volcanos and find volcanic eruptions and their resulting ash clouds to be auspicious events.

All Circle of Ash druids request to be cremated after death, and their ashes are often given over to others of their order. What later happens with these ashes, none outside the circle know.

Ash Cloud

At 2nd level, you can expend one use of your Wild Shape and, rather than assuming a beast form, create a small, brief volcanic eruption beneath the ground, causing it to spew out an ash cloud. As an action, choose a point within 30 feet of you that you can see. Each creature



within 5 feet of that point must make a Dexterity saving throw against your spell save DC, taking 2d8 bludgeoning damage on a failed save, or half as much damage on a successful one.

This eruption creates a 20-foot-radius sphere of ash centered on the eruption point. The cloud spreads around corners, and its area is heavily obscured. When a creature enters the cloud for the first time on a turn or starts its turn there, that creature must succeed on a Constitution saving throw against your spell save DC or have disadvantage on ability checks and saving throws until the start of its next turn. Creatures that don't need to breathe or that are immune to poison automatically succeed on this saving throw.

You automatically succeed on this saving throw while within the area of your ash cloud, but you don't automatically succeed if you are in another Circle of Ash druid's ash cloud.

The cloud lasts for 1 minute, until you use a bonus action to dismiss it, or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

Firesight

Starting at 2nd level, your vision can't be obscured by ash, fire, smoke, fog, or the cloud created by your Ash Cloud feature, but it can still be obscured by other effects, such as dim light, dense foliage, or rain. In addition, you have advantage on saving throws against gas or cloud-based effects, such as from the *cloudkill* or *stinking cloud* spells, a gorgon's petrifying breath, or a kraken's ink cloud.

Covered in Ash

At 6th level, when a creature within 30 feet of you that you can see (including yourself) takes damage, you can use your reaction to cover the creature in magical ash, giving it temporary hit points equal to twice your proficiency bonus. The target gains the temporary hit points before it takes the damage. You can use this feature a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

In addition, while your Ash Cloud feature is active and you are within 30 feet of it, you can use a bonus action to teleport to an unoccupied space you can see within the cloud. You can use this teleportation no more than once per minute.

Feed the Earth

At 10th level, your Ash Cloud feature becomes more potent. Instead of the normal eruption effect, when you first create the ash cloud, each creature within 10 feet of the point you chose must make a Dexterity saving throw against your spell save DC, taking 2d8 bludgeoning damage and 2d8 fire damage on a failed save, or half as much damage on a successful one.

In addition, when a creature enters this more potent ash cloud for the first time on a turn or starts its turn there, that creature has disadvantage on ability checks and saving throws while it remains within the cloud. Creatures are affected even if they hold their breath or don't need to breathe, but creatures that are immune to poison are immune to this effect.

If at least one creature takes damage from the ash cloud's eruption, you can use your reaction to siphon that destructive energy into the rapid growth of vegetation. The area within the cloud becomes difficult terrain that lasts while the cloud remains. You can't cause this growth in an area that can't accommodate natural plant growth, such as the deck of a ship or inside a building.

The ash cloud now lasts for 10 minutes, until you use a bonus action to dismiss it, or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

From the Ashes

Beginning at 14th level, when you are reduced to 0 hit points, your body is consumed in a fiery explosion. Each creature of your choice within 30 feet of you must make a Dexterity saving throw against your spell save DC, taking 6d6 fire damage on a failed save, or half as much damage on a successful one. After the explosion, your body becomes a pile of ashes.

At the end of your next turn, you reform from the ashes with all of your equipment and half your maximum hit points. You can choose whether or not you reform prone. If your ashes are moved before you reform, you reform in the space that contains the largest pile of your ashes or in the nearest unoccupied space. After you reform, you suffer one level of exhaustion.

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

CIRCLE OF BEES

Druids of the Circle of Bees are friends to all stinging insects but focus their attention on honeybees and other pollinating insects. When not adventuring, they tend hives, either created by the insects or by themselves. They tap into the horror inherent in stinging insects to protect their allies or the fields hosting their bee friends.

Circle Spells

Your bond with bees and other stinging beasts grants you knowledge of certain spells. At 2nd level, you learn the *true strike* cantrip. At 3rd, 5th, 7th, and 9th levels, you gain access to the spells listed for those levels in the Circle of Bees Spells table.

Once you gain access to a circle spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.

CIRCLE OF BEES SPELLS

Druid Level	Spells
3rd	*blur, bombardment of stings**
5th	*fly, haste*
7th	*giant insect, locate creature*
9th	*insect plague, telepathic bond*

*indicates a spell found in this book

Bee Bond

When you choose this circle at 2nd level, you gain proficiency in the Acrobatics or Stealth skill (your choice), and you can speak and understand Bee Dance, a language shared by bees that involves flying in dance-like patterns. Bees refuse to attack you, even with magical coercion.

When a beast other than a bee attacks you with a weapon that deals poison damage, such as a giant spider's bite or a scorpion's sting, it must succeed on a Charisma saving throw against your spell save DC or have disadvantage on its attack rolls against you until the start of its next turn.

Bee Stinger

Also at 2nd level, you can use an action and expend one use of your Wild Shape to grow a bee's stinger, typically growing from your wrist, which you can use to make unarmed strikes. When you hit with an unarmed strike while this stinger is active, you use Wisdom instead of Strength for the attack, and your unarmed strike deals piercing damage equal to 1d4 + your Wisdom modifier + poison damage equal to half your proficiency bonus, instead of the bludgeoning damage normal for an unarmed strike.

The stinger lasts for a number of hours equal to half your druid level (rounded down) or until you use your Wild Shape again.

When you reach 6th level in this class, your unarmed strikes count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage, and the poison damage dealt by your stinger equals your proficiency bonus. In addition, the unarmed strike damage you deal while the stinger is active increases to 1d6 at 6th level, 1d8 at 10th level, and 1d10 at 14th level.

Bumblebee Rush

At 6th level, you can take the Dash action as a bonus action. When you do so, creatures have disadvantage on attack rolls against you until the start of your next turn. You can use this feature a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

Hive Mind

At 10th level, when you cast *telepathic bond*, each creature in the link has advantage on Intelligence, Wisdom, and Charisma checks if at least one creature in the link has proficiency in a skill that applies to that check. In addition, if one creature in the link succeeds on a Wisdom (Perception) check to notice a hidden creature or on a Wisdom (Insight) check,

each creature in the link also succeeds on the check. Finally, when a linked creature makes an attack, it has advantage on the attack roll if another linked creature that can see it uses a reaction to assist it.

Mantle of Bees

At 14th level, you can use an action to cover yourself in bees for 1 hour or until you dismiss them (no action required). While you are covered in a mantle of bees, you gain a +2 bonus to AC, and you have advantage on Charisma (Intimidation) checks. In addition, when a creature within 5 feet of you hits you with a melee weapon, it must make a Constitution saving throw against your spell save DC. On a failure, the attacker takes 1d8 piercing damage and 1d8 poison damage and is poisoned until the end of its next turn. On a successful save, the attacker takes half the damage and isn't poisoned.

While the mantle is active, you can use an action to direct the bees to swarm a 10-foot-radius sphere within 60 feet of you. Each creature in the area must make a Constitution saving throw against your spell save DC. On a failure, a creature takes 4d6 piercing damage and 4d6 poison damage and is poisoned for 1 minute. On a success, a creature takes half the damage and isn't poisoned. The bees then disperse, and your mantle ends.

Once you use this feature, you can't use it again until you finish a short or long rest, unless you expend a spell slot of 5th level or higher to create the mantle again.

CIRCLE OF CRYSTALS

Circle of Crystals druids first arose in subterranean environments, where they helped tend giant crystal gardens, but now they can be found most anywhere with access to underground caverns or geothermal activity. These druids view crystals as a naturally occurring form of order and perfection, and they value the crystals' slow growth cycle, as it reminds them the natural world moves gradually but eternally. This teaches young druids patience and assures elder druids their legacy will be carried on in each spire of crystal. As druids of this circle tend their crystals, they learn how to use the harmonic frequencies of different crystals to create a variety of effects, including storing magic.

Resonant Crystal

When you choose this circle at 2nd level, you learn to create a special crystal that can take on different harmonic frequencies and properties. It is a Tiny

object and can serve as a spellcasting focus for your druid spells. As a bonus action, you can cause the crystal to shed bright light in a 10-foot radius and dim light for an additional 10 feet. You can end the light as a bonus action.

Whenever you finish a long rest, you can attune your crystal to one of the following harmonic frequencies. The crystal can have only one harmonic frequency at a time, and you gain the listed benefit while you are wearing or carrying the crystal. The crystal retains the chosen frequency until you finish a long rest.

- **Clarity.** You have advantage on saving throws against being frightened or charmed.
- **Cleansing.** You have advantage on saving throws against being poisoned, and you have resistance to poison damage.
- **Focus.** You have advantage on Constitution saving throws that you make to maintain concentration on a spell when you take damage.
- **Healing.** When you cast a spell of 1st level or higher that restores hit points to a creature, the creature regains additional hit points equal to your proficiency bonus.

- **Vitality.** Whenever you cast a spell of 1st level or higher using the resonant crystal as your focus, one creature of your choice that you can see within 30 feet of you gains temporary hit points equal to twice your proficiency bonus. The temporary hit points last for 1 minute.

To create or replace a lost resonant crystal, you must perform a 1-hour ceremony. This ceremony can be performed during a short or long rest, and it destroys the previous crystal, if one existed. If a previous crystal had a harmonic frequency, the new crystal has that frequency, unless you create the new crystal during a long rest.

Crystalline Skin

Starting at 6th level, when you take damage, you can use a reaction to cause your skin to become crystalline until the end of your next turn. While your skin is crystalline, you have resistance to cold damage, radiant damage and bludgeoning, piercing, and slashing damage from nonmagical attacks, including to the triggering damage if it is of the appropriate type. You choose the exact color and appearance of the crystalline skin.

You can use this feature a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

Magical Resonance

At 10th level, you can draw on stored magical energy in your resonant crystal to restore some of your spent magic. While wearing or carrying the crystal, you can use a bonus action to recover one expended spell slot of 3rd level or lower. If you do so, you can't benefit from the resonant crystal's harmonic frequency for 1 minute.

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

Crystalline Form

At 14th level, as a bonus action while wearing or carrying your resonant crystal, you can expend one use of your Wild Shape feature to assume a crystalline form instead of transforming into a beast. You gain the following benefits while in this form:

- You have resistance to cold damage, radiant damage, and bludgeoning, piercing, and slashing damage from nonmagical attacks.
- You have advantage on saving throws against spells and other magical effects.
- Your resonant crystal pulses with power, providing you with the benefits of all five harmonic frequencies. When you cast a spell of 1st level or higher, you can choose to activate only the Healing or Vitality harmonic frequencies or both. If you activate both, you can choose two different targets or the same target.

This feature lasts 1 minute, or until you dismiss it as a bonus action.

CIRCLE OF SAND

The Circle of Sand originally arose among the desert dunes, where druids forged an intimate connection with the sands that surrounded them. Now such circles gather anywhere with excess sand, including coastlines or badlands.

While the unacquainted might view sand as lifeless and desolate, druids of this circle know the truth—there is life within the sand, as there is almost anywhere. These druids have witnessed the destructive power of sand and the sandstorm and know to fear and respect them. Underestimating the power of sand is only for the foolish.

Sand Form

When you join this circle at 2nd level, you learn to adopt a sandy form. You can use a bonus action to expend one use of your Wild Shape feature and transform yourself into a form made of animated sand rather than transforming into a beast form. While in your sand form, you retain your game statistics. Because your body is mostly sand, you can move through a space as narrow as 1 inch wide without squeezing, and you have advantage on ability checks and saving throws to escape a grapple or the restrained condition.

You choose whether your equipment falls to the ground in your space, merges into your new form, or is worn by it. Worn equipment functions as normal, but the GM decides whether it is practical for the equipment to move with you if you flow through particularly narrow spaces.

You can stay in your sand form for 10 minutes, or until you dismiss it (no action required), are incapacitated, die, or use this feature again. While in your sand form, you can use a bonus action to do one of the following:

- **Abrasive Blast.** You launch a blast of abrasive sand at a creature you can see within 30 feet of you. Make a ranged spell attack. On a hit, the creature takes slashing damage equal to 1d8 + your Wisdom modifier.

- **Stinging Cloud.** You emit a cloud of fine sand at a creature you can see within 5 feet of you. The target must succeed on a Constitution saving throw against your spell save DC or be blinded until the end of its next turn.

When you reach 10th level in this class, you can stay in your sand form for 1 hour or until you dismiss it as a bonus action. In addition, the damage of Abrasive Blast increases to 2d8, and the range of Stinging Cloud increases to 10 feet.

Diffuse Form

Also at 2nd level, when you are hit by a weapon attack while in your Sand Form, you can use your reaction to gain resistance to nonmagical bludgeoning, piercing, and slashing damage until the start of your next turn. You can use this feature a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

Sand Dervish

Starting at 6th level, you can use a bonus action to create a sand dervish in an unoccupied space you can see within range. The sand dervish is a cylinder of whirling sand that is 10 feet tall and 5 feet wide. A creature that ends its turn within 5 feet of the sand dervish must make a Strength saving throw against your spell save DC. On a failed save, the creature takes 1d8 slashing damage and is pushed 10 feet away from the dervish. On a successful save, the creature takes half as much damage and isn't pushed.

As a bonus action on your turn, you can move the sand dervish up to 30 feet in any direction. If you ram the dervish into a creature, that creature must make the saving throw against the dervish's damage, and the dervish stops moving this turn. When you move the dervish, you can direct it over barriers up to 5 feet tall and float it across pits up to 10 feet wide.

The sand dervish lasts for 1 minute or until you dismiss it as a bonus action. Once you use this feature, you can't use it again until you finish a short or long rest.

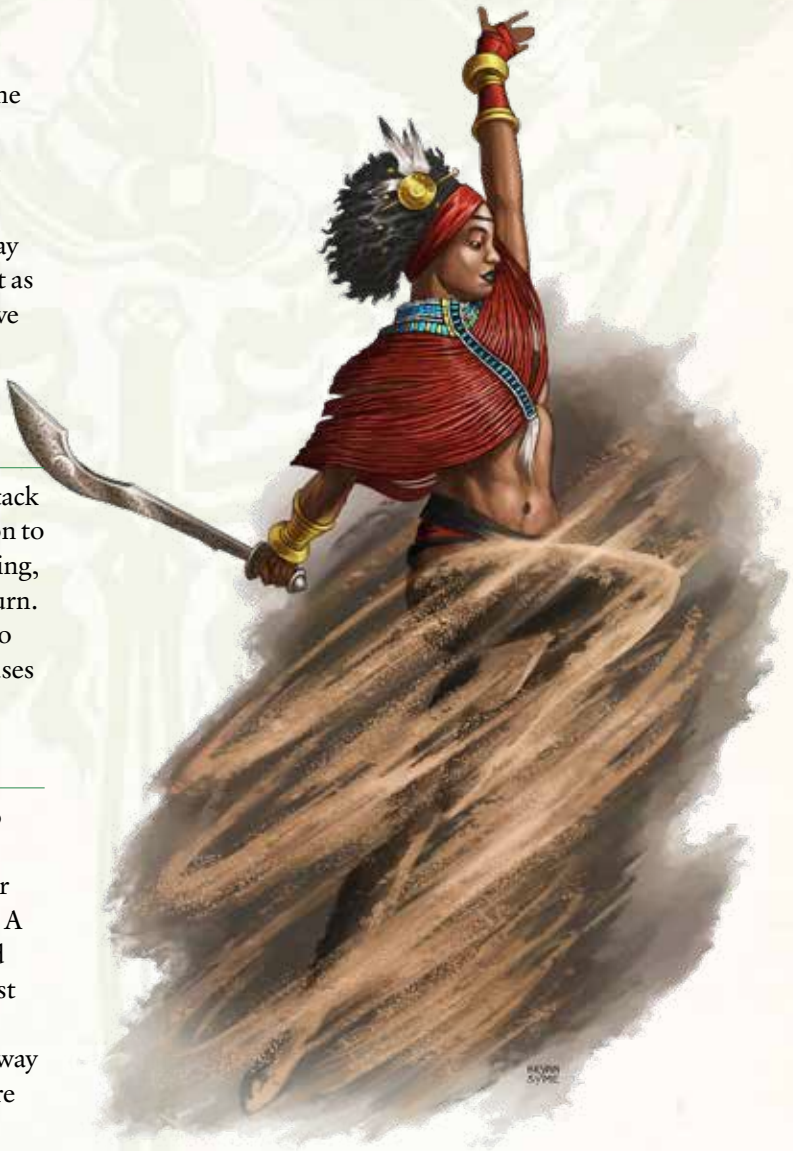
When you reach 10th level in this class, the damage dealt by the dervish increases to 2d8.

Echo of the Dunes

At 10th level, your connection with sand deepens, and you can call on the power of the deep dunes to do one of the following:

- **Sand Sphere.** You can use an action to conjure a 20-foot radius sphere of thick, swirling sand at a point you can see within 90 feet. The sphere spreads around corners, and its area is heavily obscured. A creature moving through the area must spend 3 feet of movement for every 1 foot it moves. The sphere lasts for 1 minute or until you dismiss it (no action required).
- **Whirlwind.** You can use an action to transform into a whirlwind of sand until the start of your next turn. While in this form, your movement speed is doubled, and your movement doesn't provoke opportunity attacks. While in whirlwind form, you have resistance to all damage, and you can't be grappled, petrified, knocked prone, restrained, or stunned, but you also can't cast spells, can't make attacks, and can't manipulate objects that require fine dexterity.

Once you use one of these options, you can't use this feature again until you finish a short or long rest.



Sandstorm

At 14th level, you can use an action to create a sandstorm of swirling wind and stinging sand. The storm rages in a cylinder that is 10 feet tall with a 30-foot radius centered on a point you can see within 120 feet. The storm spreads around corners, its area is heavily obscured, and exposed flames in the area are doused. The buffeting winds and sand make the area difficult terrain. The storm lasts for 1 minute or until you dismiss it as a bonus action.

When a creature enters the area for the first time on a turn or starts its turn there, that creature must make a Strength saving throw against your spell save DC. On a failed save, it takes 2d8 slashing damage and is knocked prone. On a successful save, it takes half as much damage and isn't knocked prone.

You are immune to the effects of the storm, and you can extend that immunity to a number of creatures that you can see within 120 feet of you equal to your proficiency bonus.

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

CIRCLE OF THE GREEN

Druids of the Circle of the Green devote themselves to the plants and green things of the world, recognizing the role of plants in giving life. By continued communion with plant life, they believe they draw nearer to what they call "The Green," a cosmic thread that binds all plant life. Druids of this circle believe they gain their abilities by tapping into the Green, and they use this connection to summon a spirit from it.

Circle Spells

When you join this circle at 2nd level, you form a bond with a plant spirit, a creature of the Green. Your link with this spirit grants you access to some spells when you reach certain levels in this class, as shown on the Circle of the Green Spells table.

Once you gain access to one of these spells, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.

CIRCLE OF THE GREEN SPELLS

Druid Level	Spells
2nd	*entangle*, *goodberry*
3rd	*barkskin*, *spike growth*
5th	*speak with plants*, *vine carpet**
7th	*dreamwine**, *hallucinatory terrain*
9th	*enchanted bloom**, *tree stride*

*indicates a spell found in this book

Summon Green Spirit

Starting at 2nd level, you can summon a spirit of the Green, a manifestation of primordial plant life. As an action, you can expend one use of your Wild Shape feature to summon the Green spirit rather than assuming a beast form.

The spirit appears in an unoccupied space of your choice that you can see within 30 feet of you. When the spirit appears, the area in a 10-foot radius

around it becomes tangled with vines and other plant growth, becoming difficult terrain until the start of your next turn.

The spirit is friendly to you and your companions and obeys your commands. See this creature's game statistics in the Green Spirit stat block, which uses your proficiency bonus (PB) in several places.

You determine the spirit's appearance. Some spirits take the form of a humanoid figure made of gnarled branches and leaves, while others look like creatures with leafy bodies and heads made of gourds or fruit. Some even resemble beasts, only made entirely of plant material.

In combat, the spirit shares your initiative count, but it takes its turn immediately after yours. The green spirit can move and use its reaction on its own, but, if you don't issue any commands to it, the only action it takes is the Dodge action. You can use your bonus action to direct it to take the Attack, Dash, Disengage, Help, Hide, or Search action or an action listed in its statistics. If you are incapacitated, the spirit can take any action of its choice, not just Dodge.

The spirit remains for 1 hour, until it is reduced to 0 hit points, until you use this feature to summon the spirit again, or until you die. When it manifests, the spirit bears 10 fruit that are infused with magic. Each fruit works like a berry created by the *goodberry* spell.

GREEN SPIRIT

Tiny plant

ARMOR CLASS 13 (natural armor)

HIT POINTS 5 + five times your druid level

SPEED 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	14 (+2)	13 (+1)	15 (+2)	11 (+0)

CONDITION IMMUNITIES charmed, frightened, poisoned

SENSES darkvision 60 ft., passive Perception 12

LANGUAGES understands the languages you speak

CHALLENGE —

PROFICIENCY BONUS (PB) equals your bonus

Plant Camouflage. The green spirit has advantage on Dexterity (Stealth) checks made to hide in terrain with ample obscuring plant life.

Part of the Green. Difficult terrain composed of magical or nonmagical plants and undergrowth doesn't cost the green spirit extra movement. In addition, the green spirit can pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard.

ACTIONS

Thorn Attack. *Ranged Weapon Attack:* your spell attack modifier to hit, range 30 ft., one target you can see. *Hit:* 1d8 + PB piercing damage.

Gift of the Green

At 6th level, the bond with your green spirit enhances your restorative spells and gives you the power to cast additional spells. Once before the spirit's duration ends, you can cast one of the following spells without expending a spell slot or material components: *locate animals or plants*, *pass without trace* (only in environments with ample plant life), *plant growth*, or *speak with plants*. You can't cast a spell this way again until the next time you summon your green spirit.

Whenever you cast a spell that restores hit points while your green spirit is summoned, roll a d8 and add the result to the total hit points restored.

In addition, when you cast a spell with a range other than self, the spell can originate from you or your green spirit.

Verdant Interference

Starting at 10th level, when a creature you can see within 30 feet of you or your green spirit is attacked, you can use your reaction to cause vines and vegetation to burst from the ground and grasp at the attacker, giving the attacker disadvantage on attack rolls until the start of your next turn.

You can use this feature a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

Spirit Symbiosis

At 14th level, while your green spirit is within 30 feet of you, you can use an action to join with it, letting its plant matter grow around you. While so joined, you gain the following benefits:

- You gain temporary hit points equal to your green spirit's current hit points.
- You gain a climbing speed of 30 feet.
- You have advantage on Constitution saving throws.
- The ground within 10 feet of you is difficult terrain for creatures hostile to you.
- You can use a bonus action on each of your turns to make a tendril attack against one creature within 10 feet of you that you can see. Make a melee spell attack. On a hit, the target takes bludgeoning damage equal to 2d8 + your Wisdom modifier.

This feature lasts until the temporary hit points you gained from this feature are reduced to 0, until the spirit's duration ends, or until you use an action to separate. If you separate, the green spirit has as many hit points as you had temporary hit points remaining. If this effect ends because your temporary hit points are reduced to 0, the green spirit disappears until you summon it again.

CIRCLE OF THE SHAPELESS

Druids of the Circle of the Shapeless believe that oozes, puddings, and jellies serve an important and integral role in the natural world, particularly in decomposition and in clearing detritus. Druids of this circle also admire the adaptability of these gelatinous creatures and study them to learn how to duplicate some of their abilities.

The sworn enemies of Circle of the Shapeless druids are the so-called ooze lords and their servants who pervert the natural order by controlling and weaponizing such creatures.

Circle Spells

When you join this circle at 2nd level, your connection with oozes grants you access to certain spells. At 2nd level, you learn the *acid splash* cantrip. At 3rd, 5th, 7th, and 9th level you gain access to the spells listed for that level in the Circle of the Shapeless Spells table. Once you gain access to one of these spells, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.

CIRCLE OF THE SHAPELESS SPELLS

Druid Level	Spells
3rd	*enlarge/reduce*, *spider climb*
5th	*iron gut**, *meld into stone*
7th	*blight*, *freedom of movement*
9th	*contagion*, *seeming*

*indicates a spell found in this book

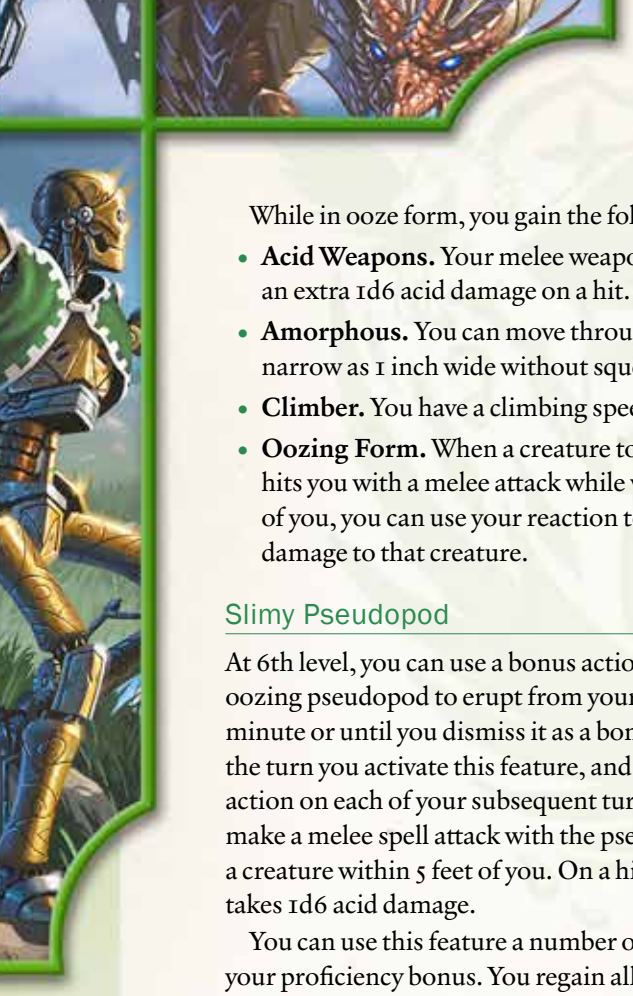
Ooze Form

Starting at 2nd level, you learn to adopt an ooze form. You can use a bonus action to expend one use of your Wild Shape feature to take on an ooze-like form rather than transforming into a beast.

While in your ooze form, you retain your game statistics, but your body becomes less substantial and appears wet and slimy. Your skin may change in color and appearance, resembling other forms of ooze like black pudding, ochre jelly, gray ooze, or even translucent, like a gelatinous cube.

You choose whether your equipment falls to the ground in your space, merges into your new form, or is worn by it. Worn equipment functions as normal, but the GM decides whether it is practical for the equipment to move with you if you flow through particularly narrow spaces.

Your ooze form lasts for 10 minutes or until you dismiss it (no action required), are incapacitated, die, or use this feature again.



While in ooze form, you gain the following benefits:

- **Acid Weapons.** Your melee weapon attacks deal an extra 1d6 acid damage on a hit.
- **Amorphous.** You can move through a space as narrow as 1 inch wide without squeezing.
- **Climber.** You have a climbing speed of 20 feet.
- **Oozing Form.** When a creature touches you or hits you with a melee attack while within 5 feet of you, you can use your reaction to deal 1d6 acid damage to that creature.

Slimy Pseudopod

At 6th level, you can use a bonus action to cause an oozing pseudopod to erupt from your body for 1 minute or until you dismiss it as a bonus action. On the turn you activate this feature, and as a bonus action on each of your subsequent turns, you can make a melee spell attack with the pseudopod against a creature within 5 feet of you. On a hit, the target takes 1d6 acid damage.

You can use this feature a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest. When you reach 10th level in this class, the acid damage dealt by your pseudopod increases to 2d6.

Improved Ooze Form

At 10th level, your ooze form becomes more powerful. It now lasts 1 hour, and the acid damage dealt by your Acid Weapons and Oozing Form increases to 2d6.

Engulfing Embrace

At 14th level, while in your ooze form, you can use an action to move into the space of a creature within 5 feet of you that is your size or smaller and try to engulf it. The target creature must make a Dexterity saving throw against your spell save DC.

On a successful save, the creature can choose to be pushed 5 feet away from you or to an unoccupied space within 5 feet of you. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, you enter the creature's space, and the creature takes 2d6 acid damage and is engulfed. The engulfed creature is restrained and has total cover against attacks and other effects outside of your body. The engulfed creature takes 4d6 acid damage at the start of each of your subsequent turns. When you move, the engulfed creature moves with you.

An engulfed creature can attempt to escape by taking an action to make a Strength (Athletics) check against your spell save DC. On a success, the creature escapes and enters a space of its choice within 5 feet of you.

Once you use this feature, you can't use it again until you finish a long rest, unless you expend a spell slot of 5th level or higher to try to engulf another creature.

CIRCLE OF WIND

Founded in deserts, badlands, and grasslands, where wind dominates and controls the landscape, the teachings of the Circle of Wind have spread far and wide, like a mighty storm. Druids who follow this circle's teachings embrace the mercurial winds to create several effects.

Bonus Cantrip

At 2nd level when you choose this circle, you learn the *message* cantrip.

Circle Spells

The magic of the wind flows through you, granting access to certain spells. At 3rd, 5th, 7th, and 9th level, you gain access to the spells listed for that level in the Circle of Wind Spells table.

Once you gain access to one of these spells, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.

CIRCLE OF WIND SPELLS

Druid Level	Spells
3rd	*blur*, *gust of wind*
5th	*fly*, *lightning bolt*
7th	*conjure minor elementals*, *freedom of movement*
9th	*cloudkill*, *conjure elemental* (air elemental only)

Feathered Form

Starting at 2nd level, when you use your Wild Shape to magically assume the shape of a beast, it can have a flying speed (you ignore "no flying speed" in the Limitations column of the Beast Shapes table but must abide by the other limitations there).

Comforting Breezes

Beginning at 6th level, as an action, you can summon a gentle breeze that extends in a 30-foot cone from you. Choose a number of targets in the area equal to your Wisdom modifier (minimum of 1). You end one disease or the blinded, deafened, paralyzed, or poisoned condition on each target. Once you use this feature, you can't use it again until you finish a long rest.

Updraft

Also at 6th level, you can expend one use of Wild Shape as a bonus action to summon a powerful wind. You and each creature of your choice within 10 feet of you end the grappled or restrained conditions. You can fly up to 30 feet as part of this bonus action, and each creature that you affect with this wind can use a reaction to fly up to 30 feet. This movement doesn't provoke opportunity attacks.

Vizier of the Winds

Starting at 10th level, you can ask the winds one question, and they whisper secrets back to you. You can cast *commune* without preparing the spell or expending a spell slot. Once you use this feature, you can't use it again until you finish a long rest.

Hunger of Storm's Fury

Beginning at 14th level, when you succeed on a saving throw against a spell or effect that deals lightning damage, you take no damage and instead regain a number of hit points equal to the lightning damage dealt. Once you use this feature, you can't use it again until you finish a long rest.

FIGHTER MARTIAL ARCHETYPES

Though fighters have great command over a variety of weapons and armor, most choose to specialize in a particular style of fighting. Some prefer to fight as a unit and overwhelm their enemies with coordinated attacks, some prefer to be the spear-wielding ray of sunlight that pierces the ranks of a deity's enemies, while others delight in wading into combat with nothing but their fists.

FIGHTING STYLE OPTIONS

When you choose a fighting style, the following style is added to your list of options:

Gunfighting

When you roll a 1 on a damage die for an attack you make with a weapon with the gunpowder property, you can reroll the die and must use the new roll, even if the new roll is a 1. The weapon must have the gunpowder property for you to gain this benefit.

BUCCANEER

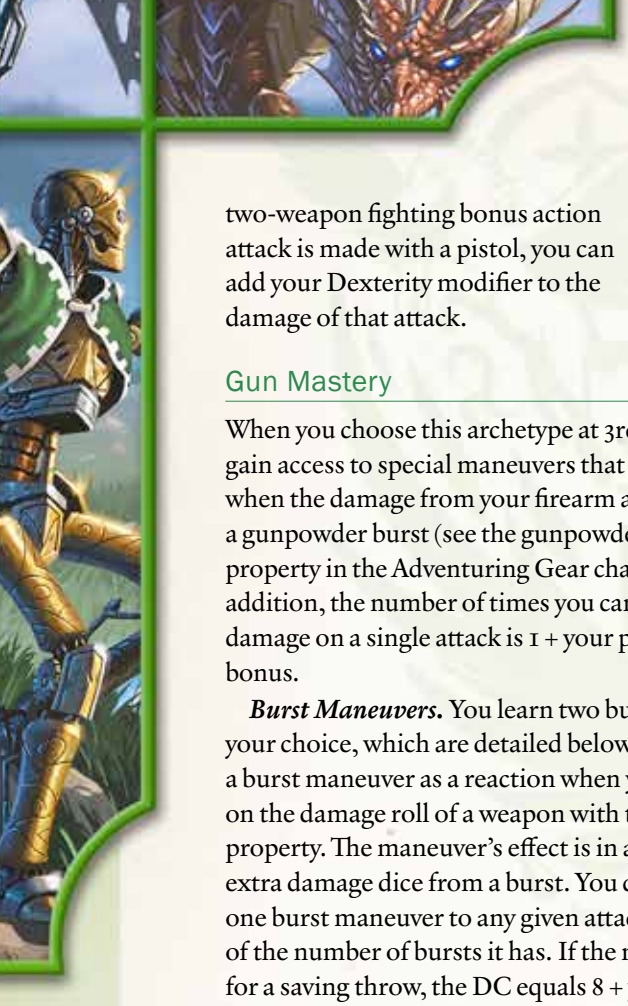
Honing their martial skills in fierce ship-to-ship combat, buccaneers become skilled in both gun and blade, able to lay out opponents with savage shots, while resisting the worst that can be thrown at them.

Black Powder and Sailcloth

At 3rd level, you gain proficiency with gunsmith's tools and with water vehicles. You also have advantage on Strength (Athletics) checks made to climb or swim.

Bullet and Blade

At 3rd level, when you engage in two-weapon fighting with a light melee weapon that you're holding in one hand, you can use a pistol in your other hand in place of a light melee weapon to make the bonus action attack. While fighting in this fashion, being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls with the pistol. If your



two-weapon fighting bonus action attack is made with a pistol, you can add your Dexterity modifier to the damage of that attack.

Gun Mastery

When you choose this archetype at 3rd level, you gain access to special maneuvers that can be enacted when the damage from your firearm attack causes a gunpowder burst (see the gunpowder weapon property in the Adventuring Gear chapter). In addition, the number of times you can roll burst damage on a single attack is 1 + your proficiency bonus.

Burst Maneuvers. You learn two burst maneuvers of your choice, which are detailed below. You can apply a burst maneuver as a reaction when you gain a burst on the damage roll of a weapon with the gunpowder property. The maneuver's effect is in addition to the extra damage dice from a burst. You can apply only one burst maneuver to any given attack, regardless of the number of bursts it has. If the maneuver calls for a saving throw, the DC equals 8 + your proficiency bonus + your Dexterity modifier.

You can use this reaction a number of times equal to your proficiency bonus. You regain all expended uses when you finish a short or long rest.

You learn one additional burst maneuver of your choice at 7th, 10th, and 15th level. Each time you learn new burst maneuvers, you can also replace one maneuver you know with a different one.

- **Deafening Blast.** A creature within 5 feet of you when you fired the shot must succeed on a Constitution saving throw or be deafened for 1 minute. This creature doesn't need to be the target of the attack that caused the gunpowder burst.
- **Hobble.** Your weapon's burst damaged the target's leg, wing, or other ambulatory limb. The target must succeed on a Dexterity saving throw or its speed is reduced by 10 feet until it receives magical healing or finishes a short or long rest. This effect is cumulative, but it can't reduce a target's speed to less than 5 feet.
- **Penetrating Shot.** If your target is Large or smaller, the burst causes the shot to go through your target. If another creature is within 10 feet of the target, and a direct line can be drawn from the creature to you with the original target in between, then the new creature must succeed on a Dexterity saving throw or take damage as if hit by a normal attack from the weapon. This damage can't burst.

- **Powerful Shot.** The target must succeed on a Strength saving throw or be knocked prone by the burst.
- **Pummel.** The power of the burst empowers you to strike a nearby creature. You can make one melee weapon attack with a melee weapon you are wielding against a creature within your melee weapon's range.
- **Smoke Cloud.** The shot produces a large amount of smoke, heavily obscuring your space until the start of your next turn.
- **Soft Spot.** Your weapon's burst causes the target an extreme amount of pain. The target must succeed on a Constitution saving throw or be incapacitated until the start of your next turn.
- **Sudden Advance.** The burst energizes you, causing you to leap into action. You can immediately move up to half your speed. This movement doesn't provoke opportunity attacks.
- **Unsteadying Shot.** The burst destabilized the target. The target must succeed on a Strength saving throw or have disadvantage on all attacks until the start of your next turn.

Deck Fighter

At 7th level, your training keeps you nimble, allowing you to maintain balance and reflexive responses at the worst of times. When you fail a Dexterity saving throw, you can choose to succeed instead. You can use this feature a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

Seasoned Seadog

At 10th level, the damage you deal with gunpowder weapons can burst when a damage die results in either of the two highest numbers on the die (such as a 5 or 6 on a d6 or a 7 or 8 on a d8), instead of only the highest number on the die.

Unrelenting Spirit

Beginning at 15th level, if you are suffering from one of the following conditions at the start of your turn, you can end the condition as a bonus action: blinded, charmed, deafened, frightened, incapacitated, paralyzed, or stunned. Alternatively, you can use a bonus action to reduce your exhaustion level by 1. You can't use this feature again until you finish a short or long rest.

Vicious Marauder

At 18th level, you become a master of fighting with bullet and blade in the thick of combat. When you make a ranged attack with a pistol at a creature you can see within 5 feet of you, you have advantage on the attack roll if you already hit that creature with a melee weapon attack this turn. If you score a critical hit with this attack, you can apply up to two burst maneuvers to the attack, provided the damage had at least one burst.

CHAPLAIN

Militaries and mercenary companies often contain members of various clergies among their ranks. These chaplains typically come from religious sects whose tenets promote war, healing, peace, protection, or freedom, and they tend to the emotional and physical well-being of their charges. In the eyes of your companions, you are as much a counselor and spiritual leader as you are a fellow warrior.

Student of Faith

When you choose this archetype at 3rd level, you gain proficiency in the Insight, Medicine, or Religion skill (your choice).

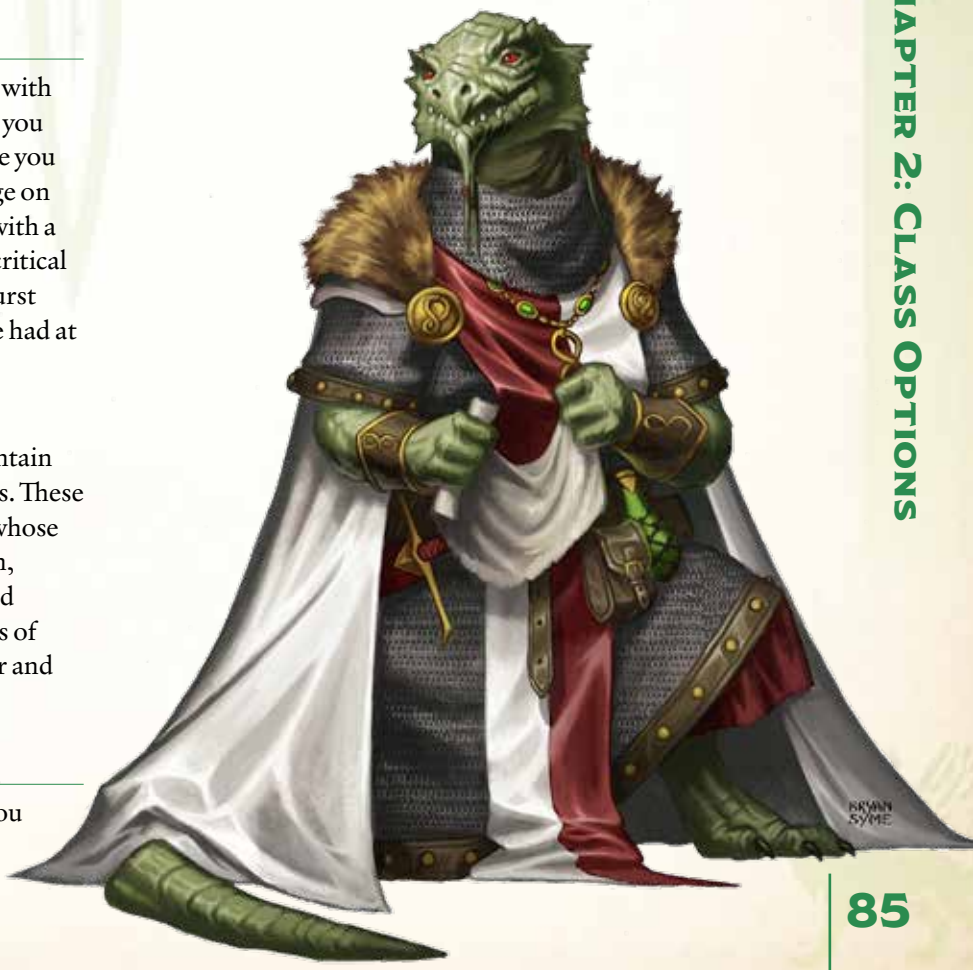
Field Medic

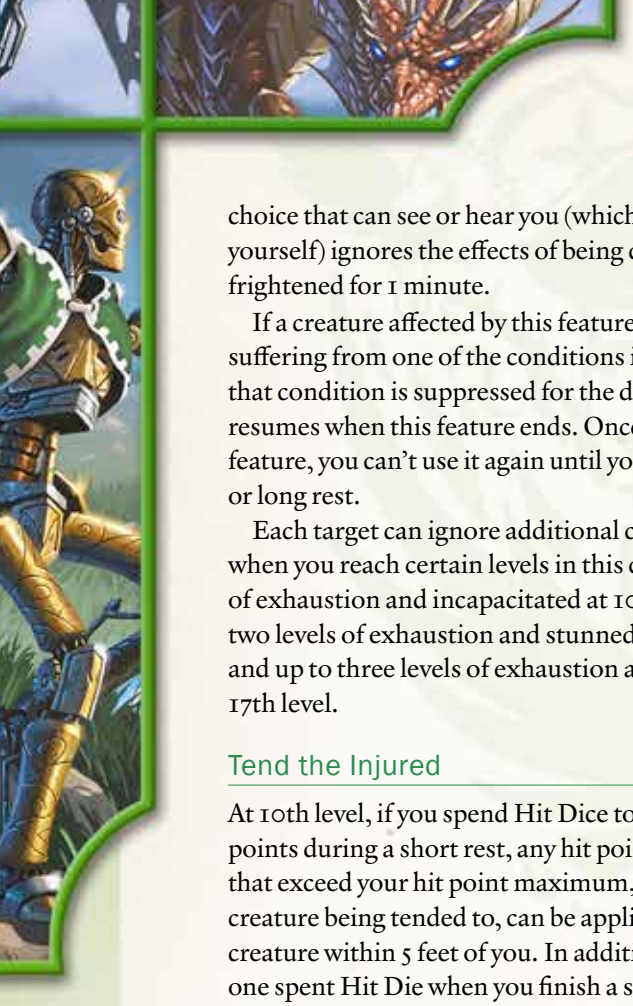
Beginning at 3rd level, you can use an action to spend one of your Hit Dice and regain hit points. The hit points regained with this feature can be applied to yourself or to another creature you touch. Alternatively, you can heal another creature you touch when you spend Hit Dice to regain hit points during a short rest, instead of applying the regained hit points to yourself. If you are under an effect that increases the amount of healing you receive when spending Hit Dice, such as a spell or feat, that effect applies to the amount of hit points the target regains. Keep in mind, some effects that increase the healing of Hit Dice happen only when those Hit Dice are spent during a short rest, like a bard's Song of Rest.

In addition, the number of Hit Dice you regain after a long rest is equal to half your total number of Hit Dice plus one. For example, if you have four Hit Dice, you regain three spent Hit Dice, instead of two, when you finish a long rest.

Rally the Troops

Starting at 7th level, you can use an action to urge your companions to overcome emotional and spiritual obstacles. Each friendly creature of your





choice that can see or hear you (which can include yourself) ignores the effects of being charmed and frightened for 1 minute.

If a creature affected by this feature is already suffering from one of the conditions it can ignore, that condition is suppressed for the duration and resumes when this feature ends. Once you use this feature, you can't use it again until you finish a short or long rest.

Each target can ignore additional conditions when you reach certain levels in this class: one level of exhaustion and incapacitated at 10th level, up to two levels of exhaustion and stunned at 15th level, and up to three levels of exhaustion and paralyzed at 17th level.

Tend the Injured

At 10th level, if you spend Hit Dice to recover hit points during a short rest, any hit points regained that exceed your hit point maximum, or that of the creature being tended to, can be applied to another creature within 5 feet of you. In addition, you regain one spent Hit Die when you finish a short rest.

Rally Point

Beginning at 15th level, when a friendly creature you can see takes damage, you can use your reaction to move that creature up to its speed toward you. The creature can choose the path traveled, but it must end the movement closer to you than it started. This movement doesn't provoke opportunity attacks. You can use this feature a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

Hospitaler

At 18th level, you recover a number of spent Hit Dice equal to a quarter of your total Hit Dice when you finish a short rest. In addition, you recover all your spent Hit Dice when you finish a long rest.

LEGIONARY

A legionary follows the techniques of close-quarters combat developed by soldiers fighting shoulder to shoulder with their allies. This style of fighting spread far and wide, finding an honored place among the armies and mercenary companies of other races. True legionaries scoff at the image of the storybook hero standing alone against impossible odds, knowing together they can face any danger and emerge victorious.

Bonus Proficiency

When you choose this archetype at 3rd level, you gain proficiency in the Insight, Nature, or Survival skill (your choice).

Coordinated Fighting

Starting at 3rd level, you learn techniques and strategies for close-quarter combat. On your first attack each round, you gain a +1 bonus to the attack and damage rolls if at least one friendly creature is within 5 feet of you.

Move As One

At 3rd level, at any point while moving on your turn, you can command a number of willing, friendly creatures within 5 feet of you up to your proficiency

bonus to move with you. Each creature that chooses to move with you can use a reaction to move up to its speed alongside you, remaining within 5 feet of you while moving. This movement doesn't provoke opportunity attacks. You can use this feature a number of times equal to your proficiency bonus. You regain all expended uses of it when you finish a long rest.

Massed Fighting

Starting at 7th level, you learn better techniques and strategies for fighting closely alongside your allies. On your first attack each round, you gain a +1 bonus to the attack and damage rolls for each friendly creature within 5 feet of you, up to a maximum bonus equal to your proficiency bonus.

In addition, when you use your Action Surge feature, each friendly creature within 15 feet of you (except you) gains a +2 bonus to AC and to Dexterity saving throws for 1 minute.

Tactical Positioning

At 15th level, moving through a hostile creature's space is not difficult terrain for you, and you can move through a hostile creature's space even if it is only one size larger or smaller than you. As normal, you can't end your move in a hostile creature's space.

Cooperative Strike

Starting at 18th level, when you use the Attack action and attack with a weapon while at least one friendly creature is within 5 feet of you, you can use a bonus action to make one additional attack with that weapon.

PUGILIST

Pugilists live by their fists, bare-knuckle warriors who do not hesitate to throw hands if the situation demands it. They know the intense, close, violent intimacy of melee, and they operate unapologetically in that space. Whether in fighting pits by the docks to make some extra coin, in the king's grand arena as champions of quarreling nobles, or in the employ of local merchants in need of seemingly weaponless guards, pugilists can be found in all rungs of society. Pugilists take pleasure in a battle hard won and thrill in the energy of the fight rather than in a kill. They can often be found celebrating or having drinks with a former opponent hours after the fight, regardless of the bout's winner.

LEGIONARIES IN MIDGARD

The training and techniques of the legionaries first arose among the dwarven clans of the Ironcrags, though some argue the ghouls of the Imperium originated the style. The teamwork-based tactics functioned perfectly for warriors in cramped, subterranean tunnels. Today, however, legionaries can be found across Midgard. In the mighty Mharoti armies, legionaries form the bulk of the foot soldiers, and the style is taught in the great martial academies of the Empire. Despite their reputation as independent sell-swords, the mercenary companies of the Seven Cities also greatly value legionaries. Strangely, legionaries also make up a large percentage of goblin hoards in the Wasted West.

Unarmed Warrior

When you choose this archetype at 3rd level, you learn to use your fists, knees, elbows, head, and feet to attack your opponents. You gain the following benefits while you are not wearing heavy armor and while you are not wielding weapons or a shield:

- Your unarmed strikes deal bludgeoning damage equal to 1d6 + your Strength modifier on a hit. Your unarmed strike damage increases as you reach higher levels. The d6 becomes a d8 at 10th level and a d10 at 18th level.
- When you use the Attack action to make one or more unarmed strikes, you can make one unarmed strike as a bonus action.

Resilient Fighter

Starting at 3rd level, you learn to endure great amounts of physical punishment. You add your Constitution modifier (minimum of 1) to any death saving throw you make. In addition, you can use Second Wind a number of times equal to your proficiency bonus. You regain all expended uses when you finish a short or long rest.

Uncanny Fortitude

Beginning at 7th level, if damage reduces you to 0 hit points, you can make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is from a critical hit. On a success, you drop to 1 hit point instead. You can use this feature a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

PUGILISTS AND MAGICAL UNARMED STRIKES

Unlike monks and their ki, pugilist fighters don't naturally have a means of making unarmed strikes count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. Some magic items, such as the ***cestus*** (see the Magic Items chapter) or the ***swolbold wraps*** (see ***Vault of Magic***), specifically make unarmed strikes magical, but not every campaign includes magic weapons or magic items.

As a GM, if you are running a game in a high-magic setting and would like to give a pugilist player character the opportunity for their unarmed strikes to count as magical, we recommend allowing the pugilist to utilize the magic in their magic items. The pugilist must be attuned to the item, and the item must be worn on the hands, arms, or feet, such as gloves, a ring, bracers, or boots. The amount of magical bonus the pugilist receives depends on the rarity of the item. An uncommon magic item allows the pugilist's unarmed strikes to count as magical, a rare magic item gives the pugilist a +1 bonus to attack and damage rolls, and very rare and legendary magic items give +2 and +3 bonuses, respectively.

In addition, when you use Second Wind, you now regain hit points equal to 1d10 + your fighter level + your Constitution modifier.

Debilitating Blow

At 10th level, when you hit one target with two unarmed strikes in the same turn, you can use a bonus action to force the target to make a Constitution saving throw (DC equals 8 + your proficiency bonus + your Strength modifier). On a failure, the target has disadvantage on the next attack roll, ability check, or saving throw it makes before the start of your next turn.

Withstand Death

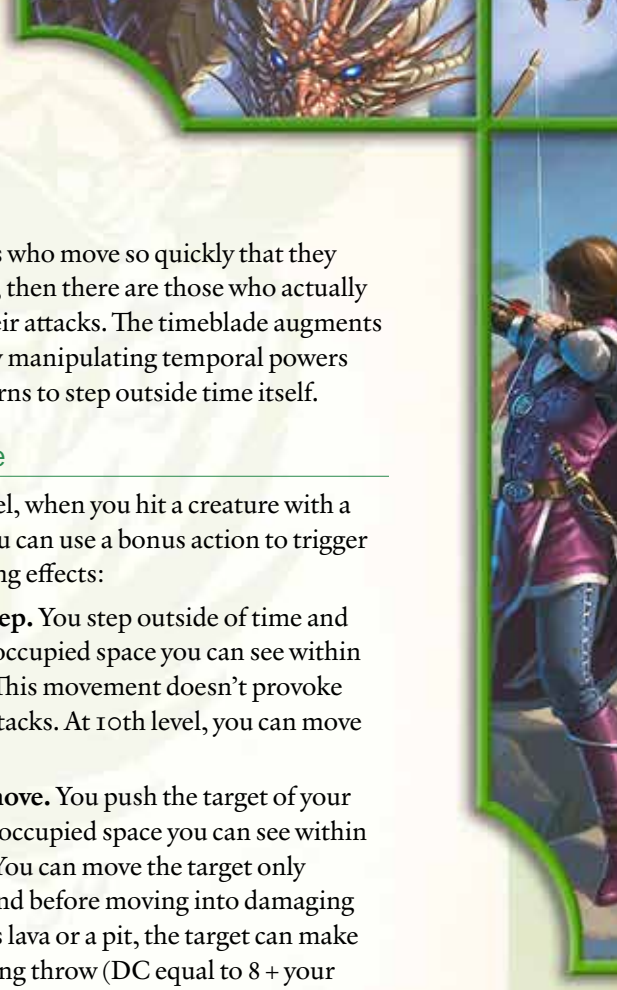
At 15th level, when you are reduced to 0 hit points, you can use Second Wind as a reaction, provided you have uses of Second Wind remaining. You can decide to use this reaction before or after your Uncanny Fortitude feature triggers.

In addition, when you make a death saving throw and roll a 1 on the d20, it counts as one failure instead of two.

Opportunistic Brawler

Starting at 18th level, you might not look for a fight around every corner, but you're ready in case one happens. You have advantage on initiative rolls.

In addition, when a creature you can see enters a space within 5 feet of you, you can make one opportunity attack against the creature. This opportunity attack must be made with an unarmed strike. You have a number of reactions each turn equal to your proficiency bonus, but these reactions can be used only to perform opportunity attacks.



RADIANT PIKEMAN

You were a member of an order of knights dedicated to a deity of sun and light. You know that next to your deity's favor, a soldier's greatest strength is their comrades. You wield a spear, glaive, halberd, or other polearm as a piercing ray of sunlight against your enemies.

Harassing Strike

Beginning when you choose this archetype at 3rd level, when a creature you can see enters your reach, you can use your reaction to Shove the creature. To use this feature, you must be wielding a glaive, halberd, lance, pike, or spear.

Radiant Fighting

Starting at 3rd level, when you deal damage with a glaive, halberd, lance, pike, or spear, you can choose for the damage to be radiant instead of its normal damage type.

Formation Tactics

At 7th level, you bolster your allies when fighting shoulder to shoulder. While you have an ally within 5 feet of you who isn't incapacitated, you can use a bonus action to take the Help action to assist that ally's attack roll or their next Strength (Athletics) or Dexterity (Acrobatics) check.

Foe of Darkness

Beginning at 10th level, your faith and training make you a daunting foe of dark creatures. Once per turn, you can have advantage on an attack roll or ability check made against a fiend, undead, or creature of shadow.

Give Ground

Starting at 15th level, once per turn when you are hit by a melee attack, you can choose to move 5 feet away from the attacker without provoking opportunity attacks. If you do, the attacker takes 1d6 radiant damage. To use this feature, you must be wielding a glaive, halberd, lance, pike, or spear.

The Sun's Protection

At 18th level, you have advantage on saving throws against spells. If you fail a saving throw against being charmed or frightened, you can choose to succeed instead. You can use this feature a number of times equal to half your proficiency bonus. You regain all expended uses when you finish a long rest.

TIMEBLADE

There are warriors who move so quickly that they seem to stop time, then there are those who actually alter time with their attacks. The timeblade augments physical attacks by manipulating temporal powers and eventually learns to step outside time itself.

Temporal Strike

Starting at 3rd level, when you hit a creature with a weapon attack, you can use a bonus action to trigger one of the following effects:

- **Dislocative Step.** You step outside of time and move to an unoccupied space you can see within 15 feet of you. This movement doesn't provoke opportunity attacks. At 10th level, you can move up to 30 feet.
- **Dislocative Shove.** You push the target of your attack to an unoccupied space you can see within 15 feet of you. You can move the target only horizontally, and before moving into damaging terrain, such as lava or a pit, the target can make a Strength saving throw (DC equal to 8 + your proficiency bonus + your Strength modifier), ending the movement in an unoccupied space next to the damaging terrain on a success. At 10th level, you can move the target up to 30 feet.

TIMEBLADES IN MIDGARD

Timeblades are most often found among the temple guards of the Goddess Rava, defending the inner sanctums of her holiest buildings. In the Dragon Empire, the elite agents of Seggotan sometimes train as timeblades and seek out threats to the sea deity. Among the planes, timeblades are common. The greatest warriors among the ratatosk of Yggdrasil train in the style. On the plane of the Marketplace, a vast academy called the Collegium Tempus teaches the art of the timeblade to any who survive their annual tournament.

Currently, a few timeblades can be found on Midgard for the student eager enough to track them down. The dwarven explorer Khal Hauswald seeks new challenges in the Haunted Land of the Giants. Maestra Faustina Alboresi helps train the new armies forming under the banner of Valera. Cricqo Whitefeather, an ancient, scarred huginn, guards Wotan's Tree in the Northlands. Though access to an instructor is helpful, most timeblades learn the techniques through trial and error, but many don't survive the experience.

You can use this feature a number of times equal to your proficiency bonus. You regain all expended uses when you finish a short or long rest.

Chronologic Echo

At 7th level, immediately after you use your Second Wind feature, you can trigger an echo in time, allowing you to use it twice. Roll separately for each use of Second Wind. Once you use this feature, you can't use it again until you finish a long rest.

Improved Temporal Strike

At 10th level, when you use your Temporal Strike feature, you can choose one of the following additional options:

- **Chronal Cleave.** You immediately make a weapon attack against a different target within range.
- **Chronal Shield.** You add your proficiency bonus to your Armor Class until the beginning of your next turn.

Continuity Rift

At 15th level, when you hit a creature with a weapon attack, you can instantly open a rupture in space-time to swallow the target. The creature disappears and falls through a realm outside of reality.

At the end of your next turn, the target returns to the space it previously occupied, or the nearest unoccupied space. It takes 8d8 psychic damage as it grapples with the mind-breaking experience. The target must succeed on an Intelligence saving throw (DC equal to 8 + your proficiency bonus + your Intelligence modifier) or it acts randomly for 1 minute as if under the effects of the *confusion* spell. It can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

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

Temporal Warrior

Starting at 18th level, you can momentarily step outside of time to attack your foes. As an action, you can briefly stop the flow of time for everyone but yourself. No time passes for other creatures, while you take 1d4 + 1 turns in a row, during which you can use actions and move as normal. This effect works like the *time stop* spell, except you can make one attack on each of your turns without ending the effect. Once you use this feature, you can't use it again until you finish a long rest.

TUNNEL WATCHER

For untold ages, the dwarves have paid in blood to keep their subterranean homes safe. The keystone to the defense of the dwarven citadels are the tunnel watchers, warriors trained in the tight, uneven paths beneath the surface of the world. While the techniques of the tunnel watchers originated with the dwarves, others see the value in such specialization. Tunnel watchers can thus be found throughout the mountainous regions of the world.

Bonus Proficiencies

At 3rd level, you gain proficiency with thieves' tools and mason's tools.

First Line of Defense

Starting at 3rd level, a creature that you hit with a melee weapon attack has its speed reduced by 5 feet and can't use the Disengage action until the start of your next turn. You can't reduce a creature's speed by more than 10 feet with this feature.

In addition, when you hit a creature with an opportunity attack, you deal an extra 1d8 damage of the weapon's type.

Fight for Every Step

At 3rd level, when you take damage from a melee attack, you can use your reaction to move 5 feet away from the attacker, reducing the damage you take from the attack by 1d6 + the number of hostile creatures within 5 feet of the space you left. This movement doesn't provoke opportunity attacks.

The attacker can immediately move into the space you left. This movement doesn't cost the attacker's reaction and doesn't provoke opportunity attacks, but a creature can move this way only once each turn.

Safe Passage

Starting at 7th level, you have advantage on saving throws against traps, natural hazards, and lair actions. Traps, natural hazards, and lair actions have disadvantage when they make attack rolls against you.

Steadfast

At 10th level, you have advantage on saving throws against effects that cause the frightened condition and effects that would move you against your will, including teleportation effects. When a hostile creature forces you to make a Strength saving throw and you succeed, you deal an extra 1d8 damage of the weapon's type the next time you hit with a weapon attack before the end of your next turn.

Cave-In

Starting at 15th level, once on each of your turns when you use the Attack action, you can replace one of your attacks with a strike against a wall or ceiling within your weapon's reach or range. Creatures other than you within 5 feet of the section of wall or the floor below the ceiling where you strike must make a Dexterity saving throw against a DC equal to 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice).

A creature that fails this saving throw takes 2d10 bludgeoning damage and is restrained until the end of its next turn. A creature that succeeds on the saving throw takes half the damage and isn't restrained. While restrained in this way, a creature has three-quarters cover against creatures other than you. When the effect ends, the creature's space becomes difficult terrain.

Against the Tide

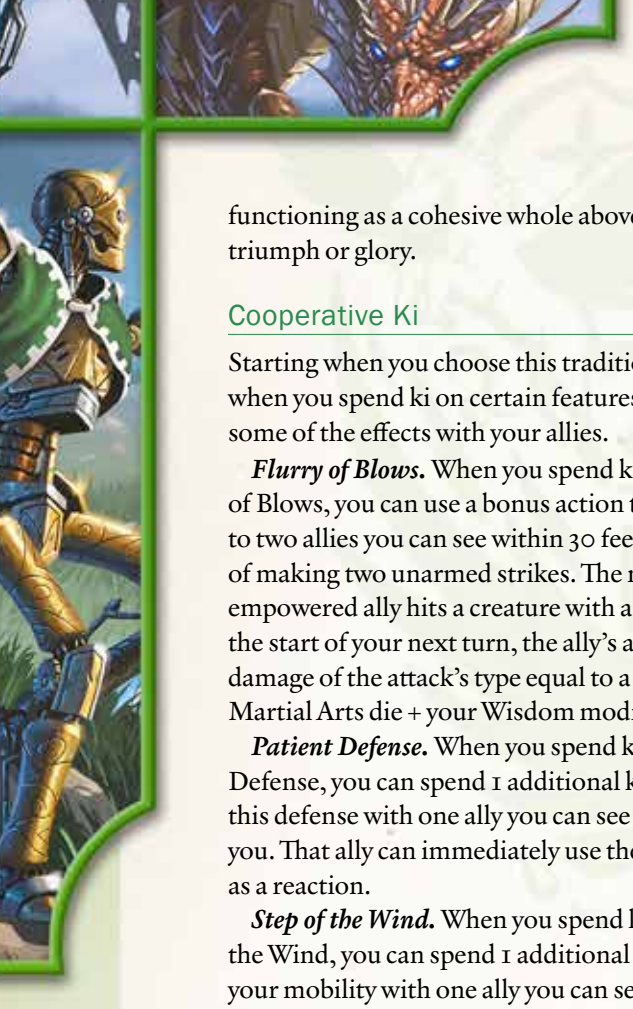
Beginning at 18th level, when you use the Attack action and hit more than one creature with a weapon on your turn, you can use a bonus action to gain resistance to bludgeoning, piercing, and slashing damage until the start of your next turn. When you shove more than one creature on your turn, you can use a bonus action to shove one creature within 5 feet of a creature you successfully shoved.

MONASTIC TRADITIONS

Masters of the energy that flows through living bodies, monks use this ki according to the teachings of each individual's monastic tradition. Some traditions encourage their monks to be as calm as a pond or as turbulent as ocean waves, some teach their monks to emulate the might of dragons, while others coach their monks into mimicking the wilder and often enlightening aspects of cats and monkeys.

WAY OF CONCORDANT MOTION

The monks of Concordant Motion follow a tradition developed and honed by various goblin and kobold clans that favored tactics involving swarming warriors. The tradition combines tactical disciplines designed to encourage groups to work as one unit with practical strategies for enhancing allies. Where many warrior-monks view ki as a power best kept within, the Way of Concordant Motion teaches its followers to project their ki into their allies through ascetic meditation and mental exercises. Followers of this tradition value teamwork and promote



functioning as a cohesive whole above any search for triumph or glory.

Cooperative Ki

Starting when you choose this tradition at 3rd level, when you spend ki on certain features, you can share some of the effects with your allies.

Flurry of Blows. When you spend ki to use Flurry of Blows, you can use a bonus action to empower up to two allies you can see within 30 feet of you instead of making two unarmed strikes. The next time an empowered ally hits a creature with an attack before the start of your next turn, the ally's attack deals extra damage of the attack's type equal to a roll of your Martial Arts die + your Wisdom modifier.

Patient Defense. When you spend ki to use Patient Defense, you can spend 1 additional ki point to share this defense with one ally you can see within 30 feet of you. That ally can immediately use the Dodge action as a reaction.

Step of the Wind. When you spend ki to use Step of the Wind, you can spend 1 additional ki point to share your mobility with one ally you can see within 30 feet of you. That ally can use a reaction to immediately move up to half its speed. This movement doesn't provoke opportunity attacks.

Deflect Strike

At 6th level, when an ally you can see within 30 feet is hit by a melee attack, you can spend 2 ki points as a reaction to move up to half your speed toward the ally. If you move to within 5 feet of the ally, the damage the ally takes from the attack is reduced by 1d10 + your Dexterity modifier + your monk level. If this reduces the damage to 0, you can immediately make one unarmed strike against the attacker.

Coordinated Maneuvers

Starting at 11th level, when you use your Cooperative Ki feature to share your Patient Defense or Step of the Wind, you can target a number of allies equal to your proficiency bonus. You must spend 1 ki point for each ally you target.

In addition, when you use your Cooperative Ki feature to empower your allies with your Flurry of Blows, you can make two unarmed strikes as part of the same bonus action.

Concordant Mind

At 17th level, you have mastered the ability to empower your allies with your ki. As an action, you can expend 5 ki points and empower each ally of your choice within 30 feet of you. Each empowered ally immediately gains the benefits of all three of your Cooperative Ki features. This allows each empowered ally to both move and take the Dodge action as a reaction. Once you use this feature, you can't use it again until you finish a long rest.

WAY OF THE DRAGON

You have studied at a monastery devoted to dragonkind. Warriors trained in these places adapt their fighting styles to match the dragons they hold in such esteem. They are respected and feared by students of other traditions. Once they are trained, followers of this Way travel far and wide, rarely settling in one place for long.

Draconic Affiliation

Starting when you choose this tradition at 3rd level, you feel an affinity for one type of dragon, which you choose from the Draconic Affiliation table. You model your fighting style to match that type of dragon, and some of the features you gain from following this Way depend upon the affiliation you chose.

DRACONIC AFFILIATION

Dragon	Associated Skill	Damage Type
Black or Copper	Stealth	Acid
Blue or Bronze	Insight	Lightning
Brass, Gold, or Red	Intimidation	Fire
Green	Deception	Poison
Silver or White	History	Cold

When you make your selection, you gain proficiency in the dragon's associated skill, and you gain resistance to the listed damage type. If you already have this skill proficiency, you double your proficiency bonus with that skill.

Draconic Onslaught

At 3rd level, when you use Step of the Wind then hit with an attack, the attack deals an extra 2d6 damage of the type associated with your Draconic Affiliation.

Take Flight

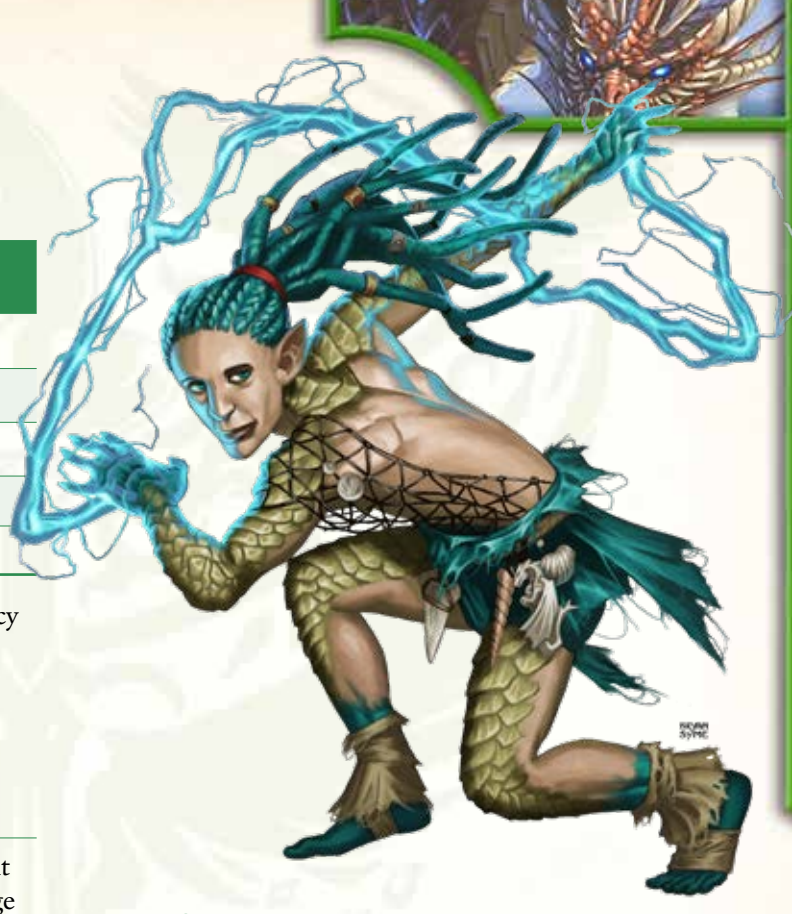
Starting at 6th level, when you take the Dash action, you can spend 1 ki point to gain a flying speed equal to your walking speed until the end of your turn. While you are flying, a creature that hits you with an opportunity attack takes 2d6 damage of the type associated with your Draconic Affiliation.

Conquering Wyrm

Beginning at 11th level, when you take the Attack action after using Step of the Wind in the same turn, you can spend an extra 2 ki points to replace your first attack with one unarmed strike against each creature within 5 feet of the space in which you end your movement. On a hit, your unarmed strike deals an extra 4d6 of the type associated with your Draconic Affiliation. You can't use this feature and your Draconic Onslaught feature in the same round.

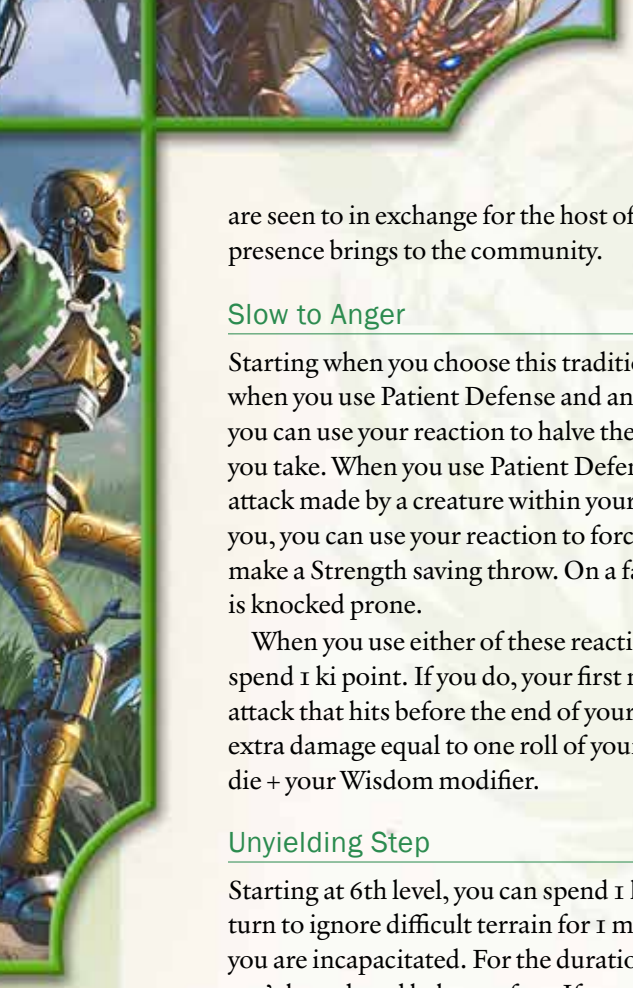
Scales of the Wyrm

At 17th level, you can harden yourself against harm like the eldest of dragons. On your turn, you can spend 4 ki points to increase your Armor Class by 2, gain temporary hit points equal to your monk level, and gain immunity to the frightened condition for 10 minutes. For the duration, when you take damage of the type associated with your Draconic Affiliation, you can use your reaction to reduce the damage you take from that source to 0.



WAY OF THE HUMBLE ELEPHANT

Like their namesake, monks of the Way of the Humble Elephant are respectful and accommodating. A large part of their training involves traveling through their home region and assisting local farmers and common folk with problems ranging from rebuilding burned homes to dispatching troublesome bandits. In areas where their Way is known, adherents are welcomed into the community and their needs



are seen to in exchange for the host of benefits their presence brings to the community.

Slow to Anger

Starting when you choose this tradition at 3rd level, when you use Patient Defense and an attack hits you, you can use your reaction to halve the damage that you take. When you use Patient Defense and a melee attack made by a creature within your reach misses you, you can use your reaction to force the target to make a Strength saving throw. On a failure, the target is knocked prone.

When you use either of these reactions, you can spend 1 ki point. If you do, your first melee weapon attack that hits before the end of your next turn deals extra damage equal to one roll of your Martial Arts die + your Wisdom modifier.

Unyielding Step

Starting at 6th level, you can spend 1 ki point on your turn to ignore difficult terrain for 1 minute or until you are incapacitated. For the duration, your speed can't be reduced below 15 feet. If you use this feature while grappled, the creature can use its reaction to move with you whenever you move; otherwise, the grapple ends. If you use this feature while restrained but not grappled, such as by a spider's web, you break free from the restraining material unless it is capable of moving with you.

Decisive in Wrath

At 11th level, when you spend 1 ki point as part of your Slow to Anger feature, all of your melee weapon attacks that hit before the end of your next turn deal extra damage equal to one roll of your Martial Arts die + your Wisdom modifier.

Thick Hide

At 17th level, you can spend 5 ki points as a bonus action to gain resistance to bludgeoning, piercing, and slashing damage for 10 minutes.

WAY OF THE STILL WATERS

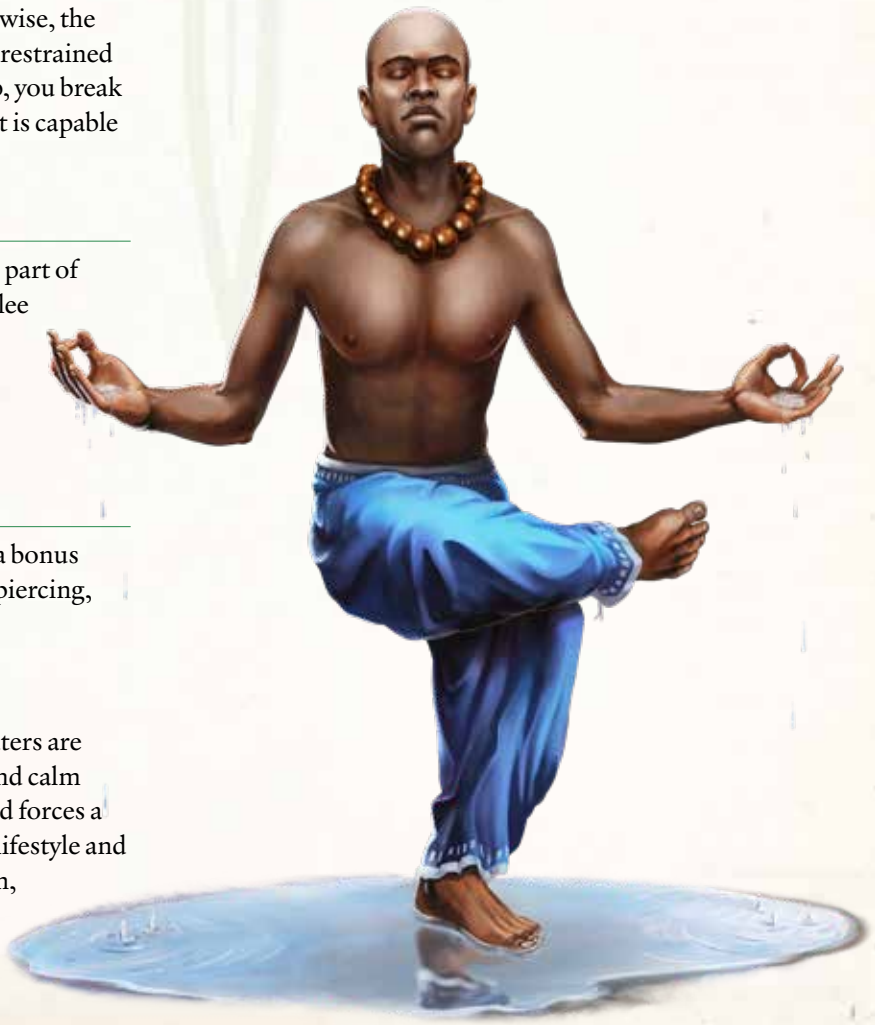
Monks who follow the Way of the Still Waters are like placid mountain lakes; they are still and calm until some outside force disrupts them and forces a reaction. Many adherents live a pacifistic lifestyle and never seek conflict. When strife finds them, though, they deal with it in a swift and decisive use of power and grace.

Perfect Calm

Starting when you choose this tradition at 3rd level, when you spend a ki point on Flurry of Blows, Patient Defense, or Step of the Wind, you also have advantage on one saving throw of your choice that you make before the end of your next turn.

Turbulent Waters

Starting at 3rd level, when an attack made by a hostile creature misses you or you succeed on a saving throw, you can use your reaction to gain a Turbulence die, which is the same type as your Martial Arts die. You can have a maximum number of Turbulence dice equal to your proficiency bonus. When you hit with an attack, you can roll any number of Turbulence dice and add the total result to the damage you deal. Turbulence dice that result in a 1 or 2 are expended, otherwise you don't expend Turbulence dice when you add them to the damage you deal. You lose all accumulated Turbulence dice when you haven't made an attack or been the target of an attack by a hostile creature for 1 minute.



Spreading Ripples

At 6th level, when a creature within 10 feet of you and friendly to you is hit by an attack or fails a saving throw, you can use your reaction to gain a Turbulence die.

When you hit with an attack and use two or more Turbulence dice on the attack's damage, you can choose one creature within 10 feet of your target that you can see. That creature takes damage equal to the roll of one of the Turbulence dice you rolled. If you spend 1 ki point, you can instead choose any number of creatures within 10 feet of your target to take that amount of damage.

Duality of Water

Beginning at 11th level, when you have no Turbulence dice, you have advantage on saving throws against being frightened, and you have resistance to fire damage. When you have at least one Turbulence die, you have advantage on saving throws against being charmed, and you have resistance to cold damage.

Tempestuous Waters

At 17th level, when you spend any number of ki points, you can also choose to gain an equal number of Turbulence dice, up to your proficiency bonus.

WAY OF THE TIPSY MONKEY

Monks who practice the Way of the Tipsy Monkey lurch and waddle across the battlefield, seeming to be too intoxicated to comport themselves. Their school of fighting is typified by its low-standing stance, periods of swaying in place punctuated with bursts of wild, staggering movement, and the disorienting manner in which they seem to never be in the place they appear to be standing.

Despite the name of their style, monks of this Way often abstain from drinking alcohol, though they are not prohibited from doing so. Many do, however, display traits of their patron monkey in their love of jests and their easy laughter, even in the most fraught situations.

Adaptive Fighting

Monks of the Way of the Tipsy Monkey keep their foes off-balance by using unexpected things as weapons. Starting when you choose this tradition at 3rd level, you are proficient with improvised weapons, and you can treat them as monk weapons. When you use a magic item as an improvised weapon, you gain a bonus to attack and damage rolls with that improvised weapon based on the magic item's rarity: +1 for uncommon, +2 for rare, or +3 for very rare. At the GM's discretion, some magic items, such as rings or other magical jewelry, might not be viable as improvised weapons.

Sway and Strike

At 3rd level, your unpredictable movements let you take advantage of more openings. Once per round when an enemy provokes an opportunity attack from you, you can spend 1 ki point to make an opportunity attack without spending your reaction. If this attack hits, you can force the target to roll a Strength saving throw. On a failure, it falls prone.

Jester Style

Beginning at 6th level, when an attacker that you can see hits you with a weapon attack, you can use your reaction to halve the damage that you take.

When you are prone, you don't have disadvantage on attack rolls, and enemies within 5 feet of you don't have advantage on attack rolls against you. You can stand up without spending movement anytime you spend ki on your turn.

You have advantage on any ability check or saving throw you make to escape from a grapple. If you fail to escape a grapple, you can spend 1 ki point to succeed instead.

Fortune Favors the Fool

Starting at 11th level, when you miss with an attack on your turn, the next attack you make that hits a target before the end of your turn deals an extra 1d6 damage of the weapon's type. If you make that attack using an improvised weapon, it deals an extra 1d10 damage of the weapon's type instead.

Stumbling Stance

At 17th level, your staggering movements make you dangerous at a distance and make it difficult for foes to safely move away from you. If your speed is not 0, your reach is extended by 5 feet, and you have advantage on opportunity attacks.

WAY OF THE UNERRING ARROW

The inner peace of contemplation, the artistry of focused breathing, and the calm awareness which leads to pinpoint accuracy all contribute to the Way of the Unerring Arrow. Some are dedicated soldiers, others walk the path of a wandering warrior-mendicant, but all of them hone their art of self-control, spirituality, and the martial arts, combining unarmed combat

with archery. Select this tradition if you want to play a character who is as comfortable trading kicks and blows as they are with snatching an arrow from the air and firing it back in a single motion.

Archery Training

When you choose this tradition at 3rd level, your particular martial arts training guides you to master the use of bows. The shortbow and longbow are monk weapons for you. Being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls with shortbows or longbows.

When you make an unarmed strike as a bonus action as part of your Martial Arts feature or as part of a Flurry of Blows, you can choose for the unarmed strike to deal piercing damage as you jab the target with an arrow.

Flurry of Deflection

At 3rd level, you get additional reactions equal to your proficiency bonus, but these reactions can be used only for your Deflect Missiles monk class feature. If you reduce the damage of the ranged weapon attack to 0 and the missile can be fired with a shortbow or longbow, you can spend 1 ki point to make a ranged attack with your shortbow or longbow, using the missile you caught as ammunition.

At 9th level, when you use Deflect Missiles, the damage you take from the attack is reduced by 2d10 + your Dexterity modifier + your monk level.

Needle Eye of Insight

At 6th level, your attacks with shortbows and longbows count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. In addition, when you make a ranged attack with a shortbow or longbow, you can spend 1 ki point to cause your ranged attacks to ignore half cover and three-quarters cover until the start of your next turn.

Steel Rain Blossom

At 11th level, you can fire arrows in a deadly rain. While wielding a shortbow or longbow, you can use an action to fire an arcing arrow at a point you can see within your weapon's normal range. As the arrow descends onto the point, it magically replicates into dozens of arrows. Each creature within 15 feet of that point must succeed on a Dexterity saving throw or take piercing damage equal to two rolls of your Martial Arts die. A creature behind total cover automatically succeeds on this saving throw. You can increase the steel rain's damage by spending ki points. Each point you spend, to a maximum of 3, increases the damage by one Martial Arts die.

In addition, when you would make an unarmed strike as a bonus action as part of your Martial Arts feature or as part of a Flurry of Blows, you can choose to make a ranged attack with a shortbow or longbow instead.

Improbable Shot

At 17th level, when you use your Needle Eye of Insight feature to ignore cover, you can spend 3 ki points to ignore all forms of cover instead. The arrow even passes through solid barriers, provided you have seen the target within the past minute and it is within your weapon's normal range.

Alternatively, you can spend 5 ki points to strike a target you have seen within the past minute that is now on a different plane or in an extradimensional space, such as through the *plane shift* or *rope trick* spells or a phase spider's Ethereal Jaunt trait. If you do so, you can't use this feature in this way again until you finish a long rest.

MONKS OF THE UNERRING ARROW IN MIDGARD

In the many realms, no place formally trains and encourages monks of the Unerring Arrow like the Southlands kingdom of Morreg. Their legions boast unit after unit of these potent martial artists, dedicated to the nation's defense. Still, some retire and take to the road, seeking wider experiences.

Even Morreg pales in comparison to Khandiria, whose warriors exalt the bow above all other weapons. Many there seek to follow the Way of the Unerring Arrow, and masters of this Way hold respected places in society.

In central Midgard, many Unerring Arrow archers live in monasteries dedicated to Mavros, operate as scouts among the mercenary companies of the Seven Cities, or graduate from one of the three schools near Tintager, where their skills are said to be particularly effective against fey glamours and the deceptions of the Wasted West.

WAY OF THE WILDCAT

Monks of the Wildcat train relentlessly to incorporate speed, acrobatics, and precision strikes to exert control over the field of battle and foes alike. They learn techniques that emulate the grace and agility of felines, including reflexively avoiding blows and bounding between opponents with ease. Embodying the Way of the Wildcat requires intense devotion, endless practice, and no small amount of daring.

Enhanced Agility

When you choose this tradition at 3rd level, you gain proficiency in the Acrobatics skill if you don't already have it. When you move at least 10 feet on your turn, you have advantage on the next Dexterity (Acrobatics) check you make before the start of your next turn.

Feline Reflexes

Also at 3rd level, the inner power infusing your reflexes augments your nimbleness and makes it harder to hit you. When a creature you can see misses you with an attack, the next attack against you before the start of your next turn is made with disadvantage. This can happen only once each turn. If you spend 2 ki points when a creature you can see misses you with an attack, you can take the Dodge action as a reaction instead.

You can't benefit from this feature if your speed is 0.

Springing Pounce

Starting at 6th level, when you move at least 10 feet straight toward a creature and hit it with an attack on the same turn, you can spend 1 ki point to channel your momentum into your attack, dealing extra damage or pushing the target (your choice). If dealing extra damage, the attack deals extra damage of the weapon's type equal to a roll of your Martial Arts die + your Wisdom modifier. If pushing the target, the target must succeed on a Strength saving throw or be pushed up to 10 feet away from you. If you used Step of the Wind to Dash before making the attack, the target has disadvantage on the saving throw.

You can use this feature only once per turn.

Improved Feline Reflexes

Starting at 11th level, when you take no damage after succeeding on a Dexterity saving throw as a result of the Evasion monk class feature, you can use your reaction to move up to half your speed toward the source of the effect, such as the dragon or spellcaster that exhaled the lightning or cast the *fireball* that you avoided. If you end this movement within 5 feet of the source, you can spend 3 ki points to make one unarmed strike against it.

Hundred Step Strike

At 17th level, you can use your Springing Pounce feature as many times each turn as you want, provided you have the movement and attacks to do so. You must still spend 1 ki point each time you channel your momentum into your attack. Each time you move

WILDCAT MONKS IN MIDGARD

There is some contentious debate between the catfolk and huginn as to which of them developed the Way of the Wildcat. The huginn point to ancient pictographs on cavern walls in the Northlands showing ravenfolk battling hunting cats, but the catfolk scoff at such flimsy evidence. The center of this tradition among the catfolk is the Windblown Sand Temple located along the trade road between Per-Bastet and Nebr. For the huginn, the warrior-monks of Meid-Nadhir (or "Quiet Step") Hall outside of Trollheim teach the Way of the Wildcat to students of all races. Wandering masters from both races have been seen in the Midlands, Southlands, and Northlands. Further afield, it is said that this tradition, and many others, can be found in the Eastern Lands.

after hitting a creature in this way, you don't provoke opportunity attacks. If you miss an attack, further movement provokes opportunity attacks as normal.

If you use Flurry of Blows with Springing Pounce and hit a different creature with each attack, you can make one additional Springing Pounce attack without spending ki, provided you have the movement to do so.

PALADIN SACRED OATHS

Paladins draw strength from their commitments, the highest of which is a paladin's sacred oath. Some oaths focus on upholding the law of the land to maintain order for all, some oaths call on their paladins to safeguard a person or location no matter the cost, while other oaths encourage their paladins to bring warmth and safety to those ravaged by disease or by wintry or undead creatures.

FIGHTING STYLE OPTIONS

When you choose a fighting style at 2nd level, the following style is added to your list of options:

Gunfighting

When you roll a 1 on a damage die for an attack you make with a weapon that has the gunpowder property, you can reroll the die and must use the new roll, even if the new roll is a 1. The weapon must have the gunpowder property for you to gain this benefit.

OATH OF JUSTICE

The Oath of Justice is a commitment not to the tenets of good or evil but a holy vow sworn to uphold the laws of a nation, a city, or even a tiny village. When lawlessness threatens the peace, those who swear to uphold the Oath of Justice intervene to maintain order, for if order falls to lawlessness, it is only a matter of time before all of civilization collapses into anarchy.

While many young paladins take this oath to protect their country and the people close to them from criminals, some older adherents to this oath know that what is just is not necessarily what is right.

Tenets of Justice

All paladins of justice uphold the law in some capacity, but their oath differs depending on their station. A paladin who serves a queen upholds slightly different tenets than one who serves a small town.

Uphold the Law. The law represents the triumph of civilization over the untamed wilds. It must be preserved at all costs.

Punishment Fits the Crime. The severity of justice acts in equal measure to the severity of a wrongdoer's transgressions.

Oath Spells

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

OATH OF JUSTICE SPELLS

Paladin Level	Spells
3rd	*color spray*, *guiding bolt*
5th	*locate object*, *zone of truth*
9th	*lightning bolt*, *slow*
13th	*faithful hound*, *locate creature*
17th	*arcane hand*, *hold monster*

Channel Divinity

When you take this oath at 3rd level, you gain the following two Channel Divinity options. See the Sacred Oath class feature for how Channel Divinity works.

Tether of Righteousness. You can use your Channel Divinity to bind your target to you. As an action, you extend a line of energy toward a creature you can see within 30 feet of you. That creature must make a Dexterity saving throw. On a failure, it is tethered and can't move more than 30 feet away from you for 1 minute. While tethered, the target takes lightning damage equal to your Charisma modifier (minimum of 1) at the end of each of its turns. You can use an action to make a Strength (Athletics) check opposed by the tethered creature's Strength (Athletics) or Dexterity (Acrobatics) check (the creature's choice). On a success, you can pull the creature up to 15 feet in a straight line toward you. As an action, the tethered creature can make a Strength check against your spell save DC. On a success, it breaks the tether.

Justicar's Celerity. You can use your Channel Divinity to respond to danger with lightning speed. When a creature that you can see is attacked, you can move up to your speed as a reaction. If you end your movement within 5 feet of the attacker, you can make one melee attack against it as part of this reaction. If you end your movement within 5 feet of the target of the attack, you can become the target of the attack instead as part of this reaction.

Disciplined Pursuant

At 7th level, you can bend the laws of magic to parallel the laws of civilization. When you reduce a creature to 0 hit points with a spell or Divine Smite, you can choose to knock out the creature instead of killing it. The creature falls unconscious and is stable.

In addition, once per turn when you deal radiant damage to a creature, you can force it to make a Constitution saving throw. On a failure, its speed is halved until the end of its next turn. If you deal radiant damage to more than one creature, you can choose only one creature to be affected by this feature.

Shackles of Light

Starting at 15th level, once per turn when you deal radiant damage to a creature, it must make a Constitution saving throw. On a failure, it is restrained by golden, spectral chains until the end of its next turn. If you deal radiant damage to more than one creature, you can choose only one such creature to be affected by this feature. The target of this feature can be different from the target of your Disciplined Pursuant feature.

Avatar of Perfect Order

At 20th level, you can take on the appearance of justice itself. As an action, you become wreathed in a garment of cold light. For 1 minute, you benefit from the following effects:

- You are immune to bludgeoning, piercing, and slashing damage.
- You can use your Justicar's Celerity feature without expending a use of Channel Divinity.
- When a creature you can see takes the Attack or Cast a Spell action, you can use your reaction to force it to make a Wisdom saving throw. On a failure, it must take a different action of your choice instead.

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

OATH OF SAFEGUARDING

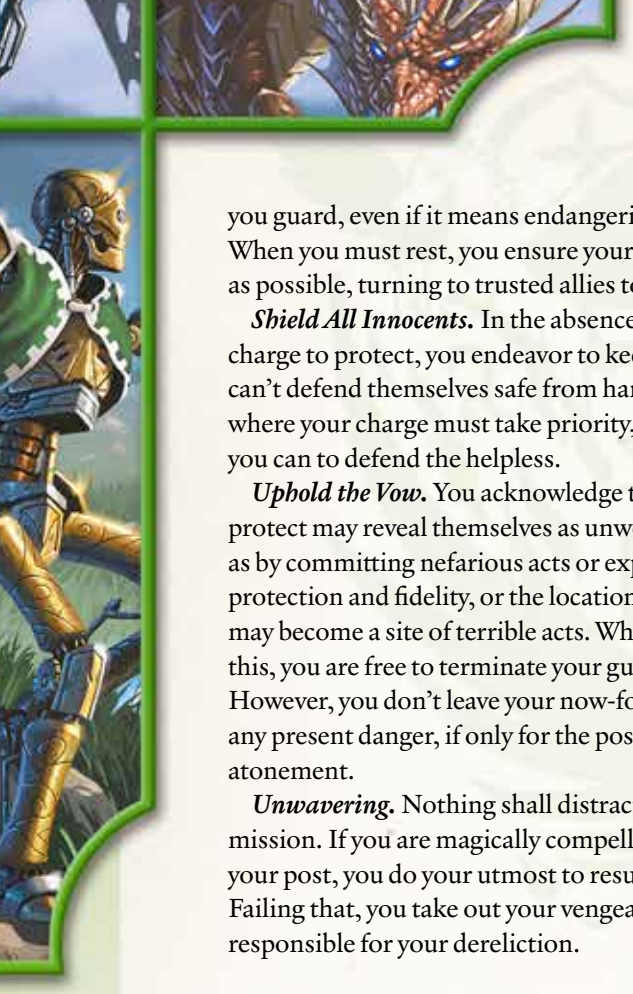
Paladins who choose the Oath of Safeguarding spend their lives in service to others, conserving the people and places they vow to protect. They take missions to guard against assassination attempts, safely transport a person or group through treacherous lands, and stand as bastions for locations under attack. These paladins are no mere mercenaries, however, as they view their missions as sacred vows.

Tenets of Safeguarding

Paladins undertaking the Oath of Safeguarding take their responsibilities seriously and are most likely to seek atonement should they fail in their duties. However, they have no qualms about terminating their protection when their charges prove nefarious. In these cases, they won't leave people stranded in a hostile environment or situation, but they also focus their efforts on their allies over unworthy, former charges. Even when these paladins serve no charge, they seek opportunities to shield others from harm. In combat, they rush to aid their allies and stand alone to allow others to flee from battle.

Last Line of Defense. When your allies must retreat or regroup, you remain to ensure they have ample time to withdraw before withdrawing yourself. If your mission requires you to guard a building, you are the final obstacle the attackers face before breaching the building.

Protect the Charge. You pledge to preserve the lives of people you protect and the sanctity of all structures



you guard, even if it means endangering yourself. When you must rest, you ensure your charge is as safe as possible, turning to trusted allies to aid you.

Shield All Innocents. In the absence of a sacred charge to protect, you endeavor to keep all those who can't defend themselves safe from harm. In cases where your charge must take priority, you do what you can to defend the helpless.

Uphold the Vow. You acknowledge the person you protect may reveal themselves as unworthy, such as by committing nefarious acts or exploiting your protection and fidelity, or the location you guard may become a site of terrible acts. When you witness this, you are free to terminate your guardianship. However, you don't leave your now-former charge in any present danger, if only for the possibility of future atonement.

Unwavering. Nothing shall distract you from your mission. If you are magically compelled to desert your post, you do your utmost to resume your duty. Failing that, you take out your vengeance on the party responsible for your dereliction.

Oath Spells

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

OATH OF SAFEGUARDING SPELLS

Paladin Level	Spells
3rd	*longstrider, shield of faith*
5th	*hold person, spike growth*
9th	*beacon of hope, spirit guardians*
13th	*dimension door, stoneskin*
17th	*greater restoration, wall of stone*

Channel Divinity

When you take this oath at 3rd level, you gain the following two Channel Divinity options. See the Sacred Oath class feature for how Channel Divinity works.

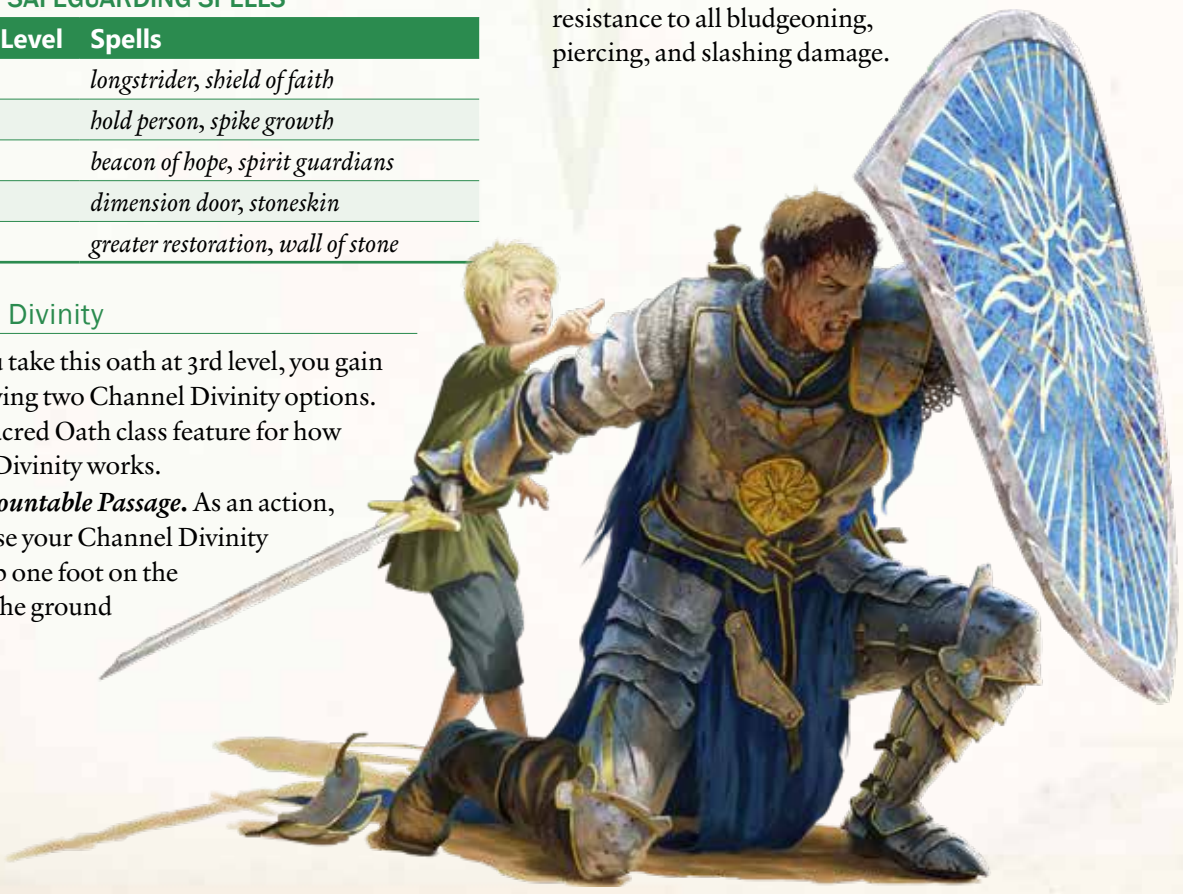
Insurmountable Passage. As an action, you can use your Channel Divinity and stamp one foot on the ground. The ground within 60 feet of you magically becomes difficult terrain for 1 minute. When you use this feature, you can designate up to 10 creatures that can ignore the difficult terrain.

Protect from Harm. As an action, you can use your Channel Divinity and speak reassuring words. For 1 minute, each friendly creature within 30 feet of you that can see or hear you has advantage on saving throws against spells and abilities that deal damage. In addition, each hostile creature within 30 feet of you that can hear you must succeed on a Wisdom saving throw or have disadvantage on its attack rolls until the end of its next turn.

Aura of Preservation

Beginning at 7th level, you emit an aura of safety while you're not incapacitated. The aura extends 10 feet from you in every direction. The first time you or a friendly creature within the aura would take damage from a weapon attack between the end of your previous turn and the start of your next turn, the target of the attack has resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks. In addition, each friendly creature within the aura has advantage on death saving throws.

When you reach 18th level in this class, the range of this aura increases to 30 feet, and friendly creatures within 10 feet of you have resistance to all bludgeoning, piercing, and slashing damage.



Battlefield Controller

Starting at 15th level, you can't be shoved. When a hostile creature within 10 feet of you moves more than 10 feet away from you, you can use your reaction to move up to 10 feet and make an attack against that creature.

Redoubtable Defender

At 20th level, as an action, you can touch your charge, typically a creature or structure, and create a magical link between you, which appears as a razor-thin, ghostly silver tether. For 1 hour, you gain the following benefits:

- You know the general status and well-being of your charge, such as if your charge is wounded or experiencing a particularly strong emotion, or, in the case of an object or structure, if it is damaged.
- As an action, you can teleport to an unoccupied space within 5 feet of your charge, if it is a person or object. If the charge is a structure, you can choose to teleport to any unoccupied space within the structure.
- You are immune to spells and effects that cause you to be charmed or might otherwise influence you to harm your charge.
- If your charge is a creature and within 5 feet of you, the charge is immune to nonmagical bludgeoning, piercing, and slashing damage, and it has advantage on all saving throws.
- You can use an action to erect a barrier for 1 minute, similar to a *wall of force*, to protect your charge. The wall can be a hemispherical dome or a sphere with a radius of up to 5 feet, or four contiguous 10-foot-by-10-foot panels. If your charge is a structure, the barrier can cut through portions of the structure without harming it.

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

OATH OF THE ELEMENTS

The Oath of the Elements is taken by those paladins who have dedicated their lives to serving the awakened spirits of air, earth, fire, and water. Such paladins might also serve a genie, elemental deity, or other powerful elemental creature.

Tenets of the Elements

Though exact interpretations and words of the Oath of the Elements vary between those who serve the subtle, elemental spirits of the world and those who serve elemental deities or genies, paladins of this oath share these tenets.

Defend the Natural World. Every mountaintop, valley, cave, stream, and spring is sacred. You would fight to your last breath to protect natural places from harm.

Lead the Line. You stand at the forefront of every battle as a beacon of hope to lead your allies to victory.

Act Wisely, Act Decisively. You weigh your actions carefully and offer counsel to those who would behave impulsively. When the time is right, you unleash the fury of the elements upon your enemies.

Integrity. Your word is your bond. You don't lie or deceive others and always treat them with fairness.

Oath Spells

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

OATH OF THE ELEMENTS SPELLS

Paladin Level	Spells
3rd	*burning hands, thunderwave*
5th	*acid arrow, flaming sphere*
9th	*call lightning, protection from energy*
13th	*conjure minor elementals, ice storm*
17th	*conjure elemental, wall of stone*

Elemental Language

When you take this oath at 3rd level, you learn to speak, read, and write Primordial.

Channel Divinity

At 3rd level, you gain the following two Channel Divinity options. See the Sacred Oath class feature for how Channel Divinity works.

Abjure the Otherworldly. You can use your Channel Divinity to rebuke elementals and fiends. As an action, you present your holy symbol and recite ancient edicts from when the elements ruled the world. Each elemental or fiend that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

Elemental Strike. As a bonus action, you can use your Channel Divinity to magically imbue one weapon you are holding with the power of the elements. Choose air, earth, fire, or water. For 1 minute, you gain a bonus to damage rolls equal to your Charisma modifier (minimum of +1) on attacks made with the weapon. The type of damage is based on the element you chose: lightning or thunder (air), acid (earth), fire (fire), or cold (water). While your weapon is imbued with an element, you can choose to deal its damage type instead of radiant damage when you use your Divine Smite.

You can end this effect on your turn as part of any other action. If you are no longer holding or carrying this weapon, or if you fall unconscious, this effect ends.

Aura of Resistance

Beginning at 7th level, your power over the elements forms a magical ward around you. Choose acid, cold, fire, lightning, or thunder damage when you finish a short or long rest. You and friendly creatures within 10 feet of you have resistance to damage of this type. When you reach 18th level in this class, the range of this aura increases to 30 feet.

Elemental Companion

At 15th level, you can call upon the service of an elemental companion to aid you on your quests. As an action, you can summon an elemental of challenge rating 2 or lower, which appears in an unoccupied space you can see within 30 feet of you. The elemental is friendly to you and your companions, and it obeys any verbal commands you issue to it. If you don't issue any commands to it, it defends itself from hostile creatures but otherwise takes no actions. It rolls its own initiative and has its own turns in combat.

You can have only one elemental companion at a time. If you summon a new one, the previous one disappears. In addition, you can't have a creature magically bound to you or your service, such as through the *conjure elemental* or *dominate person* spells or similar magic, while you have an elemental companion, but you can still have the willing service of a creature that isn't magically bound to you.

The elemental continues to serve you until you dismiss it as a bonus action or it is reduced to 0 hit points, which causes it to disappear. Once you summon an elemental companion, you can't summon another one until you finish a long rest.

Elemental Champion

At 20th level, you can use a bonus action to manifest the unchained power of the elements. Your eyes glow with fire, your hair and clothes move as if blown by a strong wind, droplets of rain float in a watery halo around you, and the ground trembles with your every step. For 1 minute, you gain the following benefits:

- You gain the flying speed of an air elemental (90 feet with hover), the Earth Glide trait and burrowing speed of an earth elemental (30 feet), or the swimming speed of a water elemental (90 feet).
- You have resistance to acid, cold, fire, lightning, and thunder damage.

- Any weapon you hold is imbued with the power of the elements. Choose an element, as with Elemental Strike. Your weapon deals an extra 3d6 damage to any creature you hit. The type of damage is based on the element you chose: lightning or thunder (air), acid (earth), fire (fire), or cold (water). While your weapon is imbued with an element, you can choose to deal its damage type in place of radiant damage when you use your Divine Smite.

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

OATH OF THE GUARDIAN

A paladin who takes the Oath of the Guardian is sworn to defend the community. Taking the mantle of a guardian is a solemn vow to place the needs of the many before the needs of yourself and requires constant vigilance.

Tenets of the Guardian

When you take this oath, you always do so with a particular group, town, region, or government in mind, pledging to protect them.

Encourage Prosperity. You must work hard to bring joy and prosperity to all around you.

Preserve Order. Order must be protected and preserved for all to enjoy. You must work to keep treasured people, objects, and communities safe.

Decisive Action. Threats to peaceful life are often nefarious and subtle. The actions you take to combat such threats should not be.

Oath Spells

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

OATH OF THE GUARDIAN SPELLS

Paladin Level	Spells
3rd	*litany of sure hands**, *shield of faith*
5th	*mantle of the brave**, *spiritual weapon*
9th	*beacon of hope*, *invested champion**
13th	*banishment*, *inspiring speech**
17th	*creation*, *hallow*

*indicates a spell found in this book

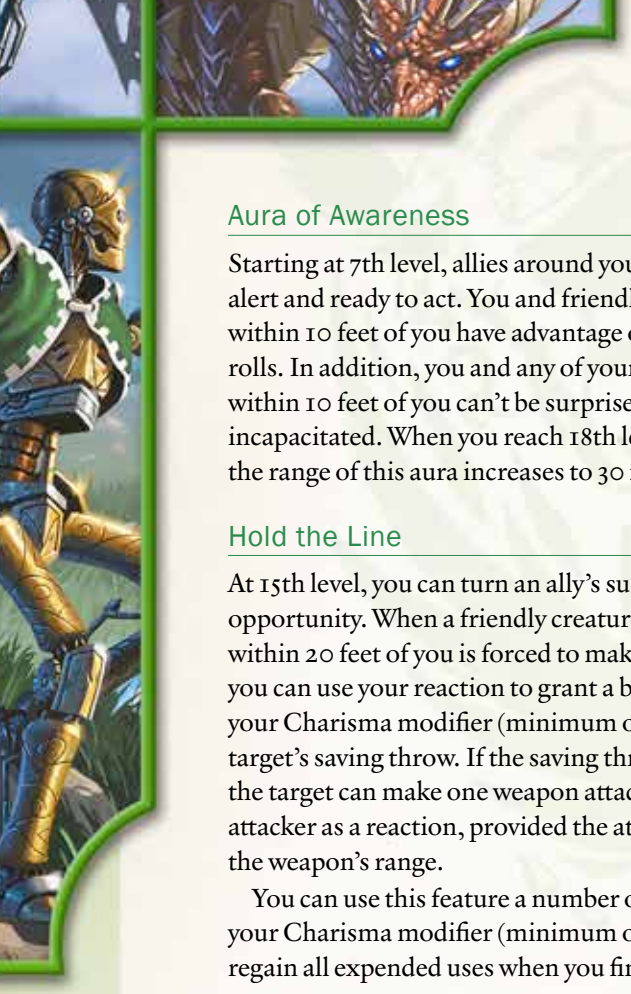
Channel Divinity

When you take this oath at 3rd level, you gain the following two Channel Divinity options. See the Sacred Oath class feature for how Channel Divinity works.

Inspired Leadership. You can use your Channel Divinity to inspire your allies with your faith. As an action, you can choose a number of creatures you can see within 30 feet of you equal to your Charisma modifier (minimum of one). For 1 minute, each target has advantage on Strength, Constitution, and Charisma saving throws.

Turn the Wild. As an action, you can cause wild creatures to flee from your presence using your Channel Divinity. Each creature within 30 feet of you with an Intelligence score of 4 or less that can see or hear you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can only use the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.



Aura of Awareness

Starting at 7th level, allies around you are more alert and ready to act. You and friendly creatures within 10 feet of you have advantage on initiative rolls. In addition, you and any of your companions within 10 feet of you can't be surprised except when incapacitated. When you reach 18th level in this class, the range of this aura increases to 30 feet.

Hold the Line

At 15th level, you can turn an ally's success into an opportunity. When a friendly creature you can see within 20 feet of you is forced to make a saving throw, you can use your reaction to grant a bonus equal to your Charisma modifier (minimum of +1) to the target's saving throw. If the saving throw is successful, the target can make one weapon attack against the attacker as a reaction, provided the attacker is within the weapon's range.

You can use this feature a number of times equal to your Charisma modifier (minimum of once), and you regain all expended uses when you finish a long rest.

Band of Heroes

At 20th level, you can charge your allies with divine heroism. As an action, you can choose a number of creatures you can see equal to your proficiency bonus, which can include yourself. Each target gains the following benefits for 1 minute:

- The target is cured of all disease and poison and can't be frightened or poisoned.
- The target has advantage on Wisdom and Constitution saving throws.
- The target gains temporary hit points equal to your level.

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

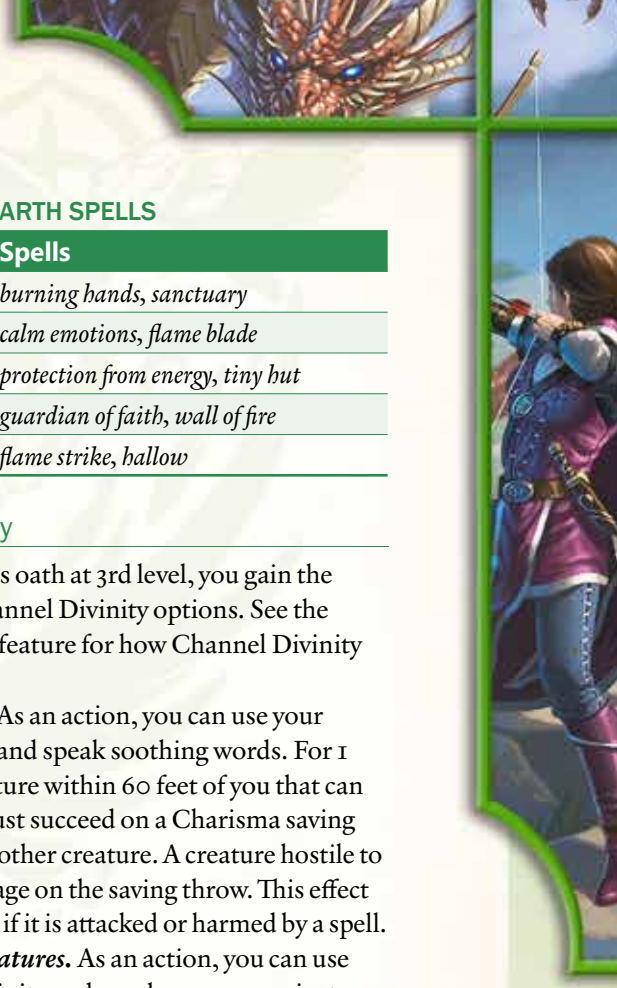
OATH OF THE HEARTH

Paladins who swear the Oath of the Hearth endeavor to extend the comforts of home to others, by allaying the rigors of travel or simply assuring those who grow despondent of the possibility of returning home. Ironically, paladins who follow this oath remain far from home in pursuit of their goals. Their oath reflects the welcoming warmth and light provided by the hearth, and paladins following the oath use these elements to turn away the cold or defeat enemies who employ cold as weapons.

OATH OF THE HEARTH PALADINS IN MIDGARD

Most paladins who swear the Oath of the Hearth travel to the Northlands, where they find scores of enemies in frost giants, trolls, cultists determined to bring eternal winter to Midgard, and agents of Boreas. They also help lost travelers find their way home. Northlanders usually extend hospitality to these paladins, who repay their hosts with protection, but settlements near dangerous giants and other frosty menaces sometimes turn away the paladins for fear of reprisal when the paladins ultimately move on.

Renowned for their ability to accommodate members of different, sometimes opposing cultures, Oath of the Hearth paladins often find themselves in warmer Midgard locations, serving as neutral parties for diplomatic meetings. The Seven Cities see many peace-minded paladins who attempt to end, or at least suspend, the constant warfare among the city-states.



Tenets of the Hearth

Paladins who take the Oath of the Hearth accommodate all creatures and attempt to find diplomatic solutions to conflicts. Once engaged in battle, though, these paladins fight until they defeat their enemies, or their enemies surrender. They rarely extend this peaceful stance to creatures who attack with cold or desire to spread cold conditions beyond natural confines.

Bastion of Peace. Reach out the hand of friendship when encountering strangers, and advocate for peace at the outset of any meeting. Encourage your companions to do likewise. When it becomes clear your opponents wish for violence, don't shrink away from combat.

Beacon in the Dark. When winter comes and the nights increasingly lengthen, shine a welcoming light to which all people can rally. No creature shall prey on others under the cover of darkness while you are there.

Hospitality of Home. Provide the comforts of home to those who meet with you peacefully. Respect others' cultures and traditions, provided they don't espouse aggression and violence toward others.

Protection from the Elements. Ensure all people have shelter from the weather. Help during spring flooding, wintry blizzards, and when the blistering sun threatens heatstroke in the summer.

Repel the Cold. Strive against foes that seek to bring eternal winter to the world or expand their icy domains into warmer climates. Understand the necessity of the changing of seasons and seek to banish only cold that is abnormal.

Divine Sense

In addition to knowing the location of any celestial, fiend, or undead, your Divine Sense feature allows you to know the location of any cold creature within 60 feet of you that is not behind total cover.

Fiery Smite

When you use your Divine Smite feature, you can choose for the extra damage you deal to be fire or radiant, and the extra damage increases to 1d8 only if the target is an undead or a cold creature.

Oath Spells

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

OATH OF THE HEARTH SPELLS

Paladin Level	Spells
3rd	*burning hands, sanctuary*
5th	*calm emotions, flame blade*
9th	*protection from energy, tiny hut*
13th	*guardian of faith, wall of fire*
17th	*flame strike, hallow*

Channel Divinity

When you take this oath at 3rd level, you gain the following two Channel Divinity options. See the Sacred Oath class feature for how Channel Divinity works.

Cease Hostility. As an action, you can use your Channel Divinity and speak soothing words. For 1 minute, each creature within 60 feet of you that can see or hear you must succeed on a Charisma saving throw to attack another creature. A creature hostile to you has disadvantage on the saving throw. This effect ends on a creature if it is attacked or harmed by a spell.

Turn Boreal Creatures. As an action, you can use your Channel Divinity and speak a prayer against unnatural cold. Each cold creature within 30 feet of you and that can see or hear you must succeed on a Wisdom saving throw or be turned for 1 minute or until it takes damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

Aura of the Hearth

Beginning at 7th level, you and friendly creatures within 10 feet of you have advantage on saving throws against spells and effects that deal cold damage. If

DEFINING COLD CREATURES

The oath of the hearth references "cold" creatures for some of its features. The most straightforward definition applies to creatures that deal cold damage with their attacks and other actions. However, this also could apply to creatures with vulnerability to fire damage, or resistance or immunity to cold damage, and creatures that use spells and other abilities that inflict cold damage or call forth non-damaging, wintry elements (such as the *sleet storm* spell).

such a creature succeeds on a saving throw against a spell or effect that allows the creature to take only half the cold damage on a successful save, the creature instead takes no damage. In addition, you and friendly creatures within 10 feet of you have advantage on saving throws against the long-term effects of exposure to cold weather. When you reach 18th level in this class, the range of this aura increases to 30 feet.

Icewalker

Starting at 15th level, you have resistance to cold damage, and you can't be restrained or petrified by cold or ice. In addition, you can move across and climb icy surfaces without needing to make an ability check, and difficult terrain composed of ice or snow doesn't cost you extra movement.

Roaring Fire

At 20th level, you can take on the aspects of a healthy, tended fire, radiating heat and light. For 1 minute, you gain the following benefits:

- You shed bright light in a 20-foot radius and dim light for an additional 20 feet.
- Whenever a cold creature starts its turn within 20 feet of you, the creature takes 2d8 fire damage, which ignores resistance and immunity to fire damage.
- Whenever you cast a paladin spell that deals fire damage and has a casting time of 1 action, you can cast it as a bonus action instead.
- Your weapon attacks deal an extra 1d6 fire damage on a hit. If you deal fire damage to a cold creature, it must succeed on a Wisdom saving throw or become frightened of you for 1 minute, or until it takes any damage.

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

OATH OF THE PLAGUETOUCHED

After suffering an attack by a darakhul, you were infected with the dreaded—and generally fatal—darakhul fever. As you felt your life draining away and the grasp of eternal undeath clenching its cold fingers around your heart, you called out to any power that would answer your prayers. You pledged that you would do anything asked of you, if only you would be spared this fate worse than death.

That prayer was answered. The source of that answered prayer is not known, but its power flowed

through you, helping you drive off the horrible unlife that was your fate. That power flows through you still. It drives you to defend innocents from the scourge of undeath, and it provides special powers for you to use in that fight.

Restriction: Non-Darakhul

You can choose this paladin sacred oath only if you are not a darakhul.

Tenets of the Plaguetouched

Paladins following the Oath of the Plaguetouched share these tenets.

Bravery. In the face of terrible creatures, you stand like a wall between them and the innocent people whom those creatures would devour or transform.

Stop the Spread of Undeath. Fight to ensure the undead don't snuff out the light of life in the world.

Relentless. Creatures of undeath never tire; you must remain vigilant.

Mercy. Those who suffer disease must be cared for. If you could survive certain death, so can they. But when it is clear they are about to transform into a monster, you must end their suffering quickly.

Oath Spells

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

OATH OF THE PLAGUETOUCHED SPELLS

Paladin Level	Spells
3rd	*bane, protection from evil and good*
5th	*enhance ability, lesser restoration*
9th	*life from death**, *remove curse*
13th	*blight, freedom of movement*
17th	*greater restoration, hold monster*

*indicates a spell found in this book

Channel Divinity

When you take this oath at 3rd level, you gain the following two Channel Divinity options. See the Sacred Oath class feature for how Channel Divinity works.

Protective Aura. As a bonus action, you summon forth your power into a shining aura around yourself. For 1 minute, you shed bright light in a 10-foot radius and dim light for an additional 10 feet. In addition, each hostile creature within 5 feet of you has disadvantage on its first attack roll each turn that isn't against you. If the hostile creature is undead, it instead has disadvantage on all attack rolls that aren't against you. You can end this effect on your turn as part of any other action. If you fall unconscious, this effect ends.

Turn Undead. As an action, you present your holy symbol and call upon your power, using your Channel Divinity. Each undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

Aura of Radiant Energy

Beginning at 7th level, you and your allies within 10 feet of you have resistance to necrotic damage. In addition, when you or a friendly creature hit an undead creature within 10 feet of you with a melee weapon attack, the attacker can choose if the attack deals radiant damage or its normal type of damage.

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

Bulwark Against Death and Disease

Starting at 15th level, you can expend only 1 hit point from your lay on hands pool to cure the target of a disease. In addition, your hit point maximum can't be reduced, and you have advantage on saving throws against effects from undead creatures that reduce your ability scores, such as a shadow's Strength Drain.

Scourge of Undeath

At 20th level, as a bonus action, you can become a scourge to undead. For 1 minute, you gain the following benefits:

- The bright light shed by your Protective Aura is sunlight.
- You have advantage on attack rolls against undead.
- An undead creature in your Aura of Radiant Energy takes extra radiant damage equal to twice your Charisma modifier (minimum of 2) when you or a friendly creature hit it with a melee weapon attack.

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

RANGER ARCHETYPES

The deadliest of hunters, rangers thrive along the boundaries between wilderness and civilization, stalking prey and protecting their allies from predation. Some rangers call upon the power of the forest to capture or elude their quarry, some train a variety of animals to fight by their sides, while others use their skills at hunting and tracking to capture or kill for coin.

FIGHTING STYLE OPTIONS

When you choose a fighting style at 2nd level, the following style is added to your list of options:

Gunfighting

When you roll a 1 on a damage die for an attack you make with a weapon that has the gunpowder property, you can reroll the die and must use the new roll, even if the new roll is a 1. The weapon must have the gunpowder property for you to gain this benefit.

BEAST TRAINER

People have used animals in their war efforts since time immemorial. As a beast trainer, you teach animals how to fight and survive on the battlefield.

You also train them to recognize and obey your allies when you aren't able to direct them. While a beast trainer can train any type of animal, they often generate a strong bond with one species and focus their training on beasts of that type.

Beast Whisperer

Starting at 3rd level, you gain proficiency in Animal Handling. If you already have proficiency in this skill, your proficiency bonus is doubled for any ability check you make with it.

Trained Animals

Beginning when you take this archetype at 3rd level, you gain a beast companion. Choose a beast that is Medium or smaller and has a challenge rating of 1/4 or lower. The beast is friendly to you and your companions, and it obeys any commands that you issue to it. In combat, it shares your initiative and takes its turn immediately after yours. The beast can move and use its reaction on its own, but, if you don't issue any commands to it, the only action it takes is the Dodge action. You can use your bonus action to direct it to take the Attack, Dash, Disengage, Help, Hide, or Search action or an action listed in its statistics.

If you are knocked unconscious, killed, or otherwise unable to command your trained animal, one of your allies can use a bonus action to command it by succeeding on a DC 10 Wisdom (Animal Handling) check.

When you reach 7th level, you can have more than one trained animal at a time. All your trained animals can have a total challenge rating equal to a quarter of your level, rounded down. A beast with a challenge rating of 0 is considered to have a challenge rating of 1/8 for the purpose of determining the number of trained animals you can have. You can use a bonus action to direct all your trained animals to take the same action, or you can use an action to command all of them to take different actions.

To have one or more trained animals, you must spend at least one hour each day practicing commands and playing with your animals, which you can do during a long rest.

If a trained animal dies, you can use an action to touch the animal and expend a spell slot of 1st level or higher. The animal returns to life after 1 minute with all its hit points restored.

Bestial Flanker

At 7th level, when you hit a creature, you can choose one of your trained animals you can see within 30 feet of you. If that trained animal attacks the creature you hit before your next turn, it has advantage on its first attack roll.

You can use this feature a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

Bred for Battle

Starting at 11th level, add half your proficiency bonus to each trained animal's AC, attack rolls, damage rolls, saving throws, and to any skills in which it is proficient, and increase each trained animal's hit point maximum by twice your proficiency bonus. In addition, you can choose Large and smaller beasts when you select trained animals.

Primal Whirlwind

At 15th level, when you command your trained animals to use the Attack action, you can choose for one trained animal to attack all creatures within 5 feet of it, making one attack against each creature.

You can use this feature a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

GROVE WARDEN

Fiercely protective of their territory, alseid herds form close bonds with their home forests. In return for their diligent protection, the forests offer their blessings to dedicated alseid rangers. In recent years, woodsy adventurers of other races who have earned the forests' trust also received this blessing, though their numbers are scant. These Grove Wardens can tap into the living magic of ancient forests. Your senses travel through the plants and earth of the woods, and the very land rises up to strike down your enemies.

Grove Warden Magic

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

GROVE WARDEN SPELLS

Ranger Level	Spells
3rd	*entangle*
5th	*branding smite*
9th	*speak with plants*
13th	*hallucinatory terrain*
17th	*animate objects*

Whispers of the Forest

At 3rd level, when you use your Primeval Awareness feature while within a forest, you add humanoids to the list of creature types you can sense. When sensing humanoids, you know the general direction of the creatures, and you know if a humanoid is solitary, in a small group of up to 5 humanoids, or a pack of more than 5 humanoids.

Forest's Will

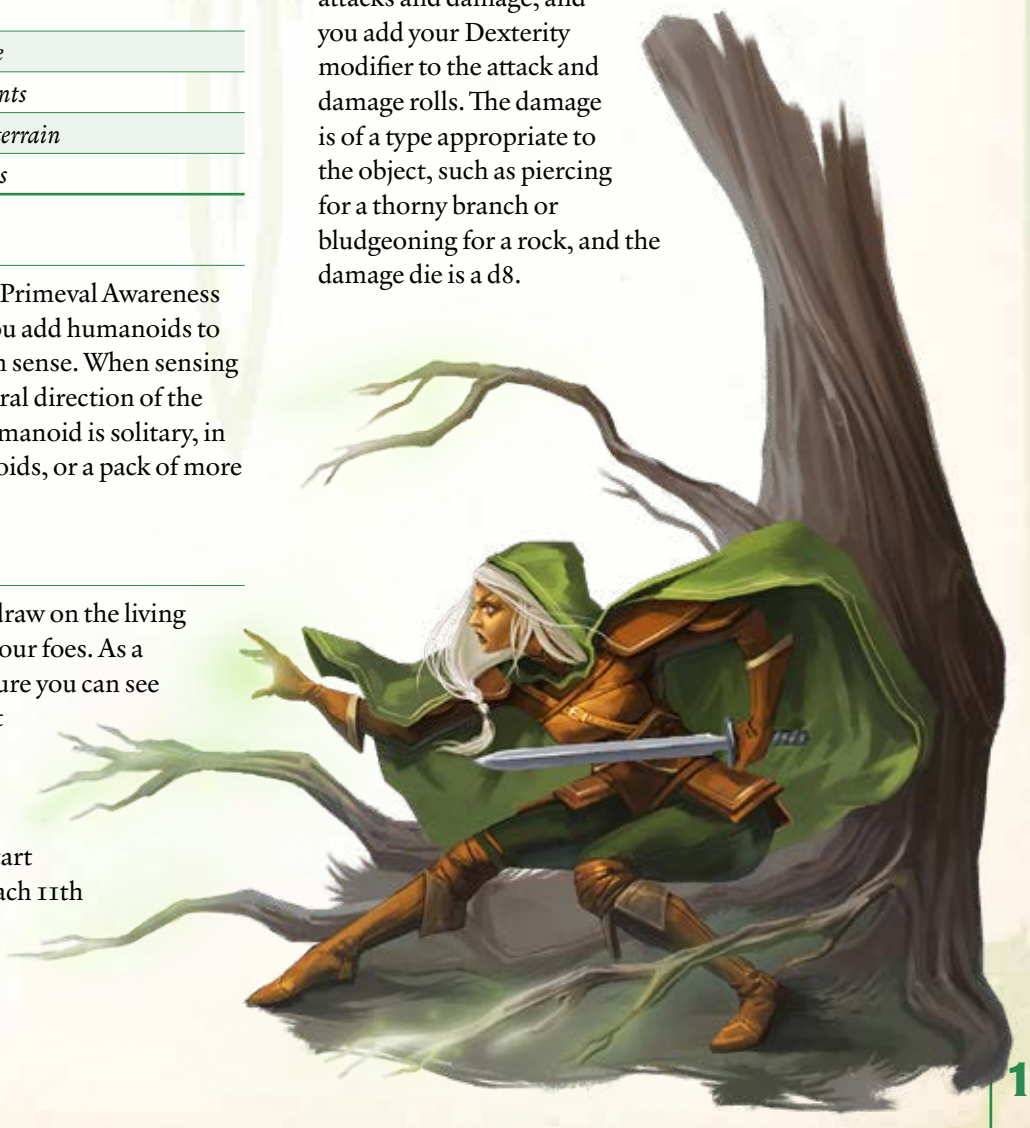
At 3rd level, you can magically draw on the living essence of the land to hamper your foes. As a bonus action, choose one creature you can see within 60 feet of you. Your next weapon attack against that creature has advantage. If that attack hits, the creature's speed is reduced by 10 feet until the start of your next turn. When you reach 11th level in this class, if that attack hits, the creature's speed is instead halved until the start of your next turn.

Intruder's Bane

At 7th level, you can command the land around you to come to your aid. As a bonus action, choose a point you can see on the ground within 60 feet. You cause the area within 15 feet of that point to undulate and warp. Each creature in the area must make a Dexterity saving throw against your spell save DC. On a failure, a creature is pushed up to 15 feet in a direction of your choice and knocked prone. Once you use this feature, you can't use it again until you finish a short or long rest.

Wrath of the Forest

At 11th level, you can call on the land in your vicinity to strike at your enemies. When you take the Attack action, you can use a bonus action to make a rock, branch, root, or other small natural object attack a creature within 30 feet of you. You are proficient with the attack, it counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage, and you add your Dexterity modifier to the attack and damage rolls. The damage is of a type appropriate to the object, such as piercing for a thorny branch or bludgeoning for a rock, and the damage die is a d8.



Living Bulwark

Starting at 15th level, the land around you comes to your aid when you are in danger, interposing rocks, branches, vines, roots, or even the ground itself between you and your foes. When a creature you can see targets you with an attack, you can use your reaction to roll a d8 and add it to your AC against the attack.

GUNSLINGER

Gunslingers use their expertise to hunt and track for coin, using their marksmanship skills to bring down their prey. Some gunslingers work by a personal code that defines what they will or will not do for money, while others have no scruples in who or what they hunt.

Gunslinger Magic

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

GUNSLINGER SPELLS

Ranger Level	Spell
3rd	*hunter's mark*
5th	*hold person*
9th	*clairvoyance*
13th	*locate creature*
17th	*legend lore*

Trick Shot

You can use your firearms to pull off special feats of marksmanship. Trick shots provide special effects or secondary functions to your firearm attacks. Unless otherwise stated, you can use a trick shot as part of the same action you use to attack with the firearm. You can use only one trick shot each turn. If you are wielding a blunderbuss, you can use only the Deafening Blast and Haft Strike trick shots.

If a trick shot requires a saving throw against its effects, the DC equals 8 + your proficiency bonus + your Dexterity modifier. Some trick shots reference weapon options, which can be found in the Adventuring Rules chapter of this book.

Deafening Blast. As your bullet flies toward your target, you can cause one creature you can see within 5 feet of the path of the shot to make a Constitution saving throw. On a failure, the creature is deafened for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Disarming Shot. You can use the Disarm weapon option when attacking with a firearm. If the target is beyond the normal range for the weapon, it has advantage on its saving throw. Use your trick shot DC for this saving throw instead of the weapon option DC.

Haft Strike. As a bonus action after you load your firearm, you can whip the weapon around and use the stock to make a melee attack at a target within 5 feet of you. This attack deals 1d6 bludgeoning damage if done with a one-handed firearm, or 1d8 bludgeoning damage with a two-handed firearm, plus your Strength modifier.

Improved Ricochet Shot. You can use the Ricochet Shot weapon option against a target that has total cover, provided you are aware of which space the target occupies.

Manipulate Object. You can fire a round from your gun to manipulate an object at a distance, up to the maximum range of your firearm. This allows you to take the Use an Object action from a distance, though your action is limited to things that can be done with the impact of the bullet, such as punching a button, moving a lever, severing a rope, or similar actions.

You can also use this trick shot to move an object weighing no more than 10 pounds, pushing it up to

5 feet away from its original location. If an object is being worn or carried, the creature wearing or carrying it must succeed on a Dexterity saving throw to prevent the object from being moved.

Shifting Shot. You fire a shot into a space occupied by a Large or smaller creature, near its feet or body. The creature must succeed on a Dexterity saving throw or be compelled to move 5 feet in a direction of your choosing. The creature automatically succeeds on this saving throw if it would be compelled to move into damaging terrain, such as lava or a pit.

Defensive Tactics

At 7th level, you gain one of the following features of your choice.

Die Hard. When you fail a death saving throw, you can choose to succeed instead. You can use this feature a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

Fortified Hearing. You are immune to the deafened condition.

Return Fire. When a hostile creature you can see makes a ranged attack against you before your turn (including during the first round of combat), you can make a ranged attack against that enemy as a reaction.

Sudden Withdrawal. When a creature you can see hits you with a melee attack, you can move up to half your speed as a reaction after the damage is dealt. This movement doesn't provoke opportunity attacks.

Improved Trick Shot

At 11th level, your impressive marksmanship allows you to perform even greater trick shots with more powerful effects. These improved trick shots require more focus, and you must use an action to perform an improved trick shot.

Disruptive Shot. Make one ranged attack with your firearm. On a hit, if the target is concentrating on a spell, the DC of the Constitution saving throw to maintain concentration is equal to 10 or the full damage taken, whichever is higher.

Sharpshooter. Make one ranged attack with your firearm. Attacking at long range doesn't impose disadvantage on this attack roll. On a hit, double your damage dice for the attack. If you are firing a blunderbuss, choose one target in range to take the extra damage, rolling normally for the rest.

Stunning Shot. Make one ranged attack with your firearm. On a hit, the target takes damage as normal and must succeed on a Constitution saving throw or be stunned until the end of its next turn.

Deadeye

Beginning at 15th level, your weapon attacks with firearms score a critical hit on a roll of 19 or 20.

HAUNTED WARDEN

It is no secret the wilds are dangerous and that many an intrepid adventurer has met an untimely end while exploring them. Haunted wardens are rangers who have come face to face with the restless spirit of one of those lost wanderers. Somehow during the course of this meeting, the yearning phantom tethers its spirit to the warden's in order to put its unfinished business to rest. Even after its final wishes are met, or in the tragic instance they can't come to fruition, your companion remains with you until you meet your end, both as a constant confidante and a reminder that the veil between life and death is thin indeed.

Beyond the Pale

Starting when you choose this archetype at 3rd level, you can use a bonus action to see into the Ethereal Plane for 1 minute. Ethereal creatures and objects appear ghostly and translucent.

You can use this feature a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

Haunted Warden Magic

You learn an additional spell when you reach certain levels in this class, as shown in the Haunted Warden Spells table. Each spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

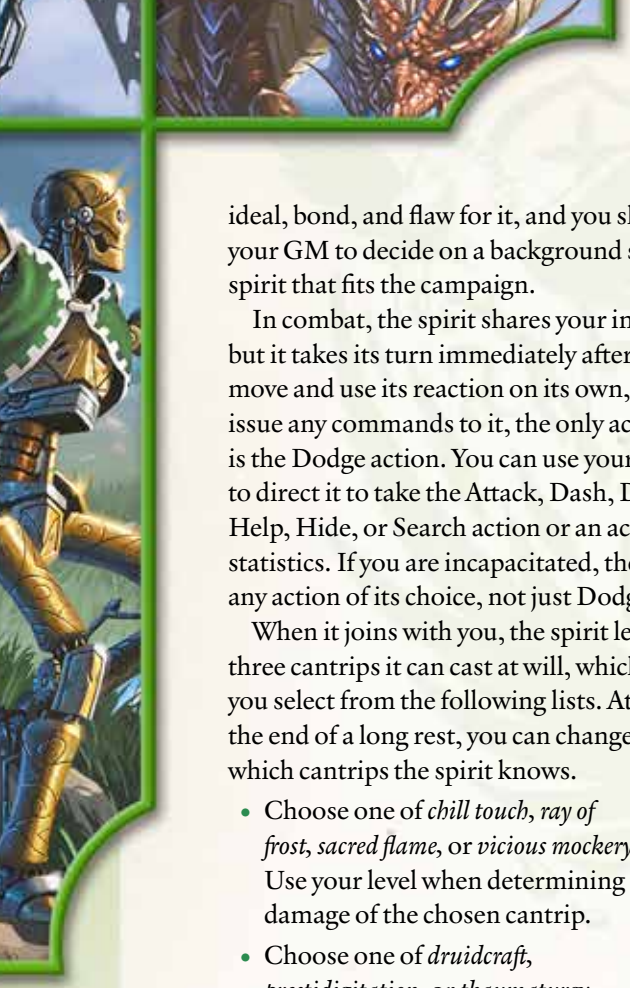
HAUNTED WARDEN SPELLS

Ranger Level	Spell
3rd	*false life*
5th	*invisibility*
9th	*speak with dead*
13th	*death ward*
17th	*dispel evil and good*

Spirit Usher

At 3rd level, you gain an undead spirit that anchors itself to you and accompanies you on your journeys. The spirit is friendly to you and your companions and obeys your commands. See the spirit's game statistics in the Spirit Usher stat block, which uses your proficiency bonus (PB) in several places.

You determine the spirit's appearance, name, and personality. You should choose a personality trait,



ideal, bond, and flaw for it, and you should work with your GM to decide on a background story for the spirit that fits the campaign.

In combat, the spirit shares your initiative count, but it takes its turn immediately after yours. It can move and use its reaction on its own, but, if you don't issue any commands to it, the only action it takes is the Dodge action. You can use your bonus action to direct it to take the Attack, Dash, Disengage, Help, Hide, or Search action or an action listed in its statistics. If you are incapacitated, the spirit can take any action of its choice, not just Dodge.

When it joins with you, the spirit learns three cantrips it can cast at will, which you select from the following lists. At the end of a long rest, you can change which cantrips the spirit knows.

- Choose one of *chill touch*, *ray of frost*, *sacred flame*, or *vicious mockery*. Use your level when determining the damage of the chosen cantrip.
- Choose one of *druidcraft*, *prestidigitation*, or *thaumaturgy*.
- Choose one of *dancing lights*, *message*, or *minor illusion*.

The spirit is bonded to you. It can't be turned or destroyed, such as with the cleric's Turn Undead feature. When the spirit usher dies, it retreats to the Ethereal Plane to restore itself and returns to an unoccupied space within 5 feet of you when you finish a long rest. If the spirit usher died within the last hour, you can use your action to expend a spell slot of 1st level or higher to return it to life after 1 minute with all its hit points restored.

SPIRIT USHER

Small or Medium undead

ARMOR CLASS 10 + PB (natural armor)

HIT POINTS 3 + three times your ranger level (the spirit has a number of hit dice [d8s] equal to your ranger level)

SPEED 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
5 (–3)	10 (+0)	10 (+0)	11 (+0)	13 (+1)	14 (+2)

DAMAGE RESISTANCES bludgeoning, piercing, and slashing from nonmagical attacks

DAMAGE IMMUNITIES cold, necrotic, poison

CONDITION IMMUNITIES charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

SENSES darkvision 60 ft., passive Perception 11

LANGUAGES understands the languages you speak

CHALLENGE —

PROFICIENCY BONUS (PB) equals your bonus

Ethereal Sight. The spirit usher can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Incorporeal Movement. The spirit usher can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Spirit Tether. The spirit usher is magically bound to you, and you can communicate telepathically with one another as long as you are both on the same plane of existence.

Innate Spellcasting. The spirit usher's spellcasting ability is Charisma (spell save DC equals 10 + your PB, spell attack modifier equals your spell attack modifier). It can innately cast *mage hand* and the spells you chose in the Spirit Usher feature, requiring no material components.

ACTIONS

Etherealness. The spirit usher enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

Merge Spirit

Starting at 7th level, you can use an action to cause your spirit usher to join its essence with you for 1 minute. While merged, you gain the spirit usher's Ethereal Sight trait and can interact with creatures and objects on both the Ethereal and Material Planes. In addition, while you are merged, you become less substantial and gain the spirit usher's damage resistances and damage immunities.

Once you use this feature, you shouldn't use it again until you finish a short or long rest. Each time you use it again, you suffer one level of exhaustion.

Guardian Geist

At 11th level, when you take damage that would reduce you to 0 hit points, you can use your reaction to call out to your spirit usher. If you do, your spirit usher teleports to an unoccupied space within 5 feet of you and takes half the damage dealt to you, potentially preventing your death.

In addition, when your spirit usher dies, you have advantage on attack rolls until the end of your next turn.

True Psychopomp

At 15th level, you can use your Merge Sprit feature as a bonus action instead of an action. When you and your spirit usher merge forms, you gain its Incorporeal Movement trait and Etherealness action, and you are considered to be undead for the purposes of determining whether or not spells or other magical effects can affect you.

SNAKE SPEAKER

Like the serpents they adore, snake speakers are highly adaptable hunters. Snakes are common throughout the world, and people who need to travel through snake-filled jungles often retain a snake speaker guide, trusting the guide to protect them from scaly poisoners.

Snake Speaker Magic

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

SNAKE SPEAKER SPELLS

Ranger Level	Spells
3rd	*charm person*
5th	*suggestion*
9th	*tongues*
13th	*confusion*
17th	*dominate person*

Scaly Transition

Beginning at 3rd level, you can take on limited serpentine aspects. When you finish a long rest, select one of the following features. You gain the benefit of the chosen feature until the next time you finish a long rest. Starting at 11th level, you can select two options when you finish a long rest.

Bite. You develop venomous fangs. When you use the Attack action and attack with a weapon, you can use a bonus action to bite a target within 5 feet of you with your fangs. You are proficient with the fangs, which deal piercing damage equal to 1d4 + your Strength or Dexterity modifier (your choice) plus 1d8 poison damage on a hit.

Keen Smell. Your nose and olfactory organs change to resemble those belonging to a snake. You have advantage on Wisdom (Perception) checks that rely on scent and on Wisdom (Insight) checks.

Poison Resistance. You have resistance to poison damage.

Scales. Scales sprout along your body. When you aren't wearing armor, your AC equals 13 + your Dexterity modifier.

Serpentine Movement. You have a climbing speed of 30 feet.

Speak with Snakes

Starting at 3rd level, you can comprehend and verbally communicate with snakes. A snake's knowledge and awareness are limited by its Intelligence, but it can give you information about things it has perceived within the last day. You can persuade a snake to perform small favors for you, such as carrying a written message to a nearby companion.

Serpent Shape

When you reach 7th level, you can use an action to cast *polymorph* on yourself, assuming the shape of a giant constrictor snake, flying snake, or giant poisonous snake. While you are in the form of a snake, you retain your Intelligence, Wisdom, and Charisma scores. Once you use this feature, you can't use it again until you finish a long rest.

Starting at 15th level, you retain the benefits of your Scaly Transition feature while in the form of a snake, and you can use this feature twice between rests.

Sinuous Dance

Beginning at 11th level, your physical movements can beguile your enemies and strengthen your magic. You can choose to use Dexterity as your spellcasting ability score instead of Wisdom.

In addition, when you cast a spell, you can add your Dexterity and Wisdom modifiers together and use the result as your spellcasting ability modifier when determining the DC or spell attack bonus for that spell. Once you use this feature, you can't use it again until you finish a short or long rest.

Decoy Skin

Starting at 15th level, you learn to magically shed your skin and use it as an animate decoy. As an action, you can shed your skin, which creates a duplicate of yourself. The duplicate appears in an unoccupied space within 10 feet of you. It looks like you, has your Armor Class and saving throw bonuses, and has hit points equal to three times your ranger level. It lasts for 10 minutes or until it is reduced to 0 hit points.

As a bonus action, you can command it to move up to your speed, using any form of movement you possess, but it must remain within 120 feet of you. Your decoy can't take actions or use your class features, but it otherwise moves as directed. While your decoy is within 5 feet of you, its appearance and movements so closely mimic yours that when a creature that can reach you and your decoy makes an attack against you, it has a 50 percent change of hitting your decoy instead.

It looks exactly as you looked when you used this feature, and it is a convincing duplicate of you. A creature can discern that it isn't you with a successful Intelligence (Investigation) check against your spell save DC. Once you use this feature, you can't use it again until you finish a long rest.

SPEAR OF THE WEALD

The alseid have long defended the limits of their forest homes. These warriors can make a dizzying variety of ranged and melee attacks in quick succession, using ancient magic to flash across the battlefield.

Restriction: Alseid

You can choose this archetype only if you are an alseid.

Weald Spear

When you choose this archetype at 3rd level, you gain the ability to call forth a magical, wooden spear from the land of fey into your empty hand as a bonus action. The spear disappears if it is more than 5 feet away from you for 1 minute or more. It also disappears if you use this feature again, if you dismiss the weapon (no action required), or if you die. You are proficient with the weapon while you wield it. The spear's range is 20/60 feet, and, when you throw the spear, it reappears in your hand after the attack. The spear's damage die is a d8, and it has the finesse and reach properties.

At 7th level, your weald spear attack counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage, and your weald spear's damage die is a d10. At 11th level, your weald spear's damage die is a d12.

Touch of the Fey Land

The touch of the land of the fey is always on your spear, hinting at its otherworldly ties. Beginning at 3rd level, when you summon your weald spear, choose one of the following effects.

Aflame. Your spear is ensorcelled in heatless, white, magical flames whose intensity rise and fall to reflect your mood. When you are at your happiest, your spear sheds bright light in a 5-foot radius and dim light for an additional 5 feet.

Entwined. Your spear appears to be wrapped in writhing green vines which occasionally coalesce into the shape of a slender, grasping hand. The hand always points in the direction of your home forest.

Everblooming. Your spear is covered in small wildflowers that bloom, die, bud, and bloom again within minutes. Pollinating insects are often drawn to your spear as the spear constantly exudes a pleasant, floral fragrance.

Moonlit. Your spear appears as a pale length of wooden moonlight. A trail of star-like motes travels behind the spear's point.

Canopy

Beginning at 7th level, when a creature within 30 feet of you, including yourself, is targeted by a ranged weapon attack, you can use your reaction to summon a magical canopy of glowing leaves and branches over the target. The target has resistance to the damage dealt by the attack, and the canopy bursts into shredded leaves afterwards. You must then finish a short or long rest to use your Canopy again.

When you reach 11th level in this class, you can use your Canopy twice between rests, and at 18th level, you can use it three times between rests. When you finish a short or long rest, you regain all expended uses.

Steps of the Forest God

Starting at 11th level, after you make a successful ranged weapon attack with your weald spear, you can use a bonus action to teleport to an unoccupied space within 10 feet of your target.

Overwhelm

At 15th level, after you make a successful melee weapon attack with your weald spear against a creature, you can use a bonus action to make one ranged weapon attack with it against a different creature. You don't have disadvantage on the ranged attack roll from being within 5 feet of the first creature you hit, however, you can still have disadvantage on the attack roll from being within 5 feet of other creatures.

WASTELAND STRIDER

A barren landscape wracked by chaotic magics, crawling with strange monstrosities and twisted aberrations that warp the minds of those who lay eyes upon them ... you have learned to traverse these wastes and face these creatures without flinching. You patrol its boundaries and stride unseen through its harsh landscape, evading danger and protecting those who find themselves at the mercy of the arcana-laced wilds and eldritch horrors.

Chaotic Strikes

When you choose this archetype at 3rd level, you've learned to channel the unpredictable energies of magical wastelands into your weapon attacks. You can use a bonus action to imbue your weapon with chaotic energy for 1 minute. Roll a d8 and consult the Chaotic Strikes table to determine which type of energy is imbued in your weapon. While your weapon is imbued with chaotic energy, it deals an extra 1d4 damage of the imbued type to any target you hit with it. If you are no longer holding or carrying the weapon, or if you fall unconscious, this effect ends.

CHAOTIC STRIKES

d8	Damage Type
1	Fire
2	Cold
3	Lightning
4	Psychic
5	Necrotic
6	Poison
7	Radiant
8	Force

Wasteland Strider Magic

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

WASTELAND STRIDER SPELLS

Ranger Level	Spell
3rd	*protection from the void**
5th	*calm emotions*
9th	*dispel magic*
13th	*banishment*
17th	*hold monster*

*indicates a spell found in this book

Stalwart Psyche

Starting at 7th level, you have learned to guard your mind against the terrors of the unknown and to pierce the illusions of the otherworldly creatures that lurk in the wastelands. You have advantage on saving throws against being charmed or frightened and on ability checks and saving throws to discern illusions.

WASTELAND STRIDERS IN MIDGARD

The lands of the Wasted West are twisted and filled with strange magics and eldritch creatures. Wasteland striders are suited to these unpredictable wilds in a way most others are not, learning their intricacies and secrets.

Wasteland striders in Midgard learn Void Speech when choosing this archetype at 3rd level and have advantage on saving throws against Void Corruption when speaking or hearing Void Speech.

Call the Otherworldly

At 11th level, you've gained some control over otherworldly beings. You can use an action to summon a fiend or aberration with a challenge rating of 2 or lower, which appears in an unoccupied space that you can see within range. It disappears after 1 hour, when you are incapacitated, or when it is reduced to 0 hit points.

The otherworldly being is friendly to you and your companions. In combat, roll initiative for the creature, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands to the otherworldly being, it attacks the creature you are attacking, or defends itself from hostile creatures if you aren't attacking a creature, but otherwise takes no actions.

Once you use this feature, you can't use it again until you finish a short or long rest. When you reach 17th level in this class, you can summon a fiend or aberration with a challenge rating of 5 or lower with this feature.

Dimensional Step

At 15th level, you have learned to slip briefly between worlds. You can cast the *dimension door* spell without expending a spell slot. You can use this feature a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

ROGUISH ARCHETYPES

Due to their versatility and mastery of various skills, rogues can be found in all areas of society. Some rogues perfect the art of burglary, some operate as military units focused on undermining building foundations, some work for temples or pray to deities and perform the duties other members of the faith can't or won't, while others prefer to surreptitiously move goods or people across borders or past guards.

CAT BURGLAR

As a cat burglar, you've honed your ability to enter closed or restricted areas, drawing upon a tradition first developed among the catfolk, who often are innately curious and driven to learn what wonders, riches, or unusual friends and foes lie beyond their reach or just out of sight. In ages past, some allowed this inquisitiveness to guide them toward a rogue's life devoted to bridging that gap by breaking into any and all structures, dungeons, or walled-off regions that prevented them from satisfying their curiosity.

So successful were these first catfolk burglars that other rogues soon began emulating their techniques. Walls become but minor inconveniences once you work out the best methods of scaling them and learn to mitigate injuries from falls. In time, cat burglars become adept at breaching any openings they find; after all, if a door was not meant to be opened, why would it have been placed there? Those who devote a lifetime to such endeavors eventually learn to spot and bypass even the cleverest traps and hidden doors, including those disguised or warded by magic.

Some cat burglars use their abilities to help themselves to the contents of treasure vaults or uncover hidden secrets, others become an integral part of an adventuring party that values skillful infiltration techniques, and still others get the jump on their foes by taking the fight to them where and when they least expect it, up to and including private bed chambers or inner sanctums. You'll likely end up someplace you're not supposed to be, but those are the places most worth visiting!

Up, Over, and In

Beginning when you choose this archetype at 3rd level, you have a climbing speed equal to your walking speed. If you already have a climbing speed equal to or greater than your walking speed, it increases by 5 feet. In addition, when you are falling, you can use your reaction to soften the fall. You reduce the falling damage you take by an amount equal to your proficiency bonus + your rogue level. You don't land prone, unless the damage you take from the fall would reduce you to less than half your hit point maximum.

Artful Dodger

At 3rd level, alert to the dangers posed by hidden traps and wards, you have advantage on saving throws made to avoid or resist a trap or a magic effect with a trigger, such as the *glyph of warding* spell, and you have resistance to the damage dealt by such effects.

Cat's Eye

Starting at 9th level, you have advantage on Wisdom (Perception) or Intelligence (Investigation) checks made to find or disarm traps, locate secret or hidden doors, discern the existence of an illusion, or spot a *glyph of warding*. You can also search for traps while traveling at a normal pace, instead of only while at a slow pace.

Breaking and Entering

At 13th level, when you make an attack against a door, gate, window, shutters, bars, or similar object or structure that is blocking or barring an egress, you have advantage on the attack roll, and you can add your Sneak Attack damage on a hit. You can choose for this damage to be audible out to a range of 100 feet or to be audible only within 5 feet of the point where you hit the object or structure. Similarly, you can choose for this damage to appear more or less impactful than it actually is, such as neatly carving a hole for you to squeeze through a wall or window or bursting a door off its hinges.

Your expertise at deftly dismantling crafted works extends to constructs and undead. You don't need advantage on the attack roll to use your Sneak Attack feature against constructs and undead. As normal, you can't use Sneak Attack if you have disadvantage on the attack roll.

Master Burglar

At 17th level, you can slip past a fire-breathing statue unscathed or tread lightly enough to not set off a pressure plate. The first time on each of your turns

that you would trigger a trap or magic effect with a trigger, such as the *glyph of warding* spell, you can choose to not trigger it.

As a bonus action, you can choose a number of creatures equal to your proficiency bonus that you can see within 30 feet of you and grant them the effects of this feature for 1 hour. Once you grant this feature to others, you can't do so again until you finish a long rest.

DAWN BLADE

Even churches and temples of deities of goodness and light have need of those willing to get their hands dirty and willing to sully their honor in service of what must be done. Dawn blades are devout rogues, drawing divine power from deities of light to strike as a sudden ray of searing sunlight in the darkness. They are often considered controversial by other adherents of their faith, yet the faith's leadership understands such agents are sometimes necessary.

Eyes of the Dawn

At 3rd level, you gain darkvision out to a range of 60 feet. If you already have darkvision, the range increases by 30 feet.

Dawn Strike

Starting at 3rd level, when you deal damage with your Sneak Attack feature, you can magically change the extra damage dealt to radiant damage. When you hit an undead or a creature of shadow with such a Sneak Attack, you deal an extra 1d6 radiant damage.

Radiant Beam

Beginning at 3rd level, when you deal radiant damage to a creature with a melee weapon attack, you can use a bonus action to throw a portion of that radiant energy at a different creature you can see within 30 feet of you. Make a ranged weapon attack against the second creature. You are proficient with this beam, and you don't have disadvantage on the ranged attack roll from being within 5 feet of the first creature (though you can still have disadvantage from other sources). On a hit, the beam deals 1d6 radiant damage.

When you reach 10th level in this class, the beam's damage increases to 2d6.

Bolstering Light

Starting at 9th level, when you reduce a creature to 0 hit points with radiant damage, choose one of the following:

- Gain temporary hit points equal to twice your rogue level for 1 hour.
- End one condition affecting you. The condition can be blinded, deafened, or poisoned.
- End one curse affecting you.
- End one disease affecting you.

Sudden Illumination

At 13th level, when you hit a creature with your Radiant Beam, it must succeed on a Constitution saving throw (DC equal to 8 + your proficiency bonus + your Wisdom modifier) or be blinded until the end of its next turn.

Dawn Flare

At 17th level, when you use your Dawn Strike feature to deal radiant damage to a creature that can't see you, the creature must make a Constitution saving throw (DC equal to 8 + your proficiency bonus + your

Wisdom modifier). On a failed save, the creature takes 10d6 radiant damage and can't regain hit points until the start of your next turn. Once a creature takes damage from this feature, it is immune to your Dawn Flare for 24 hours.

SAPPER

You focus as much on identifying the weak points of structures as on the weak points of creatures. Sappers are deployed with the soldiery to dig trenches, build bridges, and breach defenses. When troops move into a heavily defended area, it's your job to make it happen as efficiently as possible.

Combat Engineer

When you select this archetype at 3rd level, you gain proficiency in alchemist's supplies, carpenter's tools, mason's tools, and tinker's tools. Using these tools, you can do or create the following.

Alchemical Bomb. As an action, you can mix together volatile chemicals into an explosive compound and throw it at a point you can see within 30 feet of you. Each creature within 10 feet of that point must make a Dexterity saving throw (DC equals 8 + your proficiency bonus + your Intelligence modifier), taking 1d6 force damage on a failed save, or half as much damage on a successful one. Alchemical bombs lose their potency and become inert 1 minute after they are created.

If a construct fails the saving throw or if you throw the bomb at a structure or an object that isn't being worn or carried, your bomb also deals your Sneak Attack damage to the target.

When you reach certain levels in this class, the bomb's damage increases: at 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Jury Rig Fortification. You are adept at creating fortifications with whatever materials are at hand. With 1 minute of work, you can create one of the following. Your ability to use this option might be limited by the available building materials or if the ground is too hard to work, at the GM's discretion.

- Create a low wall that is large enough to provide half cover to a Medium creature.
- Dig a 5-foot-long, 3-foot-wide trench to a depth of 3 feet.
- Build a 5-foot-long, 3-foot-wide ladder. Each additional minute spent on this option increases the length of the ladder by 5 feet. The ladder is sturdy enough to be used as a bridge.

Hastily Trap an Area. You can create and set some types of traps quickly. The Creating Traps table indicates the timeframes required to build and deploy commonly used traps. At the GM's discretion, you can use this feature to make and use other types of traps.

CREATING TRAPS

Type of Trap	Time Required to Build Trap	Time Required to Set Trap
Collapsing Roof	5 minutes for each 5-foot-by-5-foot section	When you finish building this trap, it is considered set.
Falling Net	1 minute	1 action
Hunting Trap	1 minute	1 bonus action
Pit	5 minutes for a 5-foot-wide, 10-foot-deep simple pit; 15 minutes for a 5-foot-wide, 10-foot-deep hidden pit; 1 hour for a 5-foot-wide, 10-foot-deep locking pit; to add spikes to a pit, increase the time by 1 minute.	When you finish building this trap, it is considered set. It requires 1 bonus action to reset a simple pit or locking pit and 1 action to reset a hidden pit.

ALTRUISTIC SMUGGLING

Not all smugglers engage in their trade for reasons of greed, profit, or mayhem. Some have been known to escort refugees across the frontlines of war-torn nations or away from oppressive regimes. You might find yourself leading herd animals to safety in the wake of natural disasters like wildfires or the emergence of a tarrasque, slipping through a wartime ship blockade to bring food or medical supplies to coastal commoners, or even smuggling weapons to hidden rebel camps in a nation ruled by a tyrant. Many might see you as a folk hero or outlaw of the people.

Sculpt Terrain

At 3rd level, when you throw your alchemical bomb, you can choose for the bomb to not deal damage. If you do so, the area within 10 feet of the point of impact becomes difficult terrain. You don't need advantage on the attack roll to use your Sneak Attack against a creature, if the creature is within the difficult terrain created by your alchemical bomb.

Breach Defenses

Starting at 9th level, when you hit a structure or an object that isn't being worn or carried, your attack treats the structure or object as if its damage threshold is 5 lower. For example, if you hit a door that has a damage threshold of 10, its damage threshold is considered 5 when determining if your attack's damage meets or exceeds its threshold. If a structure or object doesn't have a damage threshold or if this feature would allow you to treat its damage threshold as 0 or lower, your attack also deals your Sneak Attack damage to the target.

When you reach certain levels in this class, the damage threshold your attacks can ignore increases: at 13th level (10) and 17th level (15).

Clear the Path

At 13th level, you have advantage on checks to disarm traps. If you fail a check made to disarm a trap, the trap doesn't trigger even if its description states otherwise. In addition, you can disarm a trap as a bonus action.

All Clear

Beginning at 17th level, you can use an action to declare a 50-foot-square area safe for travel for 1 minute. Mechanical and magical traps in the area don't trigger for the duration. In addition, difficult terrain in the area doesn't cost you or any creatures you designate who can see or hear you extra movement when moving through it. Once you use this feature, you can't use it again until you finish a short or long rest.

SMUGGLER

The transport of goods, creatures, and even people can be a lucrative business, particularly if you know how to avoid expensive import and export taxes, bridge, highway, and port tolls, and other legal requirements. Exotic poisons from far-off locales, banned or cursed magic items, and illicit drugs or bootleg liquor all fetch a high price on the black market. Thieves' guilds, pirates, and criminal kingpins pay well to those who can avoid law enforcement when moving stolen goods, provide safe channels of communication, break associates free from jail cells or dungeons, or deliver supplies past guards. You've become adept at all of these things, perhaps even having developed a network of contacts as a criminal, noble, con artist, or sailor during an earlier part of your life.

Dab-handed Dealer

When you choose this archetype at 3rd level, you gain proficiency with vehicles (land and water) and with your choice of either the disguise kit or navigator's tools. Moreover, when determining your carrying capacity, you are considered one size category larger than your actual size.

Starting at this level, you also have advantage on Dexterity (Sleight of Hand) checks to hide objects on vehicles, and you can use the bonus action granted by your Cunning Action to make a check to control a vehicle, or to make a Dexterity (Sleight of Hand) check to conceal a light weapon on yourself, opposed by the Wisdom (Perception) checks of creatures within 5 feet of you; if you succeed on a check to conceal a weapon in this way, then you have advantage on your next attack against one of those creatures using that weapon, including on ranged attacks even if the target is within 5 feet of you.

Smuggler's Legerdemain

Also at 3rd level, having made a careful study of laws and those who enforce them, you've become adept at avoiding both, even mastering a handful of arcane techniques that aid your smuggling activities. You learn two cantrips at this level and, when you reach 7th level in this class, one 1st-level spell of your choice.

The cantrips and spell must be from among the illusion or transmutation spells on the wizard spell list, all of which are ideally suited for manipulating goods, duping guards, communicating with covert contacts, or escaping from a failed heist. Having learned these forms of magic through research and rote memorization, Intelligence is your spellcasting ability for these spells.

You can cast the cantrips at will and the spell once at its lowest level; you must finish a long rest before casting the spell again in this way. You can also cast the spell using any spell slots you have.

Whenever you gain a level in this class, you can replace the 1st-level spell with another 1st-level spell of your choice from among the illusion or transmutation spells on the wizard spell list.

Hypervigilance

Starting at 9th level, you have advantage on Wisdom (Perception) checks that rely on sight or hearing, and you can't be surprised while you are conscious. In addition, you have developed an awareness for avoiding social or legal entrapment, and you have advantage on Intelligence (Investigation) checks to discern loopholes and traps in legal documents and on Wisdom (Insight) checks to discern when you are being manipulated into a bad social or legal situation.

Improved Smuggler's Legerdemain

At 13th level, to further facilitate your extralegal activities, you learn a second illusion or transmutation spell, which must be one of the following: *arcanist's magic aura*, *blur*, *darkvision*, *enlarge/reduce*, *invisibility*, *knock*, *levitate*, *magic mouth*, *mirror image*, *rope trick*, or *spider climb*. Intelligence is again your spellcasting ability for this spell. You can cast this spell once at its lowest level and must finish a long rest before you can cast it again in this way. You can also cast the spell using any spell slots you have of 2nd-level or higher. Whenever you gain a level in this class, you can replace a spell from this list with another from this list.

In addition, beginning at 13th level, whenever you cast one of your 1st-level Smuggler's Legerdemain spells, you always cast it as if using a 2nd-level spell slot unless you choose to cast it using a spell slot you have of a different level.

Slippery as an Eel

Starting at 17th level, you have become especially adept at slipping away from the authorities and getting a jump on foes, even when encumbered by illicit goods. Your speed increases by 10 feet, you ignore difficult terrain, and you have advantage on initiative rolls.

SOULSPY

In the eternal war between good and evil, between light and darkness, between life and death, there are many types of participants on each side. Soulspies are agents of the divine who lurk in the shadows, taking a less-visible role in the fight. Occasionally, they aid other agents of their deities, but most often they locate and manage or eliminate threats to their deities that more scrupulous agents might be unwilling or unable to handle.

Spellcasting

When you reach 3rd level, you gain the ability to cast spells drawn from the magic of a divine entity.

Cantrips

You learn three cantrips of your choice from the cleric spell list. You learn another cleric cantrip of your choice at 10th level.

SOULSPY SPELLCASTING

Rogue Level	Cantrips Known	Spells Known	1st	2nd	3rd	4th
3rd	3	3	2	—	—	—
4th	3	4	3	—	—	—
5th	3	4	3	—	—	—
6th	3	4	3	—	—	—
7th	3	5	4	2	—	—
8th	3	6	4	2	—	—
9th	3	6	4	2	—	—
10th	4	7	4	3	—	—
11th	4	8	4	3	—	—
12th	4	8	4	3	—	—
13th	4	9	4	3	2	—
14th	4	10	4	3	2	—
15th	4	10	4	3	2	—
16th	4	11	4	3	3	—
17th	4	11	4	3	3	—
18th	4	11	4	3	3	—
19th	4	12	4	3	3	1
20th	4	13	4	3	3	1

Spell Slots

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

For example, if you know the 1st-level spell *inflict wounds* and have a 1st-level and a 2nd-level spell slot available, you can cast *inflict wounds* using either slot.

Spells Known of 1st-Level and Higher

You know three 1st-level cleric spells of your choice, two of which you must choose from the abjuration and necromancy spells on the cleric spell list. The Spells Known column of the Soulspy Spellcasting table shows when you learn more cleric spells of 1st level or higher. Each of these spells must be an abjuration or necromancy spell and must be of a level for which you have spell slots. The spells you learn at 8th, 14th, and 20th level can be from any school of magic.

When you gain a level in this class, you can choose one of the cleric spells you know and replace it with another spell from the cleric spell list. The new spell must be of a level for which you have spell slots, and it must be an abjuration or necromancy spell, unless you're replacing the spell you gained at 3rd, 8th, 14th, or 20th level.

Spellcasting Ability

Wisdom is your spellcasting ability for your cleric spells. You learn your spells through meditation and prayer to the powerful forces that guide your actions. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a cleric spell you cast and when making an attack roll with one.

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

Spell attack modifier = your proficiency bonus + your Wisdom modifier

Bonus Proficiency

When you choose this archetype at 3rd level, you gain proficiency in the Religion skill, if you don't already have it.

Divine Symbol

Starting at 3rd level, you can use an action to create a symbol of your deity that hovers within 5 feet of you. The symbol is a Tiny object that is visible but invulnerable and intangible, and it lasts for 1 minute, until you die, or until you dismiss it (no action required). While this symbol is active, you gain the following benefits:

- Your Divine Symbol functions as a spellcasting focus for your cleric spells.
- As a bonus action, you can turn the symbol into thieves' tools, which you can use to pick locks, disarm traps, or any other activities that would normally require such tools. While your Divine Symbol is functioning in this way, it loses all other properties listed here. You can change it from thieves' tools back to its symbol form as a bonus action.
- The symbol sheds bright light in a 10-foot radius and dim light for an additional 10 feet. You can extinguish or restore the light as a bonus action. When you extinguish the symbol's light, you can also snuff out one candle, torch, or other nonmagical light source within 10 feet of you.
- When you create this symbol, and as an action on each of your turns while the symbol is active, you can force the symbol to shoot divine energy at a creature you can see within 30 feet of you. Make a ranged spell attack. On a hit, the target takes 1d8 radiant or necrotic damage (your choice). When you reach certain levels in this class, the symbol's damage increases: at 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Sacred Stealth

Starting at 9th level, you can use your Sneak Attack on a creature hit by an attack with your Divine Symbol if the target of the attack is within 5 feet of an ally, that ally isn't incapacitated, and you don't have disadvantage on the attack roll. You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain any expended uses when you finish a short or long rest.

Touching the Soul

When you reach 13th level, you can use your Divine Symbol to deliver your cleric spells that have a range of touch. Choose a creature you can see within 30 feet of you as the target of the spell. You can't use your Sacred Stealth feature on a spell delivered in this way. After you cast the spell, your Divine Symbol ends.

In addition, when you cast a spell that deals radiant or necrotic damage, you can switch it to do the other type of damage instead.

Life Thief

At 17th level, you gain the ability to magically channel life force energy out of one creature and into another. When you deal radiant or necrotic damage with your Divine Symbol attack or a cleric spell or cantrip, choose a friendly creature you can see within 30 feet of you. That creature regains hit points equal to half the radiant or necrotic damage dealt. You can target yourself with this feature. Once you use this feature, you can't use it again until you finish a short or long rest.

UNDERFOOT

Though most rogues prefer ambushing their opponents from the shadows, erina rogues ambush their opponents from below. These Underfoot use druidic magic and their natural aptitude for burrowing to defend their forest homes. The Underfoot are an elite order of burrow warriors in every erina colony. Using a combination of guerilla attacks and druidic magic, they are a force to be reckoned with, diving into fights nose-forward.

Restriction: Erina

You can choose this roguish archetype only if you are an erina.

Spellcasting

When you reach 3rd level, you gain the ability to cast spells drawn from the magic of the wilds.

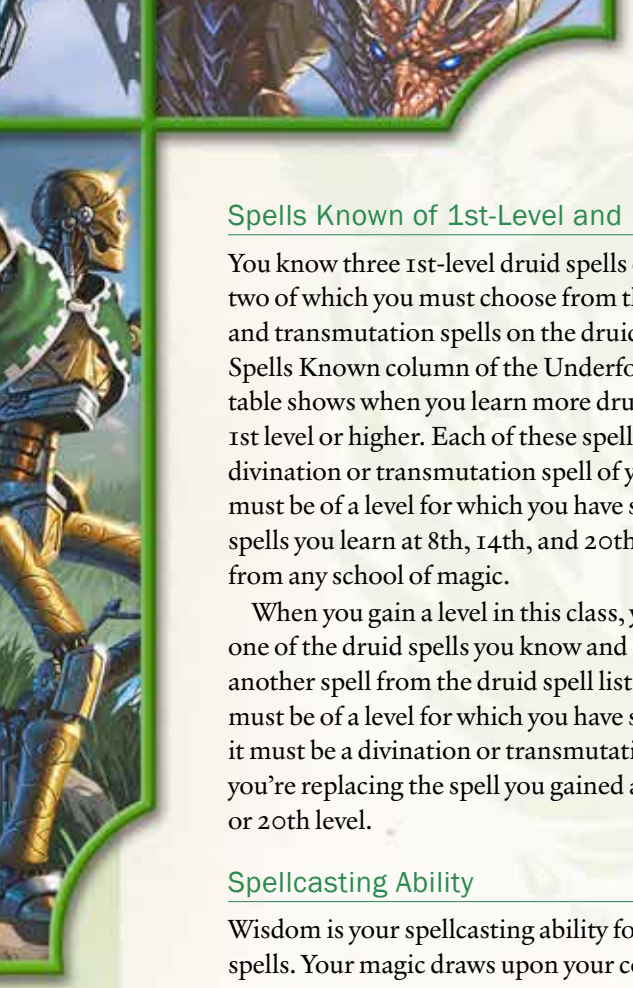
Cantrips

You learn three cantrips: *shillelagh* and two other cantrips of your choice from the druid spell list. You learn another druid cantrip of your choice at 10th level.

Spell Slots

The Underfoot Spellcasting 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 one of these slots at the spell's level or higher. You regain all expended spell slots when you finish a long rest.

For example, if you know the 1st-level spell *longstrider* and have a 1st-level and a 2nd-level spell slot available, you can cast *longstrider* using either slot.



Spells Known of 1st-Level and Higher

You know three 1st-level druid spells of your choice, two of which you must choose from the divination and transmutation spells on the druid spell list. The Spells Known column of the Underfoot Spellcasting table shows when you learn more druid spells of 1st level or higher. Each of these spells must be a divination or transmutation spell of your choice and must be of a level for which you have spell slots. The spells you learn at 8th, 14th, and 20th level can be from any school of magic.

When you gain a level in this class, you can choose one of the druid spells you know and replace it with another spell from the druid spell list. The new spell must be of a level for which you have spell slots, and it must be a divination or transmutation spell, unless you're replacing the spell you gained at 3rd, 8th, 14th, or 20th level.

Spellcasting Ability

Wisdom is your spellcasting ability for your druid spells. Your magic draws upon your connection with the natural world. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a druid spell you cast and when making an attack roll with one.

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

Spell attack modifier = your proficiency bonus + your Wisdom modifier

Versatile Shillelagh

Beginning at 3rd level, when you cast *shillelagh*, the spell is modified in the following ways:

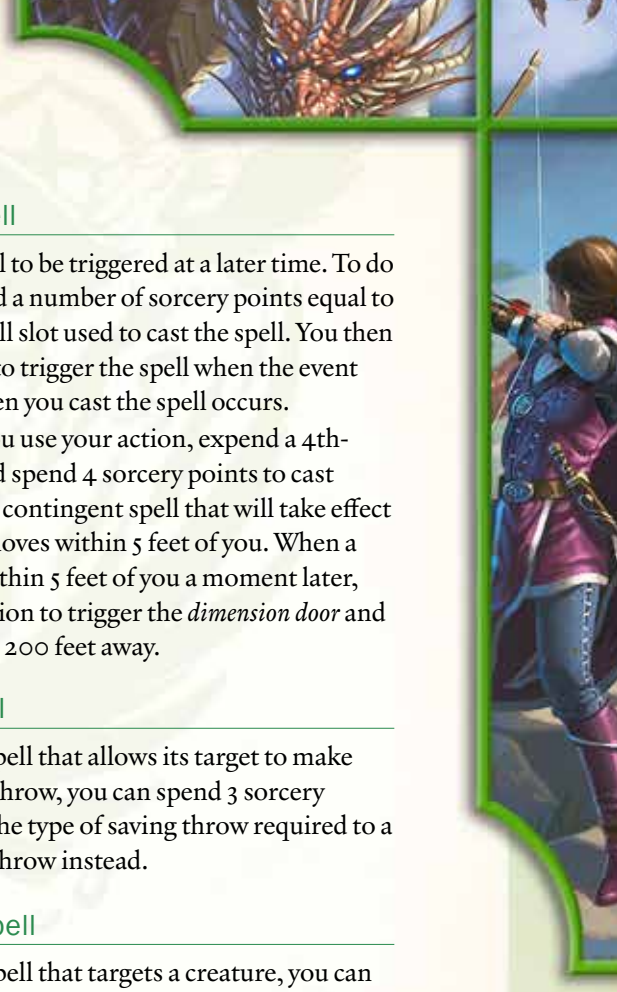
- Its duration increases to 1 hour.
- The spell ends early only if another creature holds the weapon or if the weapon is more than 5 feet away from you for 1 minute or more.
- Your Sneak Attack feature can be applied to attack rolls made with your *shillelagh* weapon.

Undermine

Beginning at 9th level, you can use your action to dig a hole under a Large or smaller creature within 5 feet of you. That creature must succeed on a Dexterity saving throw (DC = 8 + your proficiency bonus + your Dexterity modifier) or fall prone. If the target fails its saving throw, you can make one weapon attack against that target as a bonus action.

UNDERFOOT SPELLCASTING

Rogue Level	Cantrips Known	Spells Known	1st	2nd	3rd
3rd	3	3	2	—	—
4th	3	4	3	—	—
5th	3	4	3	—	—
6th	3	4	3	—	—
7th	3	5	4	2	—
8th	3	6	4	2	—
9th	3	6	4	2	—
10th	4	7	4	3	—
11th	4	8	4	3	—
12th	4	8	4	3	—
13th	4	9	4	3	2
14th	4	10	4	3	2
15th	4	10	4	3	2
16th	4	11	4	3	3
17th	4	11	4	3	3
18th	4	11	4	3	3
19th	4	12	4	3	3
20th	4	13	4	3	3



Death From Below

Beginning at 13th level, when you move at least 10 feet underground toward a target, your next attack against the target with your *shillelagh* weapon has advantage.

Vicious

At 17th level, when you use your Death From Below feature and hit the target with your *shillelagh* weapon, the target is restrained by vegetation and soil until the end of its next turn.

SORCEROUS ORIGINS

Sorcerers tap into magic through latent power in their blood, gifted by a genetic tie to a peculiar ancestor or by external magical influence in their developing years. Such power can be from the sorcerer's innate connection with spores and fungi, from a connection to ancient serpents and serpentfolk, or even from the influence of the body-warping energy found in magical wastelands.

METAMAGIC OPTIONS

When you choose Metamagic options, you can choose from the following additional options.

Autonomous Spell

When you cast a spell that has a duration of concentration, you can spend 3 sorcery points to cast it without requiring concentration. For example, using autonomous spell on *detect magic* changes its duration to 10 minutes. You can have only one autonomous spell in effect at a time. If you use this metamagic to modify a second spell, the first autonomous spell ends.

Bewildering Spell

You can cast a spell that overwhelms the senses of its target. When you cast a spell that deals damage to one creature, you can spend 2 sorcery points to increase the intensity of the spell's visual effect. The target of your spell has disadvantage on the next Intelligence, Wisdom, or Charisma saving throw it makes within the next minute.

Concussive Spell

When you cast a spell that deals damage to a creature, you can spend 1 sorcery point to push the target of your spell 10 feet away from you. If the spell affects multiple targets, you can choose only one of the targets to be pushed away from you.

Contingent Spell

You can cast a spell to be triggered at a later time. To do so, you must spend a number of sorcery points equal to the level of the spell slot used to cast the spell. You then use your reaction to trigger the spell when the event you stipulated when you cast the spell occurs.

For example, you use your action, expend a 4th-level spell slot, and spend 4 sorcery points to cast *dimension door* as a contingent spell that will take effect when a creature moves within 5 feet of you. When a creature moves within 5 feet of you a moment later, you use your reaction to trigger the *dimension door* and teleport to a space 200 feet away.

Emotional Spell

When you cast a spell that allows its target to make a Wisdom saving throw, you can spend 3 sorcery points to change the type of saving throw required to a Charisma saving throw instead.

Enlightening Spell

When you cast a spell that targets a creature, you can spend 1 sorcery point to learn one of your target's resistances or immunities. Each time you use this metamagic option on the same creature, it reveals a new resistance or immunity.

Fearful Spell

When you cast a spell that deals damage to a creature, you can spend 3 sorcery points to make the target of your spell frightened of you until the end of your next turn. If your spell affects multiple targets, you can choose only one of the targets to be frightened.

Hidden Spell

When you cast a spell with a duration longer than instantaneous, you can spend 2 sorcery points to mask its magical aura. For the duration of your spell, it can't be detected or discerned with spells or effects, such as the *detect magic* spell or a chuul's Sense Magic trait.

Homing Spell

When you cast a spell that deals damage to one creature, you can spend 2 sorcery points to target a creature that has total cover or is heavily obscured, provided you are aware of the target's presence. This metamagic option allows you to target the creature, but it doesn't cause the spell to automatically affect the target. As normal, the target must still make a saving throw or be hit by your spell attack to be affected by the spell.

Hungry Spell

When you cast a spell that deals damage to a single target, you can spend 1 sorcery point to add your Charisma modifier to the damage roll of the spell. If you reduce a creature to 0 hit points with a hungry spell, you regain hit points equal to your Charisma modifier (minimum of 1).

Immaterial Spell

You can cast a spell without providing costly material components. You must spend 1 sorcery point for every 100 gp in the cost of the material component required.

Insatiable Spell

When you cast a spell on a creature that is immune to the damage or effects of the spell, you can spend 5 sorcery points to bypass the creature's immunity for this casting of the spell. The creature is affected by the spell as if it didn't have immunity to the spell's damage or effects and must make any saving throws allowed by the spell as normal.

Lingering Spell

When you cast a damaging spell with an instantaneous duration that requires a saving throw, you can spend a number of sorcery points equal to the spell's level to prolong the spell's damage. A creature that failed its saving throw against your original casting of this spell must succeed on the same saving throw at the start of your next turn or take half of the spell's damage.

Logical Spell

When you cast a spell that allows its target to make a Wisdom saving throw, you can spend 3 sorcery points to change the type of saving throw required to an Intelligence saving throw instead.

Robust Spell

You can make a spell difficult for other spellcasters to counter or dispel by spending 2 sorcery points. A creature that must make an ability check to counter or dispel your spell has disadvantage on the check.

Sapping Spell

You can increase the damage you deal with a spell by expending 2 sorcery points and up to half your remaining Hit Dice. Roll the Hit Dice and add the total result to the damage dealt by the spell. You then take damage equal to half the amount of damage your Hit Dice added to the spell's damage.

Shared Hunger Spell

When you cast a beneficial spell on a friendly creature, you can spend 3 sorcery points to empower the creature's weapons. The creature's next weapon attack roll has advantage and, if the creature hits, you and the creature regain hit points equal to your Charisma modifier (minimum of 1).

BLACK POWDER SORCERY

Your innate magic comes from the explosive power of raw alchemy and black powder. You parents may have been alchemists, whose long exposure to alchemical reagents mingled with a latent talent for magic in their bloodlines and caused you to be born with such abilities. Or you may have been experimented upon—with or without your permission—when you were younger and those alchemical experiments brought this unexpected magical power to the surface. Whatever the catalyst for your powers, they bring with them an affinity for black powder, allowing you magical prowess that exploits its power to your benefit.

Gun Mage

At 1st level, you gain proficiency with simple firearms and with the musket (see the Adventuring Gear chapter for details on these weapons), and you gain proficiency with alchemist's supplies or gunsmith's tools (your choice). In addition, you learn the *mage hand* cantrip if you don't already know it.

Gun Hand

Starting at 1st level, when you cast *mage hand*, you can perform the following additional tasks with it:

- You can use your *mage hand* to draw or stow a pistol on your person or pick up a firearm within 5 feet of you that isn't being worn or carried. You can do this once on each of your turns for free, during either your move or your action.
- You can use a bonus action to reload a pistol held by your *mage hand*. Your *mage hand* visibly becomes a pair of spectral hands to complete this action, the second hand vanishing once the pistol is loaded.
- When a creature within 5 feet of you attacks you with a melee weapon, you can use a reaction to fire a pistol held by your *mage hand* at the attacker. Being within 5 feet of the target doesn't impose disadvantage on the attack roll.

You can create multiple *mage hands* with this feature when you reach higher levels. You gain a second *mage*

hand at 5th level, and an additional *mage hand* at 9th, 13th, and 17th level. Unlike your primary *mage hand*, these additional *mage hands* can be used only for the tasks described under this feature and any other aspects of this class that reference this feature. Each extra *mage hand* remains within 5 feet of you and vanishes if it is unable to remain within 5 feet of you.

Fusillade

Also at 1st level, when you use the Attack action, you can make the attack with a weapon you are wielding or with a pistol held in one of your *mage hands*. When you attack with a pistol held in one of your *mage hands*, you can use your Charisma modifier, instead of Dexterity, for the attack and damage rolls.

In addition, when you reach 2nd level, you can use an action and spend 1 or more sorcery points to magically reload and fire a pistol held by one of your *mage hands*. The ammunition fired is magically created and dissipates after being fired, hit or miss. For each sorcery point you spend, you can magically reload and fire another pistol held in another of your *mage hands* as part of the same action. These attacks have a range of 30 feet. Attacks from your *mage hand*-held pistols can attack separate targets or the same target, dealing damage, including the possibility of a burst, as normal on a hit. Each *mage hand's* attack counts as a separate attack for the purposes of determining the number of bursts that can happen. Once you use this feature, you can't use it again until you finish a short or long rest.

Magic Bullets

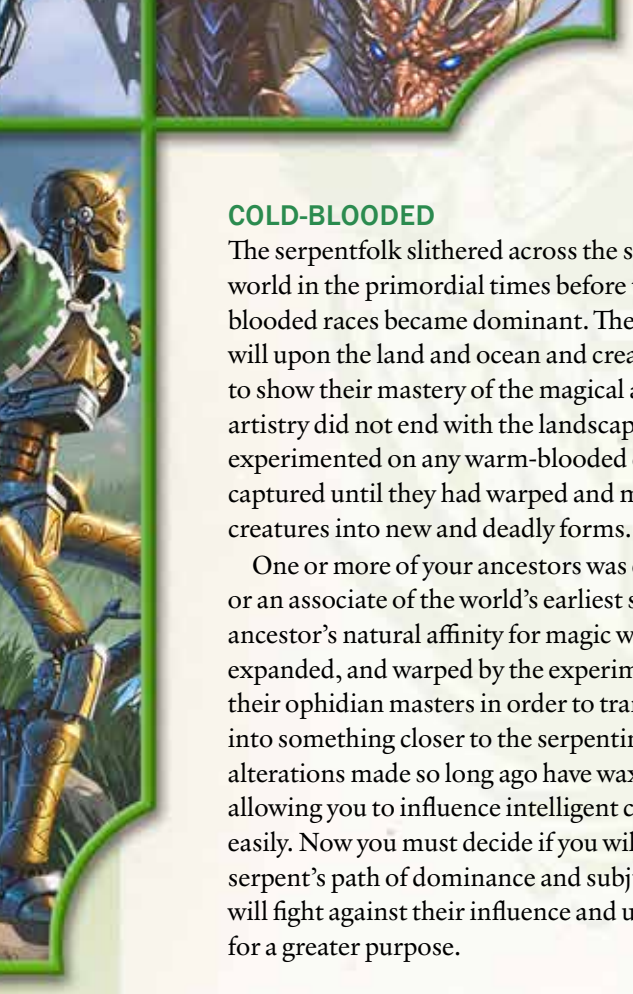
Beginning at 6th level, your attacks with firearms count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. In addition, when you make an attack with a firearm, you can spend 1 sorcery point to imbue the attack with elemental energy. Choose one of the following: acid, cold, fire, lightning, or thunder. On a hit, an imbued attack deals an extra 2d6 damage of the chosen type. At 14th level, you can spend 2 sorcery points instead, increasing the damage to 4d6.

Absorb Power

At 14th level, you can replenish your sorcerous power by absorbing the latent energy of black powder. In a ritual that takes 1 minute, you can absorb the power in up to 30 cartridges' worth of black powder (equivalent to a full gunpowder horn). For every 10 cartridges worth of gunpowder, you regain 1 expended sorcery point. The black powder is consumed in the process. Once you use this feature, you can't use it again until you finish a long rest.

Ensuing Shot

At 18th level, when you use your action to cast a spell using a spell slot of 4th level or lower, you can make one attack with a pistol as a bonus action. This pistol can be held by you or by one of your *mage hands*. If you spend 6 sorcery points, you can make one attack with each pistol held by you and your *mage hands* instead.



COLD-BLOODED

The serpentfolk slithered across the surface of the world in the primordial times before the warm-blooded races became dominant. They worked their will upon the land and ocean and created works to show their mastery of the magical arts. Their artistry did not end with the landscape. They also experimented on any warm-blooded creatures they captured until they had warped and molded the creatures into new and deadly forms.

One or more of your ancestors was experimented on or an associate of the world's earliest serpentfolk. Your ancestor's natural affinity for magic was nurtured, expanded, and warped by the experimentation of their ophidian masters in order to transform them into something closer to the serpentine ideal. Those alterations made so long ago have waxed in you, allowing you to influence intelligent creatures more easily. Now you must decide if you will follow the serpent's path of dominance and subjugation or if you will fight against their influence and use your power for a greater purpose.

Ophidian Metabolism

At 1st level, your affinity with serpents grants you a measure of their hardiness. You can go without food for a number of days equal to 3 + your Constitution modifier (minimum 1) + your proficiency bonus before you suffer the effects of starvation. You also have advantage on saving throws against poison and disease.

Patterned Scales

Also at 1st level, when you use magic to trick or deceive, the residual energy of your spell subtly alters how others perceive you. When you cast an illusion spell using a spell slot of 1st level or higher, you have advantage on Charisma (Deception) and Charisma (Persuasion) checks for the duration of the spell and for 10 minutes after the spell's duration ends.

Insinuating Serpent

Starting at 6th level, even when a creature resists your unsettling allure, your presence gets under their skin. When you cast an enchantment or illusion spell using a spell slot of 1st level or higher, and your target succeeds on its saving throw against your spell, your target becomes charmed by you until the start of your next turn. If the spell you cast affects multiple targets, only one of those targets can be affected by this feature.

You can use this feature a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

Spirit Venom

At 14th level, you sap the will and resolve of creatures that are under your sway. If you start your turn with at least one creature within 30 feet of you that is currently charmed, frightened, paralyzed, restrained, or stunned by a spell you cast or a magical effect you created, such as from a magic item, you can use your reaction to force each such creature to take 6d4 psychic damage.

You can use this feature a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest. If you have expended all your uses of this feature, you can spend 5 sorcery points at the start of your turn to use it again.

Mirrored Lamina

Starting at 18th level, when you fail a saving throw against being charmed, frightened, paralyzed, restrained, or stunned by a spell or other magical effect, you can use your reaction to force the creature that cast the spell or created the magical effect to succeed on a saving throw against your spell save DC or suffer the same condition for the same duration.

If both you and the creature that targeted you are affected by a condition as a result of this feature and that condition allows for subsequent saving throws to end the effect, the condition ends for both of you if either one of you succeeds on a subsequent saving throw.

HUNGERING

Your innate magic comes from a deep, primal source of hunger and craving. Perhaps your line was cursed for its greed by a god of plenty or generosity. Perhaps one of your forebears was marked by the hungering undead. Sorcerers with this origin have an unyielding appetite for arcana and go to nearly any length to satiate their desire to increase their magical power.

Hungry Eyes

At 1st level, you can sense when a creature is nearing death. You know if a creature you can see that isn't undead or a construct within 30 feet of you is below half its hit point maximum. Your spell attacks ignore half cover and three-quarters cover when targeting creatures you sense with this feature.

Thirsty Soul

Beginning at 1st level, when you reduce a hostile creature to 0 hit points, you regain hit points equal to your sorcerer level + your Charisma modifier (minimum of 1). This feature can restore you to no more than half your hit point maximum.

Feast of Arcana

Starting at 6th level, when you reduce one or more hostile creatures to 0 hit points with one spell of 1st level or higher, you regain 1 spent sorcery point.

Glutton for Punishment

Starting at 14th level, you can use your reaction to intentionally fail a saving throw against a spell that deals damage and that was cast by a hostile creature. If you do so, you regain a number of spent sorcery points equal to half your Charisma modifier (minimum of 1).

Greedy Heart

At 18th level, when you spend sorcery points to create spell slots or use metamagic, you reduce the cost by 1 sorcery point (this can't reduce the cost below 1).

RESONANT BODY

You are a conduit for the power that exists in sounds and vibrations, your body a living tuning fork capable of emitting, focusing, muting, and transmuting sound and sonic forms of magic. Perhaps you endured overexposure to transmutation magic, arcane thunder, or the ear-splitting cries of an androsphinx, bukavac (see *Tome of Beasts*), or avalanche screamer (see *Tome of Beasts 2*). Maybe you can trace your lineage to an ancestor who spent an extended period on a plane dominated by elemental lightning and thunder or by unceasing screams of madness; you yourself may have been born on such a cacophonous plane. Alternately, you or a forebear may have suffered prolonged exposure to the deafening thunderclaps of a bronze dragon's lair. Or you may even have been experimented on by aboleths or other maniacal spellcasters, escaping before the transformation was complete....

Whatever its source, resonant magic infuses your very existence, causing you to manifest one or more unusual characteristics. At your option, you can create a quirk or roll a d6 and consult the Resonant Body Quirks table to determine a quirk for your character.

RESONANT BODY QUIRKS

d6	Quirk
1	You emit a faint hum, audible to any creature within 5 feet of you.
2	In response to natural or magical thunder, your body flickers into brief transparency with the sound of each thunderclap.
3	Beasts with the Keen Hearing trait initially respond aggressively when you come within 30 feet of them.
4	If you hold a delicate, nonmagical glass object such as a crystal wine glass for longer than one round, the object shatters.
5	Every time you speak, your voice randomly changes in pitch, tone, and/or resonance, so that you never sound quite the same.
6	When another living creature touches you, you emit a brief, faint tone like a chime, the volume of which increases with the force of the touch.

Reverberating Quintessence

At 1st level, you harbor sonic vibrations within you. You are immune to the deafened condition, and you have tremorsense out to a range of 10 feet. In addition, you have advantage on saving throws against effects that deal thunder damage.

When you reach 3rd level in this class, you have resistance to thunder damage, and at 6th level, your tremorsense extends to 20 feet.

Signature Sound

Starting at 1st level, you can cast the *alarm* spell (audible option only) once without expending a spell slot or requiring material components. Once you cast *alarm* in this way, you can't do so again until you finish a long rest.

When you reach 3rd level in this class, you can expend 3 sorcery points to cast the *shatter* or *silence* spell without expending a spell slot or requiring material components.

Sonic Savant

Beginning at 6th level, whenever you use a Metamagic option on a spell that deals thunder damage, deafens creatures, or silences or magnifies sounds, you expend only a fraction of your effort to do so. With these sorts of spells, Metamagic options that normally cost only 1 sorcery point instead cost 0 sorcery points; all other Metamagic options cost half the normal number of sorcery points (rounded up).

You can use your Sonic Savant feature to reduce the cost of a number of Metamagic options equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

Sound and Fury

At 14th level, your resistance to thunder damage becomes immunity. In addition, when you cast a spell that deals damage, you can change the damage type to thunder. If the spell also imposes a condition on a creature damaged by the spell, you can choose to impose the deafened condition instead. You can use this feature a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

Resounding Spellcasting

Beginning when you reach 18th level, any of your cantrips that deal thunder damage affect even those creatures that avoid the brunt of the effect. When a creature succeeds on a saving throw against a cantrip that deals thunder damage, the creature takes half the cantrip's damage but suffers no additional effect from the cantrip.

Moreover, you can increase the power of some of your spells. When you cast a sorcerer spell of 1st through 5th level that deals thunder damage, you can cause the spell to maximize its damage dice. Once you use this feature, you shouldn't use it again until you finish a long rest. Each time you use it again, you take 2d12 force damage for each level of the spell you cast. This force damage ignores any resistance or immunity to force damage you might have.

RIFTHOPPER

Rifthoppers are the living embodiment of wanderlust. The yearn to travel and witness unseen vistas burns in them and manifests in their ability to move nearly at the speed of thought. The origin of the rifthoppers' powers remains a mystery, as they refuse to stay in one place long enough to be studied extensively. Given the lack of empirical evidence, many scholars have hypothesized that rifthoppers absorb energy from the world itself, typically through an innate connection with ley lines or with areas where the borders between planes are thin, and can use it to alter their own magic.

Adventuring rifthoppers often concern themselves with investigating mysterious portals to unknown locations, researching ley lines and other mystic phenomena, or seeking out and stopping spatial and temporal disturbances.

Teleport Object

Starting at 1st level, you can use an action to teleport a small object that isn't being worn or carried and that you can see within 30 feet of you into your hand. Alternatively, you can teleport an object from your hand to a space you can see within 30 feet of you. The object can weigh no more than 5 pounds and must be able to fit into a 1-foot cube.

The weight of the object you can teleport increases when you reach certain levels in this class: at 6th (10 pounds), 14th level (15 pounds), and 18th level (20 pounds).

Shift Space

At 1st level, once on each of your turns, you can spend an amount of movement equal to up to half your speed and teleport to an unoccupied space you can see within a number of feet equal to the movement you spent. If your speed is 0, such as from being grappled or restrained, you can't use this feature.

When you reach 3rd level in this class, you can spend movement equal to your full speed, reducing your speed to 0 for the turn, and expend a spell slot of 2nd level or higher to teleport yourself to a destination within range. The range you can travel is dependent on the level of the spell slot expended as detailed in the Rifthopper Teleportation Distance table. You bring any objects you are wearing or carrying with you when you teleport, as long as their weight doesn't exceed your carrying capacity. If you teleport into an occupied space, you take 4d6 force damage and are pushed to the nearest unoccupied space.

RIFTHOPPER TELEPORTATION DISTANCE

Spell Slot Level	Distance Teleported
2nd	30 feet
3rd	60 feet
4th	120 feet
5th	240 feet
6th	480 feet
7th or higher	960 feet

Tactical Swap

At 6th level, when a creature you can see within 60 feet of you starts its turn or when you or a creature you can see within 60 feet of you is attacked, you can use your reaction to swap positions with the creature. The target must be willing.

If you use this feature when you or another creature is attacked, the attack's target becomes the creature that now occupies the space being attacked, not the original target.

You can use this feature a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

Familiar Locations

Starting at 14th level, if you spend an hour in a location, familiarizing yourself with its features and noting its peculiarities, you can use an action to teleport yourself and a number of willing creatures equal to your Charisma modifier (minimum of 1) within 30 feet of you and that you can see to the location. You can teleport to this location over any distance as long as both you and it are on the same plane of existence. If the location is mobile, such as a boat or wagon, you can't familiarize yourself with it enough to use this feature.

You can be familiar with a number of locations equal to your Charisma modifier (minimum of 1). You can choose to forget a location (no action required) to make room for familiarizing yourself with a new location.

You can teleport creatures with this feature a number of times per day equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

Dimensional Ambler

Starting at 18th level, you can use an action to transport yourself and a number of willing creatures equal to your Charisma modifier (minimum of 1) within 30 feet of you and that you can see to the Astral Plane or to the Ethereal Plane. While you are on these planes, you and the creatures you transported can move normally, but each transported creature must stay within 60 feet of you. You can choose to return all of you to the Material Plane at any time as a bonus action. Once you use this feature, you can't use it again until you finish a long rest.

SPORE SORCERY

One of the most omnipresent elements in the atmosphere is practically invisible and often ignored: spores. Plants of all varieties, fungal sentient life forms like mushroomfolk, and even animals emit these tiny pieces of life. You've always had an affinity for the natural world, and your innate magic is carried within the power of these omnipresent spores.

Spore sorcerers are regularly found among the mushroomfolk and derro who grow large gardens of fungi deep beneath the surface of the world. Spore sorcerers can also be found in any area with an abundance of plant life, such as forests, swamps, and deep jungles.

Nature Magic

Your affinity with the natural world and the spores that exist between all plants and creatures allows you to learn spells from the druid class. When your Spellcasting feature lets you learn or replace a sorcerer cantrip or a sorcerer spell of 1st level or higher, you can choose the new spell from the druid spell list or the sorcerer spell list. You must otherwise obey the restrictions for selecting the spell, and it becomes a sorcerer spell for you.

In addition, when you reach 5th level in this class, you can cast *speak with plants* without expending a spell slot a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

Spore Transmission

At 1st level, your spores allow you to communicate with creatures telepathically. You can use a bonus action to create a telepathic link with one creature you can see within 30 feet of you. Until the link ends, you can telepathically speak to the target, and, if it understands at least one language, it can speak telepathically to you. The link lasts for 10 minutes or until you use another bonus action to break the link or to establish this link with a different creature.

If the target is unwilling, it can make a Charisma saving throw at the end of each of its turns, ending the link on a success. If an unwilling target ends the link in this way, you can't establish a link with that target again for 24 hours.

Metamagic Spore Transmission

Starting at 6th level, the spores connecting you and the target of your Spore Transmission enhance your metamagic effects on the linked target. You gain the following benefits when using the indicated Metamagic options:

Careful Spell. If the spell allows a target to take only half damage on a successful saving throw, the linked target instead takes no damage.

Distant Spell. When you use this Metamagic option to increase the range of a touch spell, the spell's range is 60 feet when cast on the linked target.

Extended Spell. If cast on the linked target, the spell's duration is tripled rather than doubled, to a maximum of 36 hours.

Hungry Spell. If the linked target is reduced to 0 hit points with your hungry spell, you regain hit points equal to double your Charisma modifier (minimum of 2).

Lingering Spell. If the linked target failed its saving throw against your lingering spell, it has disadvantage on the saving throw to avoid the additional damage at the start of your next turn.

Shared Hunger Spell. If you use this Metamagic option on the linked target, you and the target

regain hit points equal to double your Charisma modifier (minimum of 2) if the target hits with its weapon attack.

Twinned Spell. By spending 1 additional sorcery point, you can affect the linked target in addition to the two original targets.

Spore's Protection

Starting at 14th level, when an attacker you can see targets you with a melee attack, you can use your reaction to call forth spores to cloud its senses. The attacker has disadvantage on the attack roll. If the attack hits, you gain 10 temporary hit points as the spores bind the wound for a short time. The temporary hit points last for 1 minute.

Spore Form

At 18th level, you gain immunity to poison damage and the poisoned condition. In addition, as an action, you can radiate spores in a 20-foot radius around you for 1 minute. Each friendly creature that starts its turn in the area regains hit points equal to your Charisma modifier (a minimum of 1). Each hostile creature that starts its turn in the area takes poison damage equal to your Charisma modifier (a minimum of 1). The target of your Spore Transmission regains (if it is friendly) or takes (if it is hostile) double this amount. Once you use this action, you can't use it again until you finish a long rest.

WASTELANDER

Eldritch power and residual magical energy left over from a horrific arcane war is drawn to you as a lodestone is drawn to iron. Perhaps this attraction is due to a pact one of your ancestors made with an ancient eldritch horror. Perhaps it is an unfortunate twist of circumstance. Regardless, your physiology is in a constant state of transformation as a result of your condition. Some sorcerers who arise from magical wastelands embrace their body's modifications, others take to adventuring to find a cure for what they see as their affliction, while others still seek to make a mark on the world before oblivion claims them.

Alien Alteration

At 1st level, the influence of raw magical energy in your bloodline remodeled your form. You choose one of the following features as the alteration from your ancestry.

Binary Mind. Your cranium is larger than most creatures of your type and houses your enlarged brain, which is partitioned in a manner that allows you to work on simultaneous tasks. You can use the Search action or make an Intelligence or Wisdom check as a bonus action on your turn.

Digitigrade Legs. Your legs are similar to the rear legs of a wolf or horse. Your movement speed increases by 10 feet, and you can stand up from prone by spending 5 feet of movement rather than half your speed.

Grasping Tentacle. You can use an action to transform one of your arms into a grotesque tentacle. The tentacle is a natural melee weapon with the reach property, which you can use to make unarmed strikes. When you hit with it, you can use Charisma instead of Strength for the attack, and the tentacle deals bludgeoning damage equal to 1d6 + your Charisma modifier. At the start of your turn, if you are grappling a creature with the tentacle, you can deal 1d6 bludgeoning damage to it. You don't have fine motor control over your tentacle, and you can't wield weapons or shields or do anything that

requires manual precision, such as using tools or magic items or performing the somatic components of spells. You can revert your tentacle back into an arm as a bonus action.

Prehensile Tail. You have a prehensile tail, which allows you to take the Use an Object action as a bonus action on your turn. Your tail can't wield weapons or shields, but it is capable of some manual precision, allowing you to use your tail to hold material components or perform the somatic components of spells. In addition, you can interact with up to two objects for free during your movement and action, provided you use your tail to interact with one of the objects.

Aberrant Physiology

Starting at 1st level, when a creature scores a critical hit on you, you can use your reaction to shift the positions of your vital organs and turn the critical hit into a normal hit. Any effects triggered by critical hit are canceled.

You can use this feature a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

Advanced Transformation

At 6th level, your increase in power also increases the concentration of raw magical energy in your blood, further altering your body. The alteration you chose from your Alien Alteration feature evolves as described below. Alternatively, you can choose a second option from the Alien Alteration feature instead of evolving the alteration you chose.

Caustic Tentacle (Grasping Tentacle). Your tentacle excretes acidic mucus. You can use a bonus action to suppress the mucus until the start of your next turn. While the tentacle excretes acidic mucus, it deals an extra 2d6 acid damage to any target it hits. A creature that is grappled by your tentacle at the start of your turn takes the extra acid damage when it takes the bludgeoning damage.

Cognitive Split (Binary Mind). Your cranium expands even further as your brain swells in size. When you use your action to cast a spell, you can use a bonus action to make one melee or ranged weapon attack against a target in range.

Fell Sprinter (Digitigrade Legs). Your legs elongate and your body sheds some of its weight to allow you to reach greater speeds. You can take the Dash or Disengage action as a bonus action on each of your turns. When you Dash, the extra movement you gain is double your speed instead of equal to your speed.

Third Arm (Prehensile Tail). Your tail extends to a length of 15 feet and the end splits into five finger-like appendages. You can do anything with your tail you could do with a hand, such as wield a weapon. In addition, you can use your tail to drink a potion as a bonus action.

Absorb Arcana

Starting at 14th level, when you succeed on a saving throw against a spell that would deal damage to you, you can use your reaction and spend a number of sorcery points equal to the spell's level to reduce the damage to 0.

Spontaneous Transformation

At 18th level, your body becomes more mutable. You can use a bonus action to gain a second option from the Alien Alteration feature and its evolved form from the Advanced Transformation feature for 1 minute. Once you use this feature, you can't use it again until you finish a short or long rest.

WARLOCK OTHERWORLDLY PATRONS

At some point in each warlock's life, they struck a bargain with an otherworldly entity. These entities can range from malicious to benign or simply be unknowable. Some warlocks choose to make bargains with the eldest dragons, some with beings of chaos, and some with the subtle intelligences behind the world's oldest magical forests or even the land itself.

ELDRITCH INVOCATIONS

When you choose Eldritch Invocations, you can choose from the following additional options. If an eldritch invocation has prerequisites, you must meet them to learn it. You can learn the invocation at the same time that you meet its prerequisites. A level prerequisite refers to your level in the warlock class.

Chaotic Aegis

Prerequisite: 5th level, Wyrdweaver patron

The pact with your patron offers protection from the powers of entropy. When you or a creature targeting you with an effect must roll a die or dice and consult a table to determine the outcome of the effect, such as with the *confusion* spell, you can use your reaction to force a reroll of the die or dice. You must use the new result. You must finish a short or long rest before you can use this invocation again.

Chaotic Luck

Prerequisite: 3rd level, Wyrdweaver patron

The tumbling dice of fate sometimes fall in your favor. When you are hit by an attack, you can use your reaction to force the attacker to reroll the damage dice. You must accept the new damage roll. You must finish a short or long rest before you can use this invocation again.

Convulsions of the World

Prerequisite: 3rd level

Your mind reaches deep into the ground and an elder voice answers. You can use an action to cause a localized tremor to shake the ground around you. Each creature other than yourself within 20 feet of you must succeed on a Dexterity saving throw or be knocked prone. You can choose a number of creatures equal to half your proficiency bonus to automatically succeed on this saving throw. You must finish a long rest before you can use this invocation again.

Doom Hound

Prerequisite: 7th level, Pact of the Chain feature, Hunter in Darkness patron

As a bonus action, your familiar transforms into a more powerful creature for 1 minute. At 7th level and higher, it transforms into a dire wolf. At 12th level and higher, it transforms into a winter wolf. At 18th level and higher, it transforms into a hound of the night (see *Tome of Beasts*). You must finish a short or long rest before you can use this invocation on your familiar again.

Earthblood Geyser

Prerequisite: 15th level

Tapping the living mind of the world, you call forth retribution from the ground. You can cast *magma spray* (see the Magic and Spells chapter) at will, without expending a spell slot or material components.

Echo of the First Words

Prerequisite: 9th level, Primordial patron

The echo of the first magical utterance reverberates across time, confounding those who hear it. You can cast *babble* once using a warlock spell slot. You can't do so again until you finish a long rest.

Entangling Blast

Prerequisite: 5th level, eldritch blast *cantrip, Old Wood patron*

When you hit a creature with *eldritch blast*, the creature must succeed on a Dexterity saving throw or be grappled by roots, vines, and other vegetation until the end of its next turn. The DC for this saving throw and to escape this grapple is your spell save DC.

Extinguishing Blast

Prerequisite: eldritch blast *cantrip, Hunter in Darkness patron*

When you hit a creature with *eldritch blast*, you reduce the light surrounding it until the end of your next turn. If the creature is in bright light, the area within 10 feet of it becomes dim light. If the creature is in dim light, the area within 10 feet of it becomes darkness.

Forest-Trained

You gain proficiency in the Nature and Survival skills.

Green Thumb

Prerequisite: 5th level, Old Wood patron

You can cast *plant growth* once using a warlock spell slot. You can't do so again until you finish a long rest.

Improved Companion

Prerequisite: 12th level, Patron Companion feature

When your patron sends you a beast as part of your Patron Companion feature, you can choose a beast that relates to your patron (as shown in the beast type column in the Animal Lords table) that has a challenge rating of 3 or lower.

Knowledge of the Wood

Prerequisite: 15th level, Old Wood patron

When you are within 5 feet of a body of water in a forest, you can cast *scrying* on any creature in that forest at will, without expending a warlock spell slot or material components. You must remain within 5 feet of the body of water for the duration or the spell ends.

Lurker in Gloom

Prerequisite: 7th level, Hunter in Darkness patron

As a reaction when you take damage while in dim light or darkness, you wrap shadows around yourself and have resistance to that instance of damage. Once you use this invocation, you can't use it again until you finish a short or long rest.

Nature's Armor

Prerequisite: Old Wood patron

You can use your action to sprout hard thorns across your skin for 1 hour. Your Armor Class becomes 12 + your Dexterity modifier, and, when a creature hits you with a melee weapon attack while within 5 feet of you, it takes piercing damage equal to half your warlock level. You must finish a short or long rest before you can use this invocation again.

Patient Hunter

Prerequisite: Pact of the Tome feature, Hunter in Darkness patron

When you identify a creature's tracks using your tome, you have advantage on Wisdom (Perception) and Wisdom (Survival) checks to find and track the creature for the next 24 hours.

Primal Link

You can cast *animal friendship* at will, without expending a spell slot or material components.

Shadow Arrow

Prerequisite: 12th level, Pact of the Blade feature, Hunter in Darkness patron

When you hit a creature with an arrow shot from your pact weapon, you can fire a second, shadow arrow at the creature as a bonus action. If it hits, the shadow arrow deals necrotic damage equal to the damage dealt by the first arrow.

Silent Stalker

You gain proficiency in the Stealth and Survival skills.

Speaker for the Trees

Prerequisite: 9th level, Old Wood patron

You can cast *speak with plants* at will without expending a spell slot.

Touch of the Forest

Prerequisite: 9th level, Old Wood patron

You can cast *awaken* once using a warlock spell slot. You can't do so again until you finish a long rest.

ANCIENT DRAGONS

You have made a pact with one or more ancient dragons or a dragon god. You wield a measure of their control over the elements and have insight into their deep mysteries. As your power and connection to your patron or patrons grows, you take on more draconic features, even sprouting scales and wings.

Expanded Spell List

The Great Dragons allows you to 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.

ANCIENT DRAGONS EXPANDED SPELLS

Spell Level	Spells
1st	*inflict wounds, magic missile*
2nd	*heat metal, scorching ray*
3rd	*dispel magic, lightning bolt*
4th	*greater invisibility, ice storm*
5th	*cloudkill, flame strike*

Dragon Tongue

Starting at 1st level, you can speak, read, and write Draconic.

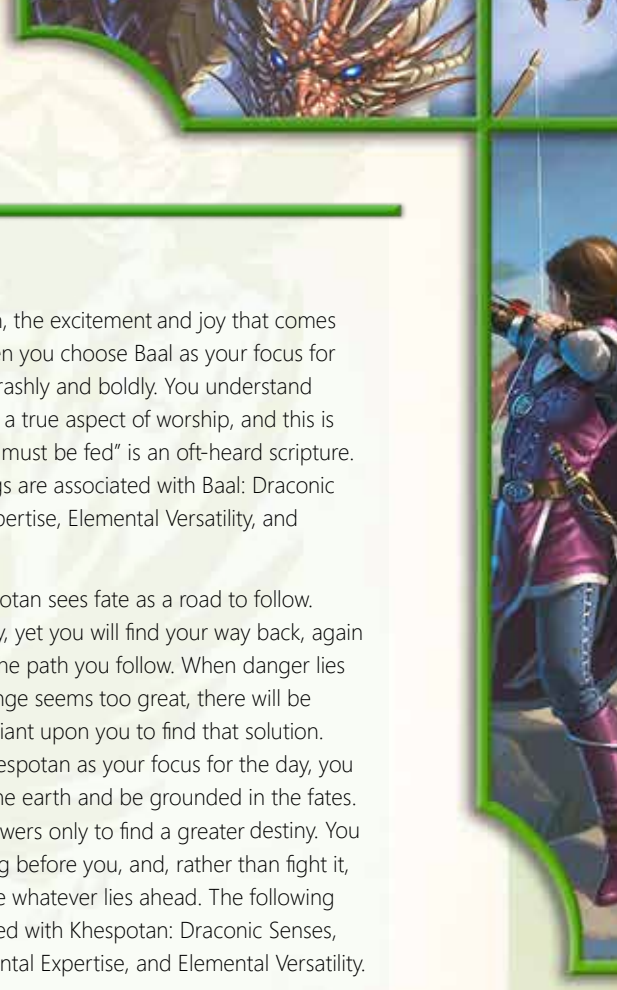
Wyrmling Blessing

Also starting at 1st level, your connection to your draconic patron or patrons bestows a blessing upon you. When you finish a long rest, you choose which blessing to accept. You can have only one blessing at a time. The blessing lasts until you finish a long rest.

Aquatic Affinity. You gain a swimming speed equal to your walking speed, and you can breathe underwater. In addition, you can communicate with beasts that can breathe water as if you had cast the *speak with animals* spell.

Draconic Hunger. When you are below half your hit point maximum and you reduce a hostile creature to 0 hit points, you regain hit points equal to twice your proficiency bonus. This feature can restore you to no more than half of your hit point maximum.

Draconic Sight. You gain darkvision out to a range of 60 feet. If you already have darkvision, this blessing increases its range by 30 feet. In addition, you can use an action to create an invisible sensor within 30 feet of you in a location you can see or in an obvious location within range, such as behind a door or around a corner, for 1 minute. The sensor is an extension of your own senses, allowing you to see and hear through it as if you were in its place, but you are



WARLOCKS OF THE ANCIENT DRAGONS IN MIDGARD

Worship of the dragon gods (known as the "Great Dragons" in Midgard) is rare outside of the Dragon Empire or dragon-worshipping communities like the Children of Veles in the Southlands and those devoted to Nidhogg or Jormungandr in the Northlands. The Dragon Empire holds the grandest shrines and the most notable of clergy, usually devoted to only one of the gods or another. However, some solutions must come from outside the typical doctrine, or the usual priesthood, and maybe outside the church altogether. In such cases, a pact is made with the Great Dragons, often for purposes that don't fit neatly with the needs of church and empire or the needs of the immediate community.

Warlocks of the Ancient Dragons act as emissaries. They aren't typically as entrenched in a given dogma as a cleric or paladin might be. Though their pact creates a strong bond with the dragon gods, they are rarely fanatics and are often more capable of navigating the often-conflicting goals of the various dragon gods. Rarely do they feel quite as devoted to all, choosing to favor one or two over the others, and knowing where one stands in relation with each of the dragon gods can be of great importance.

A warlock of the Ancient Dragons in Midgard can have one or more of the following dragon gods as their patron. Each dragon god has suggested traits to add to your roleplay for your warlock of the Ancient Dragons when that dragon god is your focus for the day. You can change which dragon god is your focus each time you change your blessing. For added flavor, you can associate each dragon god with particular blessings and manifest those roleplaying aspects when you are under the effects of one of those blessings. Each dragon god has suggested associated blessings in its entry.

Azuran. Azuran is the god of wind, an embodiment of the creation and the awareness of what comes next. With wisdom, sight, and awareness, one can follow their path of exploration and inspiration. When you choose Azuran as your focus for the day, you are primed to seek out new discoveries, to explore all that you see. You may speak boldly, proudly, and with confidence. You may move ahead with declarations and avoid holding your tongue. Creation comes through action and voice, embodying the truth that Azuran lives. This enables the piercing of the veil, discovering the mysteries, guiding you to new wisdom, and seeing the world as Azuran wills. The following blessings are associated with Azuran: Draconic Hunger, Draconic Senses, Draconic Sight, and Hunger Crystallized.

Baal. Bold and rapid action embody Baal. Sacrifices are willingly given in the form of gold, jewels, and even blood. Each sacrifice is more fuel for the blaze that is Baal's spirit. Far from mere flame and violence, Baal is a figure that also represents celebration, the excitement and joy that comes with spontaneity. When you choose Baal as your focus for the day, you may act rashly and boldly. You understand that rage itself can be a true aspect of worship, and this is Baal's embrace. "Fires must be fed" is an oft-heard scripture. The following blessings are associated with Baal: Draconic Hunger, Elemental Expertise, Elemental Versatility, and Hunger Crystallized.

Khespotan. Khespotan sees fate as a road to follow. Though you may stray, yet you will find your way back, again and again, for this is the path you follow. When danger lies ahead, when a challenge seems too great, there will be a solution, and it is reliant upon you to find that solution. When you choose Khespotan as your focus for the day, you may find comfort in the earth and be grounded in the fates. You may seek out answers only to find a greater destiny. You may see fate unfolding before you, and, rather than fight it, you'll instead embrace whatever lies ahead. The following blessings are associated with Khespotan: Draconic Senses, Draconic Sight, Elemental Expertise, and Elemental Versatility.

Seggotan. Knowledge is eternal, never truly forgotten. And oaths are binding, never broken. From this, power arises from knowledge and oath. Seggotan exists as the ocean tide, reaching out to wherever water resides. Bathe in the waters and be forever beholden to them. Seggotan notices those who eliminate his foes. When you choose Seggotan as your focus for the day, your fortune may be best when on the water. You may see the world anew, awash in the body of Seggotan, welcoming of a life more unpredictable, a life without certainty. The following blessings are associated with Seggotan: Aquatic Affinity, Aquatic Command, Elemental Expertise, and Elemental Versatility.

Veles. Power beyond imagining, Veles rarely shows favor, even to those considered their children. As the Creator of Midgard and Father of Serpents, Veles can't be chosen as your focus for the day. Instead, when you choose a dragon god as your focus each day, there is a 10 percent chance your focus is magically shifted to Veles rather than the dragon god you chose. By embracing this power, you like to think you've gained a sliver of Veles's attention, and in return, you wield your given power in Veles's name for the day. The blessing you choose is unaffected, as any blessing can be associated with Veles, but you temporarily adopt a more somber, worldly view. You feel you must make a mark on this day, whether for good or ill. The end is coming, of that inevitability there is no doubt, and Veles will be there to see it. The only way to slow its arrival is to help preserve the natural world and the natural magic within it, buying longevity for the world one day at a time.

deaf and blind with regard to your own senses while using this sensor. As a bonus action, you can move the sensor anywhere within 30 feet of you. The sensor can move through other creatures and objects as if they were difficult terrain, and if it ends its turn inside an object, it is shunted to the nearest unoccupied space within 30 feet of you. You can use an action to end the sensor early.

A creature that can see the sensor, such as a creature benefiting from *see invisibility* or truesight, sees a luminous, intangible dragon's eye about the size of your fist.

Elemental Versatility. Choose one of the following when you accept this blessing: acid, cold, fire, lightning, or poison. You can't change the type until you finish a long rest and choose this blessing again. When you deal damage with a spell, you can choose for the spell's damage to be of the chosen type instead of its normal damage type.

Draconic Mien

At 6th level, you begin to take on draconic aspects. When you finish a long rest, choose one of the following types of damage: acid, cold, fire, lightning, or poison. You have resistance to the chosen damage type. This resistance lasts until you finish a long rest.

In addition, as an action, you can harness a portion of your patrons' mighty presence, causing a spectral version of your dragon patron's visage to appear over your head. Choose up to three creatures you can see within 30 feet of you. Each target must succeed on a Wisdom saving throw against your warlock spell save DC or be charmed or frightened (your choice) until the end of your next turn. Once you use this action, you can't use it again until you finish a short or a long rest.

Ascended Blessing

At 10th level, your connection to your draconic patron or patrons grows stronger, granting you more powerful blessings. When you finish a long rest, you choose which ascended blessing to accept. While you have an ascended blessing, you receive the benefits of its associated wyrmling blessing in addition to any new features of the ascended blessing. You can have only one blessing active at a time. The blessing lasts until you finish a long rest.

Aquatic Command. While this blessing is active, you receive all the benefits of the Aquatic Affinity wyrmling blessing. You can cast the *control water* and *dominate beast* spells without expending spell slots. When you cast the *dominate beast* spell, you can target only beasts that can breathe water. You can cast each spell once in this way and regain the ability to do so when you finish a long rest.

Crystallized Hunger. While this blessing is active, you receive all the benefits of the Draconic Hunger wyrmling blessing. When you kill a creature, you can crystallize a portion of its essence to create an essence gem. This gem functions as an *ioun stone of protection*, but it works only for you and has no value. As a bonus action, you can destroy the gem to regain one expended spell slot. You can have only one essence gem at a time. If you create a new essence gem while you already have an essence gem, the previous gem crumbles to dust and is destroyed. Once you create an essence gem, you can't do so again until you finish a long rest.

Draconic Senses. While this blessing is active, you receive all the benefits of the Draconic Sight wyrmling blessing. You have blindsight out to a

range of 15 feet, and you have advantage on Wisdom (Perception) checks.

Elemental Expertise. While this blessing is active, you receive all the benefits of the Elemental Versatility wyrmling blessing. When you cast a spell that deals damage of the chosen type, including a spell you changed using Elemental Versatility, you add your Charisma modifier to one damage roll of the spell. In addition, when a creature within 5 feet of you hits you with an attack, you can use your reaction to deal damage of the chosen type equal to your proficiency bonus to the attacker. You can use this reaction a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

Draconic Manifestation

At 14th level, you can assume the form of a dragon. As an action, you can transform into a dragon with a challenge rating as high as your warlock level divided by 3, rounded down, for 1 minute. This transformation works like the *polymorph* spell, except you can take only the form of a dragon, and you don't need to maintain concentration to maintain the transformation. While you are in the form of a dragon, you retain your Intelligence, Wisdom, and Charisma scores. For the purpose of this feature, "dragon" refers to any creature with the dragon type, including dragon turtles, drakes, and wyverns. Once you use this feature, you can't use it again until you finish a long rest.

ANIMAL LORDS

While humanoids have vast pantheons and divine figures of every stripe, the animals of the world have much simpler forms of faith. Among each species there is always one paragon that embodies the animal spirit in a humanoid form, the better to speak to others and represent the animals in the fey courts and the Upper Planes. These timeless entities are connected to every animal of the kind they represent, and their primary concerns are for the well-being of these animals and the natural world as a whole.

Your patron is one such animal lord. Animal lords are varied in their motivations and often come into conflict with each other. They each command legions of animal followers and gather information from all of them. Unlike many other patrons, animal lords often have close relationships with those they bind with pacts, some to control, others to guide and advise. You are your animal lord's hand in the affairs of humanoids, and your allies are as numerous as the spiders in the corner or the birds in the sky.

You choose a specific animal lord to be your patron using the Animal Lord table. Each type of animal in the world can potentially have an animal lord. If you want to follow a specific type of animal lord, work with your GM to determine the animal lord's affinity and beast type and where that animal lord fits in the world. For a deeper dive on specific animal lords and for their game statistics, see *Creature Codex* and *Tome of Beasts 2*. These books aren't required to choose an animal lord as your patron or to play this class option.

ANIMAL LORDS

Animal Lord	Affinity	Beast Type
Bat King	Air	Bats
Brother Ox	Earth	Hooved mammals
Lord of Vultures	Air	Vultures, birds of prey
Mouse King	Earth	Rodents
Queen of Birds	Air	Birds
Queen of Cats	Earth	Felines
Queen of Serpents	Earth	Reptiles
Queen of Scorpions	Earth	Arachnids
Toad King	Water	Amphibians

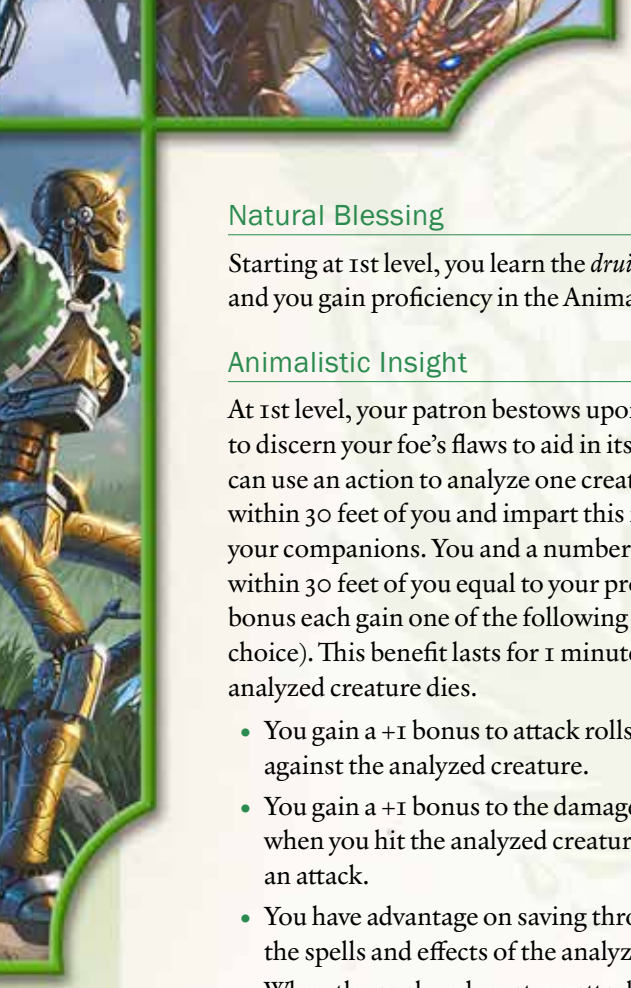
Expanded Spell List

Animal Lords let you choose from an expanded list of spells when you learn a warlock spell. The Animal Lord Expanded Spells table shows the animal lord spells that are added to the warlock spell list for you, along with the spells associated with your patron's affinity: air, earth, or water.

ANIMAL LORDS EXPANDED SPELLS

Spell Level	Animal Lord Spells	Air Spells	Earth Spells	Water Spells
1st	*speak with animals*	*thunderwave*	*longstrider*	*fog cloud*
2nd	*mark prey**	*gust of wind*	*pass without trace*	*misty step*
3rd	*conjure animals*	*fly*	*phantom steed*	*water breathing*
4th	*polymorph*	*storm of wings**	*sudden stampede**	*control water*
5th	*commune with nature*	*insect plague*	*hold monster*	*cloudkill*

*indicates a spell found in this book



Natural Blessing

Starting at 1st level, you learn the *druidcraft* cantrip, and you gain proficiency in the Animal Handling skill.

Animalistic Insight

At 1st level, your patron bestows upon you the ability to discern your foe's flaws to aid in its downfall. You can use an action to analyze one creature you can see within 30 feet of you and impart this information to your companions. You and a number of creatures within 30 feet of you equal to your proficiency bonus each gain one of the following benefits (your choice). This benefit lasts for 1 minute or until the analyzed creature dies.

- You gain a +1 bonus to attack rolls against the analyzed creature.
- You gain a +1 bonus to the damage roll when you hit the analyzed creature with an attack.
- You have advantage on saving throws against the spells and effects of the analyzed creature.
- When the analyzed creature attacks you, you gain a +1 bonus to Armor Class.

Once you use this feature, you can't use it again until you finish a short or long rest. When you reach 10th level in this class, each +1 bonus increases to +2.

Patron Companion

At 6th level, your patron sends you a beast companion that accompanies you on your adventures and is trained to fight alongside you. The companion acts as the animal lord's eyes and ears, allowing your patron to watch over you, and, at times, advise, warn, or otherwise communicate with you.

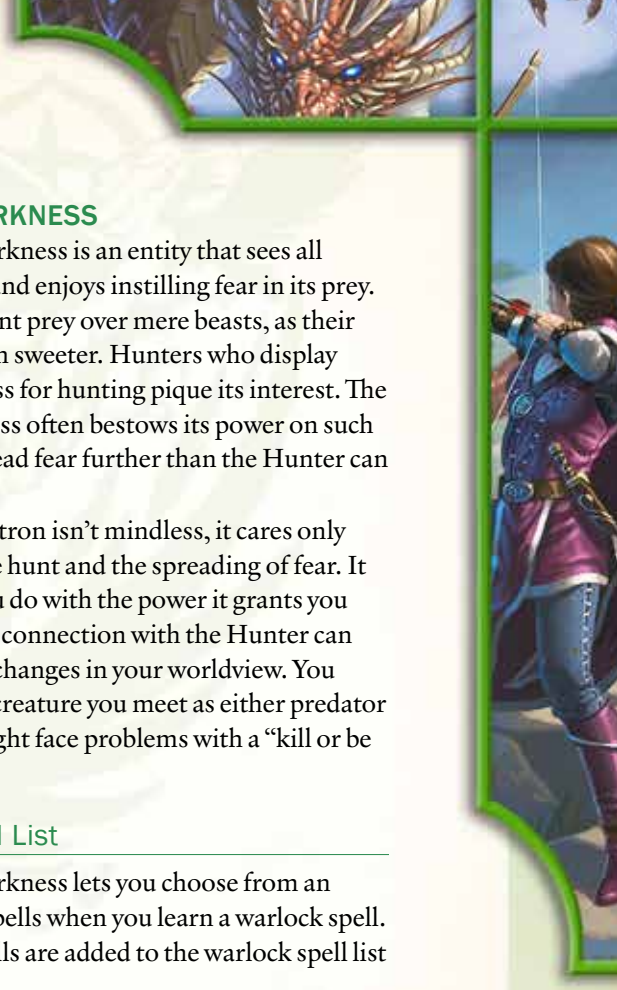
Choose a beast that relates to your patron (as shown in the Beast Type column in the Animal Lords table) that has a challenge rating of 1/4 or lower. If you have the Pact of the Chain Pact Boon, this beast becomes your familiar.

Your patron companion is friendly to you and your companions, and you can speak with it as if you shared a language. It obeys your commands and, in combat, it shares your initiative and takes its turn immediately after yours. Your patron companion can move and use its reaction on its own, but, if you don't issue any commands to it, the only action it takes is the Dodge action. You can use a bonus action

ANIMAL LORD WARLOCKS IN MIDGARD

Khandiria boasts the most followers of the animal lords. Every king in the so-called "*Land of a Thousand Kingdoms*" boasts an animal lord avatar as an advisor, and many warlocks in that far-off land forge pacts with the animal lords. But they are not the only ones. The Queen of Scorpions carefully cultivates warlocks in hidden enclaves in Nuria. Warlocks pledged to the Mouse King trade information for power in Zobeck. An aerie in the Arbonesse acts as a school for the pact-followers of the Queen of Birds.

The centaurs of the Rothenian Plains have seen ***eldritch blast*** wielding nomads who follow the Lord of Vultures, and reports from the Underworld speak of Bat King warlocks among the ghouls of the Imperium. Travelers who survive the Plateau of Leng long enough to reach the hidden sanctum of the yakfolk can learn at the feet of Brother Ox himself. While they don't claim widespread fame, animal lord warlocks can be found across all of Midgard.



to direct it to take the Attack, Dash, Disengage, Help, Hide, or Search action or an action listed in its statistics. If you are incapacitated, the companion can take any action of its choice, not just Dodge.

If your companion dies, your patron sends a new one to you after 24 hours. If your patron companions die too often, your patron might be reluctant to send a new one or might reprimand you in other ways.

Primal Mastery

At 10th level, you can use your bond to your patron to tap into the innate connection between all animals. At the end of each short or long rest, choose one of the following benefits. The benefit lasts until you finish a short or long rest.

- **Cat Eyes.** You have darkvision out to a range of 60 feet. If you already have darkvision, its range increases by 30 feet.
- **Chameleonic.** You have advantage on Dexterity (Stealth) checks.
- **Fangs.** You grow fangs. The fangs are a natural melee weapon, which you can use to make unarmed strikes. When you hit with your fangs, you can use Charisma instead of Strength for the attack, and your fangs deal piercing damage equal to 1d6 + your Charisma modifier, instead of the bludgeoning damage normal for an unarmed strike.
- **Hold Breath.** You can hold your breath for 10 minutes.
- **Keen Senses.** You have advantage on Wisdom (Perception) checks that rely on hearing or smell.
- **Leap.** Your jump distance is doubled.
- **Spry.** You have advantage on Dexterity (Acrobatics) checks.
- **Swift.** Your speed increases by 10 feet.
- **Thick Hide.** You gain a +1 bonus to your Armor Class.
- **Webbed Limbs.** You have a swimming speed of 20 feet.

Call the Legions

At 14th level, you can summon a horde of beasts to come to your aid. As an action, you call upon your animal lord, and several beasts of your patron's type appear in unoccupied spaces that you can see within 60 feet of you. This works like a 7th-level *conjure animals* spell, except you don't need to maintain concentration. Once you use this feature, you can't use it again until you finish a short or long rest.

HUNTER IN DARKNESS

The Hunter in Darkness is an entity that sees all creatures as prey and enjoys instilling fear in its prey. It prefers intelligent prey over mere beasts, as their fear tastes so much sweeter. Hunters who display impressive prowess for hunting pique its interest. The Hunter in Darkness often bestows its power on such individuals to spread fear further than the Hunter can by itself.

Though your patron isn't mindless, it cares only for the thrill of the hunt and the spreading of fear. It cares not what you do with the power it grants you beyond that. Your connection with the Hunter can sometimes cause changes in your worldview. You might view every creature you meet as either predator or prey, or you might face problems with a "kill or be killed" attitude.

Expanded Spell List

The Hunter in Darkness 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.

HUNTER IN DARKNESS EXPANDED SPELLS

Spell Level	Spells
1st	*bloodhound*, hunter's endurance**
2nd	*instant snare*, mark prey**
3rd	*clairvoyance, nondetection*
4th	*harry*, heart-seeking arrow**
5th	*killing fields*, legend lore*

*indicates a spell found in this book

Savage Hunter

Starting at 1st level, when you reduce a hostile creature to 0 hp, its nearest ally within 30 feet of you must succeed on a Wisdom saving throw against your warlock spell save DC or be frightened of you until the end of its next turn.

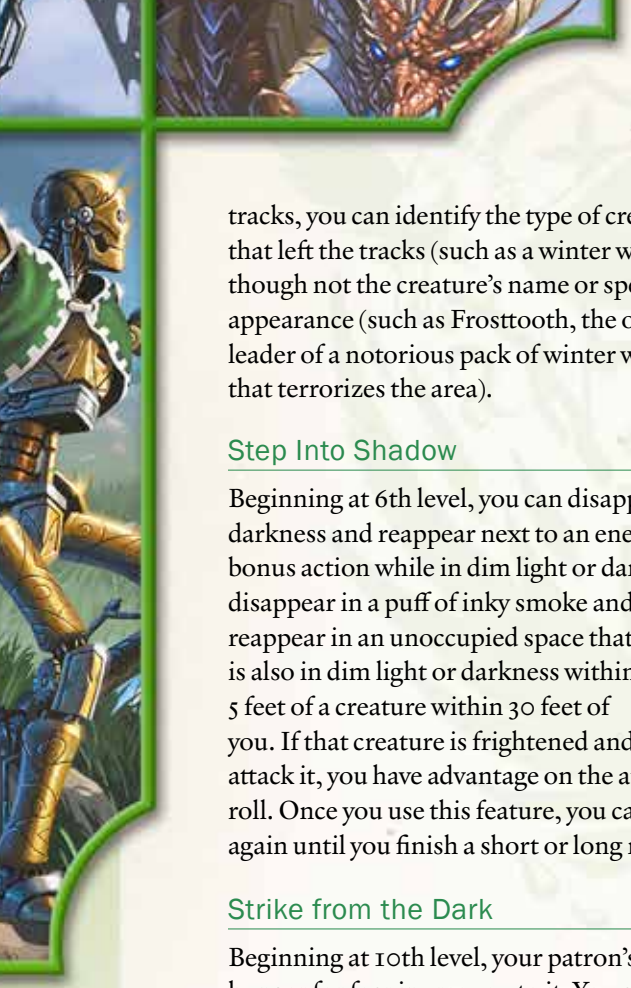
The Hunter in Darkness and Your Pact Boons

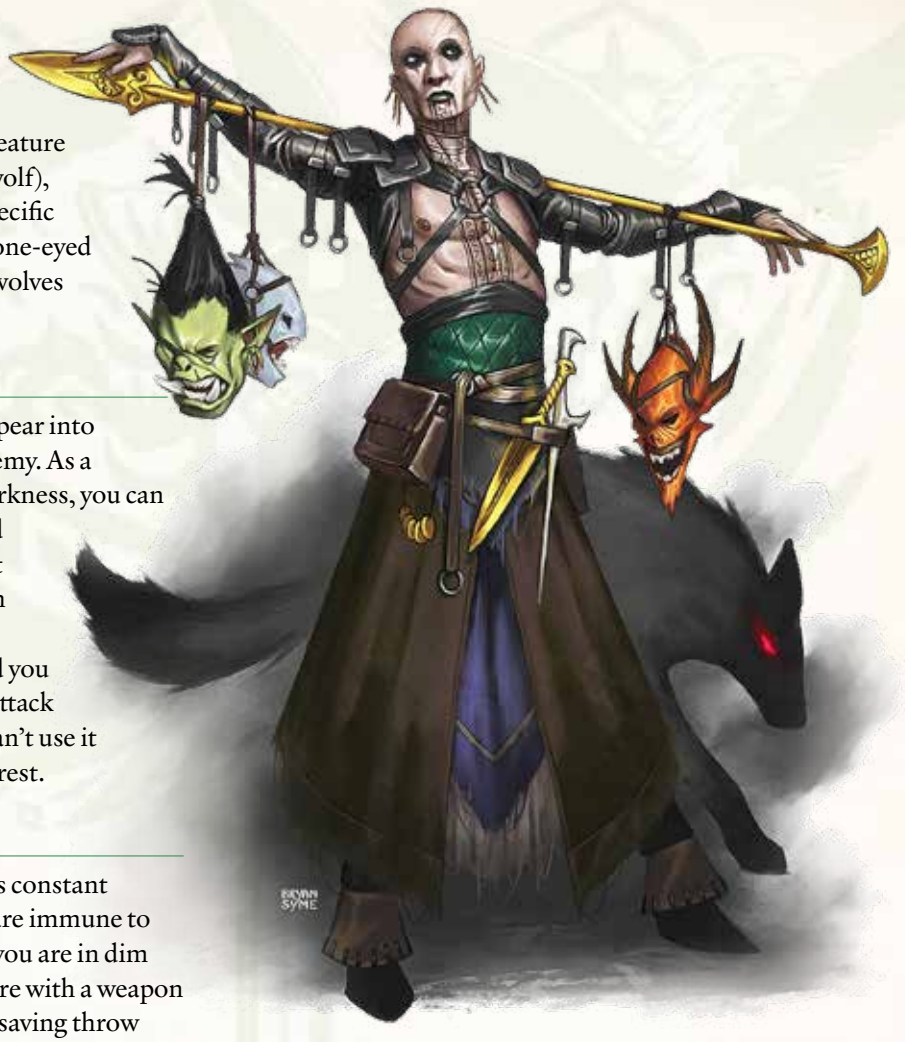
When you select your pact boon at 3rd level, it is altered by your patron in the following ways.

Pact of the Chain. Your familiar is a hunting hound made of shadow, and it uses the statistics of a wolf.

Pact of the Blade. Your pact weapon can be a longbow or shortbow in addition to a melee weapon. You must provide arrows for the weapon.

Pact of the Tome. Your tome contains descriptions of tracks made by a multitude of creatures. If you consult your tome for 1 minute while inspecting





tracks, you can identify the type of creature that left the tracks (such as a winter wolf), though not the creature's name or specific appearance (such as Frosttooth, the one-eyed leader of a notorious pack of winter wolves that terrorizes the area).

Step Into Shadow

Beginning at 6th level, you can disappear into darkness and reappear next to an enemy. As a bonus action while in dim light or darkness, you can disappear in a puff of inky smoke and reappear in an unoccupied space that is also in dim light or darkness within 5 feet of a creature within 30 feet of you. If that creature is frightened and you attack it, you have advantage on the attack roll. Once you use this feature, you can't use it again until you finish a short or long rest.

Strike from the Dark

Beginning at 10th level, your patron's constant hunger for fear inures you to it. You are immune to being frightened. In addition, when you are in dim light or darkness and you hit a creature with a weapon attack, it must succeed on a Wisdom saving throw against your warlock spell save DC or be frightened of you for 1 minute or until it takes any damage.

Avatar of Death

Starting at 14th level, if you reduce a target to 0 hp with a weapon attack, you can use a bonus action to force each ally of the target within 30 feet of you to make a Wisdom saving throw against your warlock spell save DC. On a failure, the creature is frightened of you for 1 minute or until it takes any damage. If a creature is immune to being frightened, it is instead stunned until the end of its next turn. Once you use this feature, you can't use it again until you finish a short or long rest.

OLD WOOD

You have made a pact with the ancient intelligence of a primeval forest. Before the rise of human civilization, before the time of the elves, before even the dragons, there were the forests. Empires rise and fall around them, but the forests remain as a testament to nature's endurance.

However, times are changing, and the unchecked growth of civilization threatens the green. The intelligences that imbue the antediluvian forests seek emissaries in the world that can act beyond their boughs, and one has heard your call for power. You are a guardian of the Old Wood, a questing branch issuing from a vast, slumbering intelligence sent to act on its behalf, perhaps even to excise these lesser beings from its borders.

Expanded Spell List

Your connection to the forest allows you to 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.

OLD WOOD EXPANDED SPELLS

Spell Level	Spells
1st	*animal friendship, faerie fire*
2nd	*animal messenger, spike growth*
3rd	*conjure animals, protection from energy*
4th	*conjure woodland beings, giant insect*
5th	*greater restoration, tree stride*

Sap Magic

At 1st level, your patron bestows upon you the ability to absorb magic from nearby spellcasting. When a creature casts a spell of a level you can cast or lower within 30 feet of you, you can use your reaction to

synthesize the magic. The spell resolves as normal, but you have a 25% chance of regaining hit points equal to your warlock level + your Charisma modifier (minimum of 1 hit point).

Forest's Defender

At 1st level, your patron gifts you with the skills necessary to defend it. You gain proficiency with shields, and you learn the *shillelagh* cantrip. *Shillelagh* counts as a warlock cantrip for you, but it doesn't count against your number of cantrips known.

The Old Wood and Your Pact Boons

When you select your pact boon at 3rd level, it is altered by your patron in the following ways:

Pact of the Chain. When you conjure your familiar or change its form, you can choose the form of an awakened shrub or child of the briar (see *Tome of Beasts*) in addition to the usual familiar choices.

Pact of the Blade. The blade of the Old Wood is a weapon made of wood and thorns and grows out of your palm. When you cast *shillelagh*, your Pact Blade is affected by the spell, regardless of the form your Pact Blade takes.

Pact of the Tome. The Old Wood grows a tome for you. The tome's cover is hardened bark from the forest's native trees, and its pages are leaves whose color changes with the seasons. If you want to add a new spell to your book, you must first plant it in the ground. After 1 hour, the book emerges from the soil with the new spell inscribed on its leaves. If your tome is lost or destroyed, you must return to your patron forest for it to grow you a new one.

Predatory Grace

Starting at 6th level, you are able to cast *pass without trace* without expending a spell slot. Once you use this feature, you can't use it again until you finish a short or long rest. In addition, difficult terrain caused by roots, underbrush, and other natural forest terrain costs you no extra movement. You can pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard.

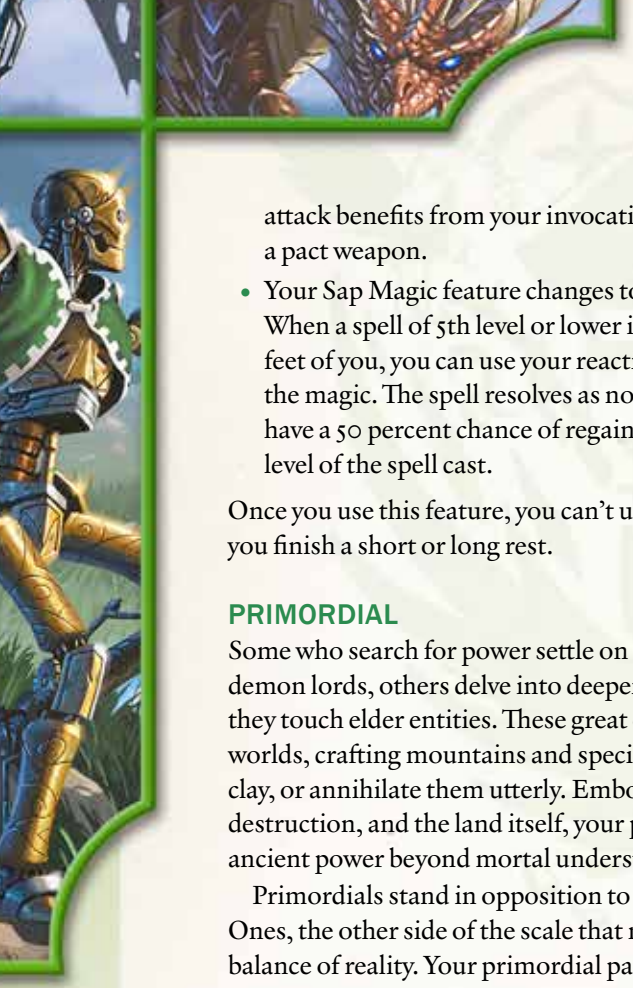
Nature's Endurance

At 10th level, your patron has suffused your body with a portion of its ability to withstand harmful magic. You gain resistance to damage from spells of a level you can cast or lower.

Avatar of the Wood

Starting at 14th level, you can channel the power of the forest to physically transform, taking on many of its aspects. Your legs, arms, and torso elongate, your body becomes covered in thick, dark bark, and branches sprout from your head as your hair recedes. You can transform as a bonus action and the transformation lasts 1 minute. While transformed, you gain the following benefits:

- Your Armor Class is 16 plus your Dexterity modifier.
- You gain tremorsense with a radius of 30 feet, and your attacks can reach 5 feet further.
- Your hands become branch-like claws, and you can use the Attack action to attack with the claws. You are proficient with the claws, and the claws count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. You add your Charisma modifier to your attack and damage rolls with the claws. The damage is slashing and the damage die is a d6. If you have the Pact of the Blade feature, your claw



attack benefits from your invocations as if it was a pact weapon.

- Your Sap Magic feature changes to Arcasynthesis: When a spell of 5th level or lower is cast within 60 feet of you, you can use your reaction to synthesize the magic. The spell resolves as normal, but you have a 50 percent chance of regaining 1d10 hp per level of the spell cast.

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

PRIMORDIAL

Some who search for power settle on lesser gods or demon lords, others delve into deeper mysteries until they touch elder entities. These great entities build worlds, crafting mountains and species as if sculpting clay, or annihilate them utterly. Embodying creation, destruction, and the land itself, your patron is an ancient power beyond mortal understanding.

Primordials stand in opposition to the Great Old Ones, the other side of the scale that maintains the balance of reality. Your primordial patron speaks to you in the language of omens, dreams, or intuition, and may call upon you to defend the natural world, to root out the forces of the Void, or even to manipulate seemingly random people or locations for reasons known only to their unfathomable purpose. While you can't grasp the full measure of your patron's designs, as long as your bond is strong, there is nothing that can stand in your way.

Expanded Spell List

The Primordial 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.

PRIMORDIAL EXPANDED SPELLS

Spell Level	Spells
1st	*command, healing word*
2nd	*lesser restoration, mud**
3rd	*power word fling**, *revivify*
4th	*power word rend**, *stone shape*
5th	*conjure elemental, creation*

*indicates a spell found in this book

Convulsion of the Worldbuilder

At 1st level, you can use an action to call upon the bond between your primordial patron and the world it created to ripple shockwaves through the ground. Choose a point you can see within 60 feet of you, then choose if the ripples happen in a 30-foot cone, a 30-foot line that is 5 feet wide, or a 20-foot-radius burst. The ripples originate from or are centered on the point you chose, depending on the form the ripples take. Each creature in the cone, line, or burst must succeed on a Dexterity saving throw or take 1d8 bludgeoning damage and be knocked prone. If the ground in the area is loose earth or stone, it becomes difficult terrain until the rubble is cleared. Each 5-foot-diameter portion of the area requires at least 1 minute to clear by hand.

Once you use this feature, you can't use it again until you finish a short or long rest. When you reach certain levels in this class, the damage increases: at 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Redirection

At 6th level, you learn to channel the reality-bending powers of your patron to avoid attacks. When a creature you can see attacks only you, you can use your reaction to redirect the attack to a target of your choice within range of the attacker's weapon or spell. If no other target is within range, you can't redirect the attack.

If the attack is from a spell of 4th level or higher, you must succeed on an ability check using your spellcasting ability to redirect it. The DC equals 12 + the spell's level.

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

Adaptive Shroud

At 10th level, your bond with your patron protects you by adapting itself when you are injured. When you take damage, you can use your reaction to gain resistance to the triggering damage type until the start of your next turn. If you expend a spell slot as part of this reaction, the resistance lasts for a number of rounds equal to your proficiency bonus. Once you use this feature, you can't use it again until you finish a short or long rest.

Crushing Regard of the Primordial One

At 14th level, you learn to direct the weight of your patron's infinite gaze onto the unworthy. You can use an action to cause of the following effects. Once you use this feature, you can't use it again until you finish a long rest.

One Creature. One creature you can see within 60 feet of you must make a Wisdom saving throw. On a failed save, the creature takes 10d10 force damage and is paralyzed for 1 minute. On a successful save, the creature takes half as much damage and isn't paralyzed. At the end of each of its turns, a paralyzed target can make another Wisdom saving throw. On a success, the condition ends on the target.

Multiple Creatures. Each creature in a 20-foot-radius sphere centered on a point you can see within 100 feet of you must make a Constitution saving throw. On a failed save, a creature takes 5d10 force damage and is knocked prone. On a successful save, the creature takes half as much damage and isn't knocked prone.

WYRDWEAVER

Your patron is probability itself, the personified wellspring of chance as embodied by chosen deities, entities, and eldritch beings across the planes. By binding yourself to the Wyrdweaver, you live by the roll of the dice and the flip of the coin, delighting in the randomness of life and the thrill of new experiences. You might find yourself driven to invade a lich's keep to ask it about its favorite song, or you might leap onto a dragon's back to have the right to call yourself a dragonrider. Life with a pact-bond to your patron might not be long, but it will be exciting.

Expanded Spell List

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

WYRDWEAVER EXPANDED SPELLS

Spell Level	Spells
1st	*bane*, *faerie fire*
2nd	*blur*, *frenzied bolt**
3rd	*bestow curse*, *hypnotic pattern*
4th	*compulsion*, *reset**
5th	*battle mind**, *mislead*

*indicates a spell found in this book

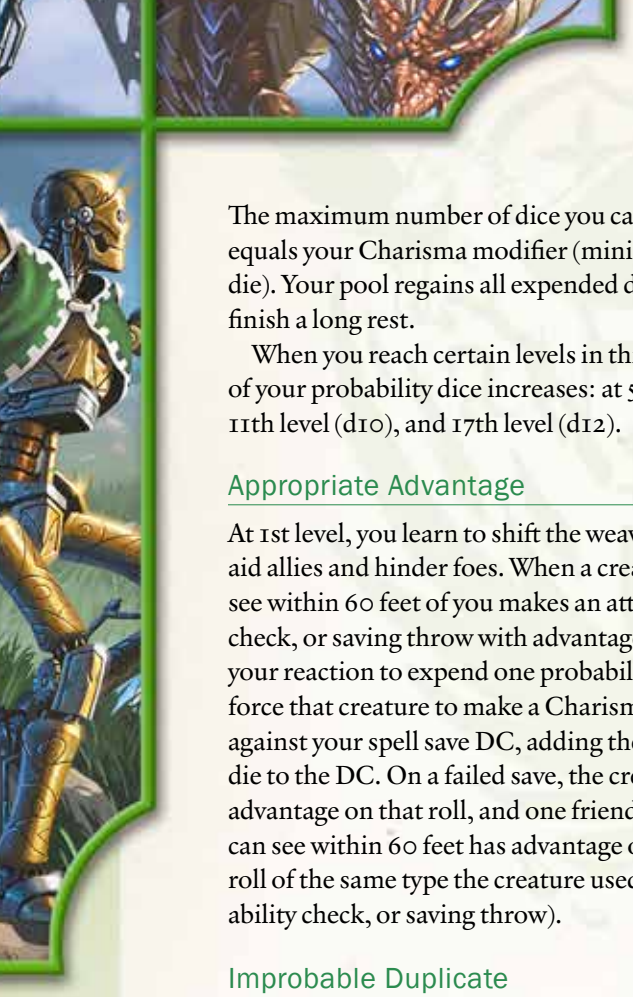
Probability Wellspring

Starting at 1st level, you gain the ability to manipulate probability. You have a pool of d6s that you spend to fuel your patron abilities. The number of probability dice in the pool equals 1 + your warlock level.

You can use these dice to turn the odds in your or your ally's favor. When you or a friendly creature you can see within 30 feet of you makes an attack roll, ability check, or saving throw, you can use your reaction to expend probability dice from the pool, rolling the dice and adding the total result to that roll.

PRIMORDIAL WARLOCKS IN MIDGARD

Those who bind themselves to the Primordial seek a deeper purpose to their search for power than most warlocks. A bond to the first lords of Midgard ties you to the defense of the Material Plane against those seeking its destruction. In the mighty Dragon Empire, warlocks bonded to Veles often hold positions of influence and honor. Many of the powerful warlocks of Kel Azjer in the Stone Desert of the Southlands are bonded to specific Wind Lords. One of the greatest servants of the dark god Boreas is Uukkarnit, the Frost Giant primordial warlock currently preparing an invasion of Varnerhall. Perhaps the most reclusive practitioner of this pact is Mihi Diaconu, an aasimar warlock bound to Yggdrasil, who currently struggles to cultivate a World Tree seed in the center of the Wasted West.



The maximum number of dice you can spend at once equals your Charisma modifier (minimum of one die). Your pool regains all expended dice when you finish a long rest.

When you reach certain levels in this class, the size of your probability dice increases: at 5th level (d8), 11th level (d10), and 17th level (d12).

Appropriate Advantage

At 1st level, you learn to shift the weaves of fate to aid allies and hinder foes. When a creature you can see within 60 feet of you makes an attack roll, ability check, or saving throw with advantage, you can use your reaction to expend one probability die and force that creature to make a Charisma saving throw against your spell save DC, adding the probability die to the DC. On a failed save, the creature loses advantage on that roll, and one friendly creature you can see within 60 feet has advantage on its next d20 roll of the same type the creature used (attack roll, ability check, or saving throw).

Improbable Duplicate

At 6th level, you can channel dark power from your patron to empower your attacks and spells. Once on each of your turns, when you hit a creature with an attack, you can expend one or more probability dice, up to half your Charisma modifier (minimum of 1), and add the probability dice to the attack's damage roll.

Inconceivable Channeling

At 10th level, you learn to redirect magical energy, converting the power to restore your pool of probability dice. When a friendly creature you can see within 30 feet of you takes acid, cold, fire, lightning, or thunder damage, you can use your reaction to take the damage instead. You halve the damage you take as your probability wellspring absorbs some of the magical energy. For every 10 damage prevented in this way, you regain one expended probability die. You can't regain more than half your maximum probability dice from this feature. Once you use this feature, you can't use it again until you finish a short or long rest.

Favored Soul

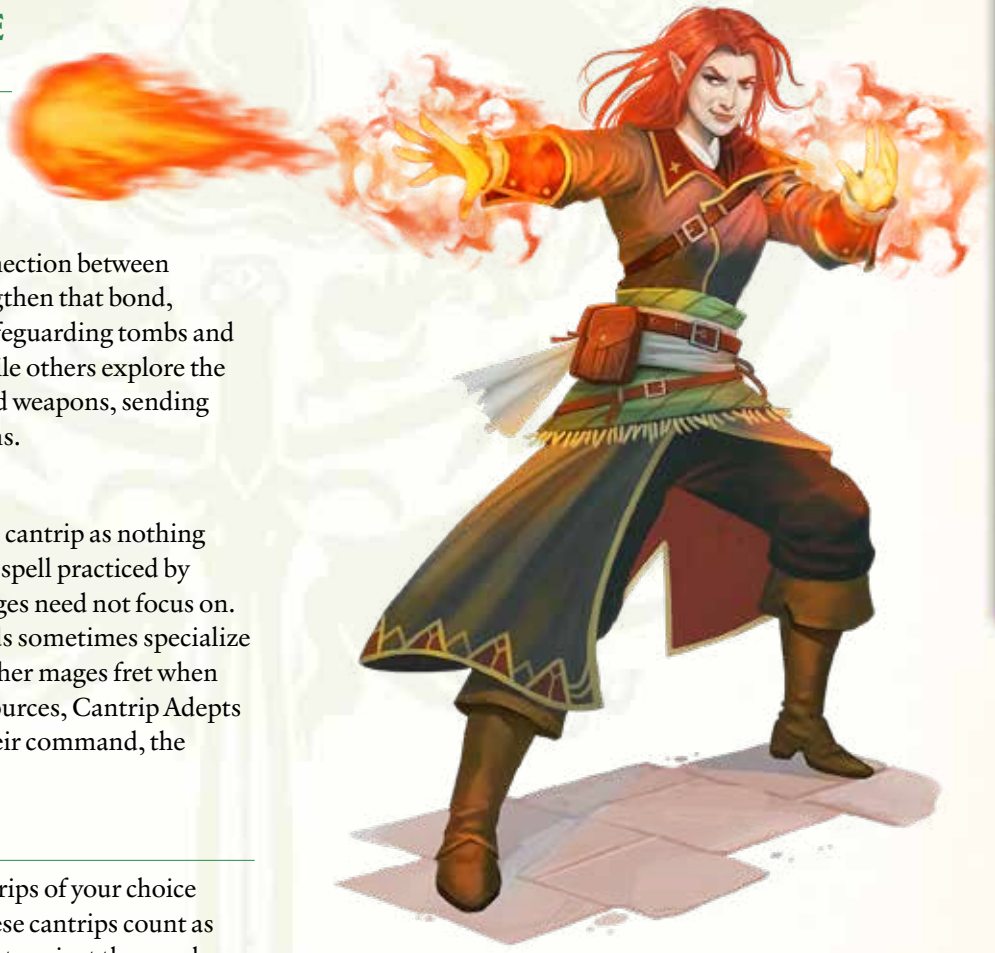
Starting at 14th level, your very presence spins probability. When a creature you can see within 60 feet of you makes an attack roll, ability check, or saving throw with advantage, you can use your reaction to force the creature to make a Charisma saving throw against your spell save DC. On a failed save, the creature has disadvantage on that roll, and you have advantage on one d20 roll of your choice within the next minute. Once you use this feature, you can't use it again until you finish a short or long rest.

WYRDWEAVER WARLOCKS IN MIDGARD

Warlocks who pledge themselves to probability and chance certainly don't exist in vast numbers in Midgard. However, their often-short influence throughout the various ages of history is clear. Whenever events veered off course, the tides of battle abruptly shifted, or matters took a strange turn, a Wyrdspinner warlock was involved more often than not. Currently, Bemmea's Librarium Caelmarath hosts a small department dedicated to the study of probability under the direction of the Wyrdspinner warlock Maester Varius Oghed. A cabal of Southlands warlocks in far-off Nangui seeks to manipulate probability to banish the Green Walker. Around Lake Tahtien, beyond most maps of the Northlands, a sect of tengu Wyrdspinner warlocks jealously guard a rune-carved chest called the Coffer of Possibility.

WIZARD ARCANE TRADITIONS

Wizards dedicate themselves to study and the pursuit of knowledge, particularly on a specific subject or aspect of magic. Some study the connection between wizard and familiar and strengthen that bond, some research methods for safeguarding tombs and helping the dead seek rest, while others explore the connection between magic and weapons, sending spells through bows or firearms.



CANTRIP ADEPT

It's easy to dismiss the humble cantrip as nothing more than an unsophisticated spell practiced by hedge wizards that proper mages need not focus on. But clever and cautious wizards sometimes specialize in such spells because while other mages fret when they're depleted of arcane resources, Cantrip Adepts hardly even notice ... and at their command, the cantrips are not so humble.

Cantrip Polymath

At 2nd level, you gain two cantrips of your choice from any spell list. For you, these cantrips count as wizard cantrips and don't count against the number of cantrips you know. In addition, any cantrip you learn or can cast from any other source, such as from a racial trait or feat, counts as a wizard cantrip for you.

Arcane Alacrity

Also at 2nd level, whenever you cast a wizard cantrip that has a casting time of an action, you can change the casting time to a bonus action for that casting. You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses of it when you finish a long rest.

When you reach 10th level in this class, you regain all expended uses of this feature when you finish a short or long rest.

Potent Spellcasting

Starting at 6th level, you can add your Intelligence modifier to one damage roll of any wizard cantrip you can cast.

Adroit Caster

Starting at 10th level, if you cast a cantrip that doesn't deal damage or a cantrip that has an effect in addition to damage, such as the speed reduction of the *ray of frost* spell, that cantrip or effect has twice the normal duration.

Empowered Cantrips

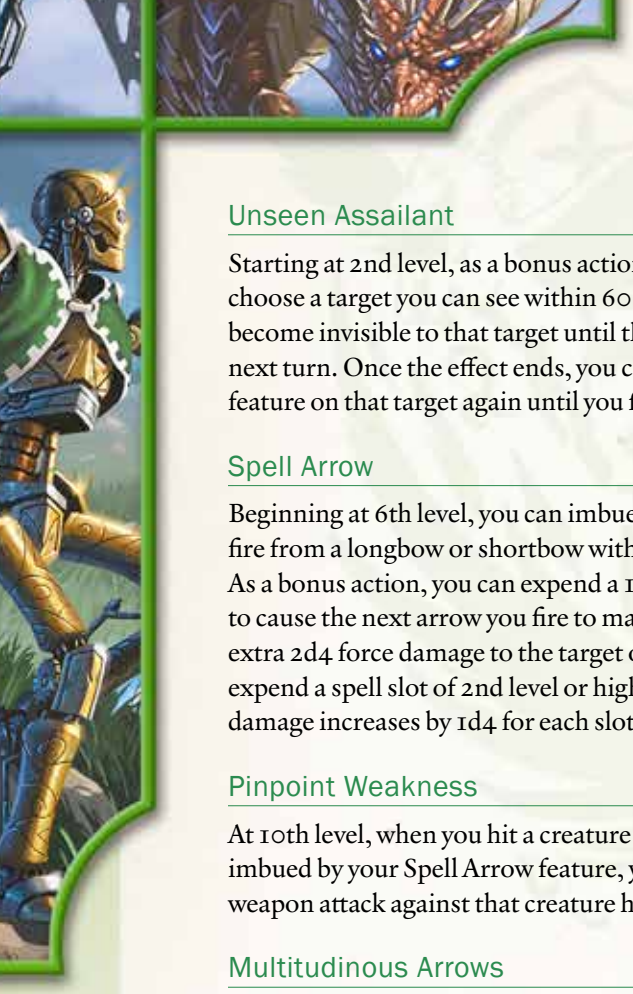
Starting at 14th level, once per turn, when you cast a wizard cantrip that deals damage, you can deal maximum damage with that spell. You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses of it when you finish a long rest.

COURSER MAGE

A tradition more focused on stalking prey than reading dozens of books, courser mages generally choose more subtle spells that aid in finding or hiding from their enemies. They learn to imbue their arrows with spell energy to deliver more deadly shots.

Stalking Savant

At 2nd level, you gain proficiency with longbows and shortbows, and you gain proficiency in the Stealth skill. In addition, you can still perform the somatic components of wizard spells even when you have a longbow or shortbow in one or both hands.



Unseen Assailant

Starting at 2nd level, as a bonus action, you can choose a target you can see within 60 feet of you and become invisible to that target until the start of your next turn. Once the effect ends, you can't use this feature on that target again until you finish a long rest.

Spell Arrow

Beginning at 6th level, you can imbue an arrow you fire from a longbow or shortbow with magical energy. As a bonus action, you can expend a 1st-level spell slot to cause the next arrow you fire to magically deal an extra 2d4 force damage to the target on a hit. If you expend a spell slot of 2nd level or higher, the extra damage increases by 1d4 for each slot level above 1st.

Pinpoint Weakness

At 10th level, when you hit a creature with an arrow imbued by your Spell Arrow feature, your next ranged weapon attack against that creature has advantage.

Multitudinous Arrows

Starting at 14th level, you can attack twice, instead of once, whenever you take the Attack action with a longbow or shortbow on your turn. If you use your Spell Arrow feature, you can imbue both arrows with arcane power by expending one spell slot. If you imbue two arrows with this feature, you can't cast spells other than cantrips until the end of your next turn.

FAMILIAR MASTER

Each wizard has a strong connection with their familiar, but some mages eschew specializing in a school of magic in favor of forming a powerful bond with a familiar. This bond allows the two to work in tandem in ways that few arcane practitioners could even dream of. Those who encounter such a familiar never look at a rodent or bird the same way again.

Familiar Savant

Beginning when you select this arcane tradition at 2nd level, you learn the *find familiar* spell if you don't know it already. You innately know this spell and don't need to have it scribed in your spellbook or prepared in order to cast it. When you cast *find familiar*, the casting time is 1 action, and it requires no material components.

You can cast *find familiar* without expending a spell slot. You can do so a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

In addition, when you cast the *find familiar* spell, you can choose for your familiar to take the form of any Small or smaller beast that is CR 1/4 or lower, such as a flying snake, giant moth (see *Creature Codex*), or giant armadillo (see *Tome of Beasts* 2). The familiar has the statistics of the chosen beast form, but it is a celestial, fey, or fiend (your choice) instead of a beast.

When you reach 6th level in this class, your familiar can take the form of any Small or smaller beast that is CR 1 or lower. Alternatively, at the GM's discretion, your familiar can be any Tiny celestial, dragon, fey, or fiend that is CR 1 or lower.

Greater Familiar

Also at 2nd level, when you cast *find familiar*, your familiar gains the following additional benefits:

- Your familiar adds your proficiency bonus to its Armor Class, and it uses your proficiency bonus in place of its own when making ability checks and saving throws. It is proficient in any saving throw in which you are proficient.
- Your familiar's hit points equal its normal hit point maximum or 1 + your Intelligence modifier + three times your wizard level, whichever is higher. It has a number of Hit Dice (d4s) equal to your wizard level.
- In combat, your familiar shares your initiative and takes its turn immediately after yours. It can move and use its reaction on its own, but, if you don't issue any commands to it, the only action it takes is the Dodge action. You can use your bonus action to direct it to take any action in its stat block or some other action. If you are incapacitated, the familiar can take any action of its choice, not just Dodge.
- Your familiar's attacks are enhanced by the magic bond you share with it. When making attack rolls, your familiar uses your spell attack bonus or its normal attack bonus, whichever is higher. In addition, when your familiar hits with an attack, the attack deals force damage equal to 1d4 + its Strength or Dexterity modifier (your choice) + your proficiency bonus instead of its normal damage. If the familiar's attack normally deals additional damage, such as a flying snake's poison, or has an additional effect, such as an octopus's grapple, the familiar's attack still has that additional damage or effect.
- Your familiar's Intelligence increases to 8 unless it is already higher. It can understand and speak Common and either Celestial (if celestial), Sylvan (if fey), or Abyssal or Infernal (if fiend).

Strengthened Bond

Starting at 6th level, your magical bond with your familiar grows stronger. If your familiar has a trait or action that forces a creature to make a saving throw, it uses your spell save DC. In addition, you can access your familiar's senses by using either an action or a bonus action, and whenever your familiar is within 100 feet of you, it can expend its reaction to deliver any wizard spell you cast. If the spell has a range of 5 feet or more, you must be sharing your familiar's senses before casting the spell. If the spell requires an attack roll, ability check, or saving throw, you use your own statistics to adjudicate the result.

Arcane Amplification

Starting at 10th level, you can add your Intelligence modifier to one damage roll of any wizard spell you cast through your familiar. In addition, your familiar has advantage on saving throws against spells and other magical effects.

Companion Concentration

Starting at 14th level, when you are concentrating on a spell of 3rd level or lower, you can use an action to draw on your connection with your familiar to pass the burden of concentration onto it, freeing you up to concentrate on a different spell. You can use this feature a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

GRAVEBINDING

While most wizards who desire power over the dead focus their efforts on necromancy, there are other, rarer, paths one can choose. Gravebinders focus their efforts on safeguarding tombs and graveyards to ensure the dead remain at rest and the living remain safe from the dead. When undead rise to prey upon the living, a gravebinder hunts downs the abominations and returns them to their eternal slumber.

Restriction: The Dead Must Rest

When you choose this wizard arcane tradition, you can no longer cast spells that animate, conjure, or create undead, and, if any such spells are copied in your spellbook, they fade from the book within 24 hours, leaving blank pages where the spells were.

Gravebinder Lore

At 2nd level, you can use an action to inscribe a small rune on a corpse. While this rune remains, the corpse can't become undead. You can use this feature a number of times equal to your Intelligence modifier (a minimum of once). You regain all expended uses when you finish a long rest.

In addition, you have proficiency in the Religion skill if you don't already have it, and you have advantage on Intelligence (Religion) checks made to recall lore about deities of death, burial practices, and the afterlife.

Hunter of the Dead

Starting at 2nd level, you gain access to spells passed down by generations of gravebinders. The *heart to heart* (2nd), *dead walking* (3rd), *gird the spirit* (3rd), *life from death* (5th), and *lay to rest* (9th) spells are wizard spells for you, and you add them to your spellbook at the indicated wizard levels (see the Magic and Spells chapter for details on these spells). Once you gain access to one of these spells, you always have it prepared, and it doesn't count against the number of spells you can prepare each day.

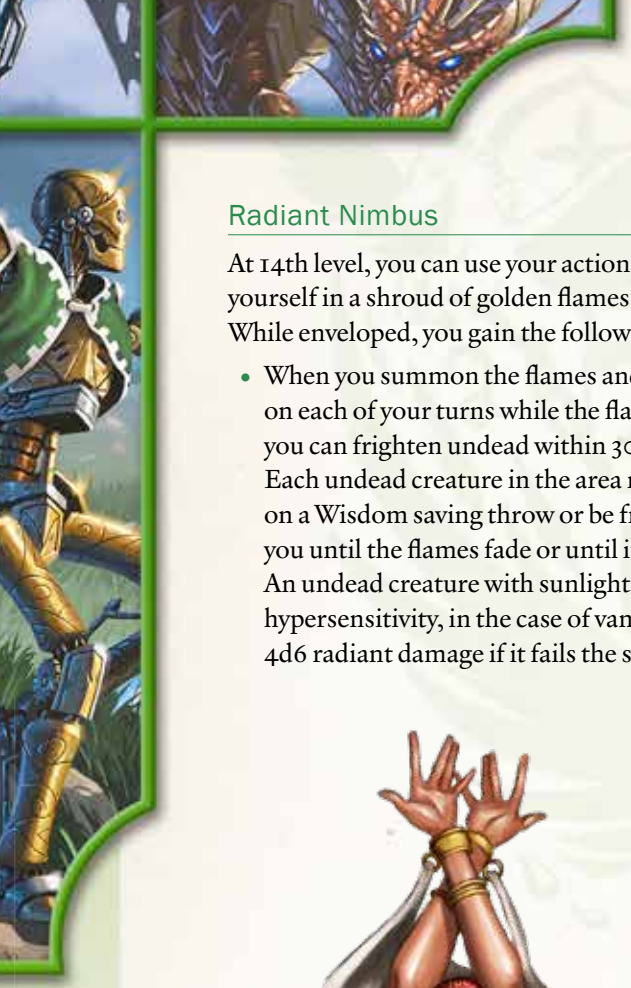
Also at 2nd level, you can use your action and expend one wizard spell slot to focus your awareness on the region around you. For 1 minute per level of the spell slot you expend, you can sense whether undead are present within 1 mile of you. You know the general direction of the undead creatures, though not their exact locations or numbers, and you know the direction of the most powerful undead within range.

Ward Against the Risen

Starting at 6th level, when an undead creature you can see within 30 feet of you targets an ally with an attack or spell, you can use your reaction to hamper the attack or spell. The undead has disadvantage on its attack roll or your ally has advantage on its saving throw against the undead's spell. You can use this feature a number of times equal to your Intelligence modifier (a minimum of once). You regain all expended uses when you finish a long rest.

Disruptive Touch

Beginning at 10th level, when an undead creature takes damage from a 1st-level or higher spell you cast, it takes an extra 4d6 radiant damage. Undead creatures you kill using this feature are destroyed in a puff of golden motes.



Radiant Nimbus

At 14th level, you can use your action to envelope yourself in a shroud of golden flames for 1 minute. While enveloped, you gain the following benefits:

- When you summon the flames and as an action on each of your turns while the flames are active, you can frighten undead within 30 feet of you. Each undead creature in the area must succeed on a Wisdom saving throw or be frightened of you until the flames fade or until it takes damage. An undead creature with sunlight sensitivity (or hypersensitivity, in the case of vampires) also takes 4d6 radiant damage if it fails the saving throw.
- You shed bright light in a 30-foot radius and dim light for an additional 30 feet. This light is sunlight.
- When an undead creature hits you with a melee weapon attack, it takes 2d10 radiant damage.

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

SCHOOL OF BLACK POWDER

The school of black powder bridges magic and technology. Wizards of this school form a magical bond with a firearm, allowing them to channel their magic through the weapon to enhance its effects. Students go beyond simple offensive magics, using their black powder magic to great utility in aiding allies and hindering foes. Practitioners of this school refer to themselves as powdermancers, though many folk refer to all spellcasters with an affinity for firearms as "gun mages," not fully understanding firearms or the differences between the various magical disciplines and styles that utilize them.

Gun Savant

When you select this school at 2nd level, you gain proficiency with simple firearms and with the musket (see the Adventuring Gear chapter for details on these weapons). When attacking with firearms, you can use your Intelligence modifier, instead of Dexterity, for the attack and damage rolls. You can use a firearm as a spellcasting focus. In addition, you gain proficiency with alchemist's supplies or gunsmith's tools (your choice).

Arcane Arms

Starting at 2nd level, you can imbue your firearm with arcane power to create minor magical effects. As an action, you can invoke one of the following effects, provided you have a gun in your hand. The effects created by this feature don't cause the firearm to release an audible boom, but other attacks or effects from your firearm still create the sound. You can use this feature a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

Arcane Dusting. You shoot a 15-foot cone of magical dust from the barrel of your firearm. Each creature or object in the area that is currently being affected by a spell, such as *mage armor*, or that is magical, such as *bracers of archery*, glows until the end of your next turn, shedding dim light in a 5-foot radius.

Flare. You fire a bright ball of magical light from the barrel of your firearm. If fired into the air, the

ball rises to a maximum height of 100 feet, unless stopped by an intervening obstacle, hovers until the end of your next turn, then falls slowly, reaching the ground by the end of the next round. The light extinguishes when it hits the ground. The flare can be seen up to 1 mile away in daylight or up to 5 miles in darkness. Alternatively, the flare can be fired up to 50 feet away in any other direction. Each creature within 5 feet of the path of the flare must succeed on a Dexterity saving throw against your spell save DC or have disadvantage on Wisdom (Perception) checks that rely on sight for 1 minute.

Lockbuster. You fire a magical shot from your firearm at a lock within the weapon's normal range. Make an attack roll with the firearm. If the result is equal to or exceeds the DC required to pick the lock, your shot destroys the lock. You have advantage on this attack roll if the lock is protected by magic, such as the *arcane lock* spell.

Smokescreen. A cloud of smoke billows from your firearm, creating a 10-foot-radius sphere of smoke centered on you. The sphere spreads around corners, and its area is heavily obscured. The cloud lasts until the end of your next turn or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it. When you reach 6th level, the sphere's radius increases to 20 feet.

Starter's Gun. You discharge your firearm into the air. Each friendly creature of your choice within 30 feet of you has its speed increased by 10 feet until the start of your next turn. When you reach 10th level, each affected creature can also Dash as a bonus action on its turn.

Tracer Shot. You fire a ball of light at a creature you can see within 60 feet of you. Make a ranged attack with your firearm. On a hit, the attack deals damage as normal, and the target is outlined in light, as if affected by the *faerie fire* spell, until the start of your next turn. When you reach 10th level, the target is outlined in light for 1 minute.

Spell Shot

Starting at 6th level, when you cast a spell that requires a melee spell attack roll, you can instead project the spell through your firearm, using the firearm's normal range as the range of the spell. You can use this feature a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

In addition, your attacks with a firearm count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Improved Arcane Arms

At 10th level, you are able to imbue your firearm with more powerful magical effects. When you use your Arcane Arms feature, you can choose one of the following effects instead. In addition, you can expend a spell slot of 2nd level or higher to regain a number of expended uses of your Arcane Arms feature equal to half the level of the spell slot.

False Shot. You fire an illusionary shot at a target within 30 feet, your weapon booming and smoking as if you had actually made an attack. The target must make a Wisdom saving throw against your spell save DC. On a failed save, the target is paralyzed with fear until the start of your next turn. On a successful save, the target is frightened of you until the start of your next turn.

Invigorating Burst. You discharge your firearm into the air, dispersing a magical dust that settles around you. Each creature of your choice within 20 feet of you, including yourself, gains 2d4 temporary hit points for 1 hour.

Shot in the Arm. As a bonus action, you can fire a crackling bolt of energy from your firearm at a friendly creature you can see within 60 feet of you. If the target is suffering from exhaustion, its level of exhaustion is reduced by 1. If not, the target gains 5 temporary hit points for 1 hour and has advantage on its next ability check, attack roll, or saving throw.

Warning Shot. You fire a shot into the air, producing a magically enhanced, thunderous boom. Each creature of your choice that you can see within 30 feet of you becomes indifferent about creatures of your choice that it is hostile toward. This indifference lasts for 1 minute. It ends early if an affected target is attacked, is harmed by a spell, witnesses any of its allies being harmed, or if you use your firearm to invoke another Arcane Arms effect before the duration ends.

Hand Cannon

At 14th level, when you make a ranged attack roll with a firearm, you can expend a spell slot of 1st level or higher to imbue the firearm with great arcane power. If you do, you gain a bonus on the attack roll equal to the spell's level. If you hit the target, the force of the shot continues in a 30-foot line that is 5 feet wide directly away from you and originating from the target. Each creature in that line must make a Dexterity saving throw against your spell save DC.

On a failed save, a creature takes 1d6 force damage for each slot level of the spell expended. On a successful save, a creature takes half as much damage. This damage can experience bursts, as described in the gunpowder weapon property, but this effect counts as a single effect for the purposes of determining how many times the damage can burst, regardless of the number of targets affected.

SCHOOL OF LIMINALITY

Liminal spaces are spaces on the boundary, at the edge between what's real and what's unreal. A liminal space can be neither here nor there, and yet be both *here and there* at the same time. Stories of liminal spaces are common across cultures, though their true nature often isn't recognized by the uninitiated: the stranger who appears suddenly at a lonely crossroads, the troll that snatches at unwary travelers from a hiding spot beneath a bridge where no such hiding spot exists, the strangely familiar yet unsettlingly different scene that's sometimes glimpsed in a looking glass.

These are only the most obvious encounters with liminal spaces! Most liminalities are more easily overlooked, being as unconscious as the heartbeat between waking and sleeping, as fleeting as drawing in breath as an apprentice and exhaling it as a master, or as unassumingly familiar—and as fraught with potential—as a doorway that's crossed a hundred times without incident.

Those who specialize in liminal magic are known as liminists. They've learned to tap into the mysticism at the heart of spaces between spaces and to bend the possibilities inherent in transitional moments to their own ends. Like filaments of a dream, strands of liminality can be woven into forms new and wondrous—or strange and terrifying.

Liminal Savant

Beginning when you select this school at 2nd level, the gold and time you must spend to copy a liminal spell (see the Magic and Spells chapter) into your spellbook is halved.

Mulligan

At 2nd level, you can control the moment between an attempt at something and the result of that attempt to shift the flow of battle in your favor. When a creature you can see within 30 feet of you misses with an attack, you can use your reaction to allow that creature to reroll the attack. Similarly, when a creature within 30 feet of you that you can see hits with an attack but hasn't yet rolled damage, you can use your reaction to force that creature to reroll the attack and use the lower result. You can use this feature a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

When you reach 10th level in this class, you can use this feature when a creature you can see within 30 feet of you makes an ability check or saving throw.

Otherworldly Sense

At 6th level, if you spend 1 minute meditating and expanding your senses outward, you can sense those not of this world—those who slip through the cracks of the in-between to wreak havoc on the unsuspecting. For 10 minutes, you can sense whether the following types of creatures are present within 1 mile of you: aberrations, celestials, dragons, elementals, fey, fiends, and undead. As long as you maintain your concentration, you can use an action to change the type of creature you sense. You know the direction to each lone creature or group, but not the distance or the exact number in a group. You can use this feature a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

Liminal Adept

At 10th level, you add the *threshold slip* spell (see the Magic and Spells chapter) to your spellbook, if it isn't there already. You can cast *threshold slip* without expending a spell slot. When you do so, you can bring up to two willing creatures of your size or smaller that you're touching with you. The target junction must have unoccupied spaces for all of you to enter when you reappear, or the spell fails.

You can use this feature twice. You regain all expended uses when you finish a short or long rest. When you reach 14th level in this class, you can use this feature three times between rests.

Forced Transition

At 14th level, your mastery over moments of change is unequivocal. You can use an action to touch a willing creature or make a melee spell attack against an unwilling creature, choosing one of the following effects. The effect lasts for 1 minute. Once you use this feature, you can't use it again until you finish a long rest.

Rapid Advancement. The target's ability scores are each increased by 2. An ability score can exceed 20 but can't exceed 24.

Regression. The target's ability scores are each reduced by 2. This effect can't reduce an ability score below 1.

True Self. The target can't change its shape through any means, including spells, such as *polymorph*, and traits, such as the werewolf's Shapechanger trait. The target immediately reverts to its true form if it is currently in a different form. This option has no effect on illusion spells, such as *disguise self*, or a creature that appears changed from the effects of an illusion, such as a hag's Illusory Appearance.

SPELLSMITH

Some wizards pride themselves on being spell artisans, carefully sculpting the magical energy of spells like smiths sculpt iron. Focusing on the artistry inherent in spellcasting, these wizards learn to tap the magical energy of spells and manipulate that energy to amplify or modify spells like no other arcane practitioners.

Arcane Emendation

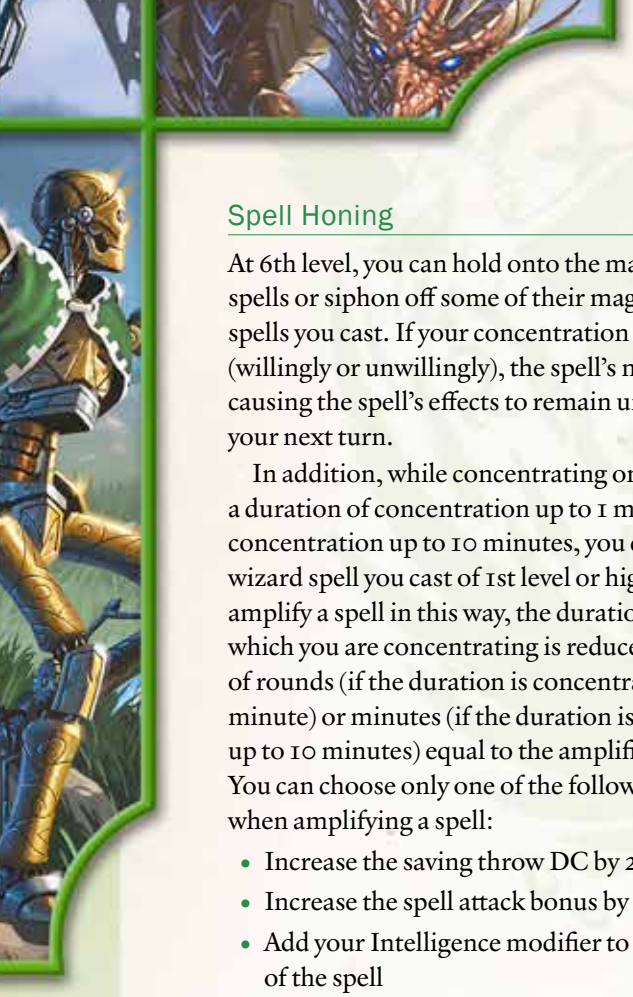
Beginning when you choose this tradition at 2nd level, you can manipulate the magical energy in scrolls to change the spells written on them. While holding a scroll, you can spend 1 hour for each level of the spell

focusing on the magic within the scroll to change the spell on the scroll to another spell. The new spell must be of the same school, must be on the wizard spell list, and must be of the same or lower level than the original spell. If the new spell has any material components with a cost, you must provide those when changing the scroll's original spell to the new spell, and the components are consumed as the new spell's magic overwrites the original spell on the scroll.

Spell Transformation

At 2nd level, you learn to mold the latent magical energy of your spells to cast new spells. While concentrating on a wizard spell that you cast using a spell slot, you can use an action to end your concentration on that spell and use the energy to cast another wizard spell you have prepared without expending a spell slot. The new spell must be half the level (minimum of 1st) of the spell on which you were concentrating, and the new spell's casting time must be 1 action.

You can use this feature a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.



Spell Honing

At 6th level, you can hold onto the magic of lasting spells or siphon off some of their magic to amplify spells you cast. If your concentration is broken (willingly or unwillingly), the spell's magic lingers, causing the spell's effects to remain until the end of your next turn.

In addition, while concentrating on a spell with a duration of concentration up to 1 minute or concentration up to 10 minutes, you can amplify a wizard spell you cast of 1st level or higher. When you amplify a spell in this way, the duration of the spell on which you are concentrating is reduced by a number of rounds (if the duration is concentration up to 1 minute) or minutes (if the duration is concentration up to 10 minutes) equal to the amplified spell's level. You can choose only one of the following options when amplifying a spell:

- Increase the saving throw DC by 2
- Increase the spell attack bonus by 2
- Add your Intelligence modifier to one damage roll of the spell

You can amplify a spell this way a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

Spell Reversion

At 10th level, you learn to manipulate the magical energy of spells cast against you. When you must make a saving throw to end an ongoing effect, such as the frightened condition of the fear spell or the slowing effect of a copper dragon's slowing breath, you have advantage on the saving throw.

In addition, when an ongoing condition you successfully end on yourself was from a spell cast by a creature you can see, you can use your reaction to force that creature to make the same saving throw against your spell save DC. On a failed save, the creature suffers the effect or condition you just ended on yourself until the end of its next turn. For example, if you succeed on the saving throw to end the paralyzed condition on yourself from the hold person spell cast by a spellcaster you can see, you can force that spellcaster to make a Wisdom saving throw against your spell save DC, and that spellcaster becomes paralyzed until the end of its next turn on a failed save.

Spell Duality

At 14th level, you become a master at manipulating and extending the magical energy of your long-lasting spells. You can concentrate on two spells simultaneously. If you cast a third spell that requires concentration, you lose concentration on the oldest spell. When you take damage while concentrating on a spell and must make a Constitution saving throw to maintain concentration, you make one saving throw for each source of damage, as normal. You don't have to make one saving throw for each spell you are maintaining. If you are concentrating on two spells and fail a Constitution saving throw to maintain concentration because of taking damage, you lose concentration on the oldest spell.

If you are concentrating on two spells and lose concentration on both spells in 1 round, you suffer one level of exhaustion.

SPELLSMITHS IN MIDGARD

Members of the School of Arcane Spellsmiths seem tied to cultures with an intense understanding of ley lines, such as Bemmea, the Linnorm House in the Northlands, the wizards of Nuria Natal, but also the Scaled Fellowship in Lignas and the ramag of the Southlands. In distant Cathay, there are rumored to be a vast bureaucratic organization of these wizards.

In Bemmea, they most often work with geomancers and seek out places of power, claiming the nexus of several ley lines offers secrets their magic can unlock, although others believe this is a bluff, but that the spellsmiths are more capable at a nexus. The old texts of Cassadega also purportedly have the means to teach anyone this rare art, although no altruistic spellsmith has come forward to confirm the rumor.

In the Linnorm House, the loose confederation of household and courtly wizards remains firmly locked in a standoff, as some do not trust the others, and everyone believes someone else is hiding something. Spellsmiths remain few and far between, and even moreso when they often go searching for knowledge in Boreas' realm.

Lignas and the ramag both have scattered practitioners, wizards who share knowledge with an apprentice lineage.

3 Backgrounds and Feats

The path of an adventurer calls to people from all walks of life. Here you'll find a collection of backgrounds and feats to help you build a character with a unique backstory and abilities.

Backgrounds

From mercenary recruits, to desert runners, to court servants, to those who don't quite remember their origins, these backgrounds provide inspiration for characters from a wide variety of cultures and experiences.

Court Servant

Even though you are independent now, you were once a servant to a merchant, noble, regent, or other person of high station. You are an expert in complex social dynamics and knowledgeable in the history and customs of courtly life. Work with your GM to determine whom you served and why you are no longer a servant: did your master or masters retire and no longer require servants, did you resign from the service of a harsh master, did the court you served fall to a neighboring empire, or did something else happen?

Skill Proficiencies: History, Insight

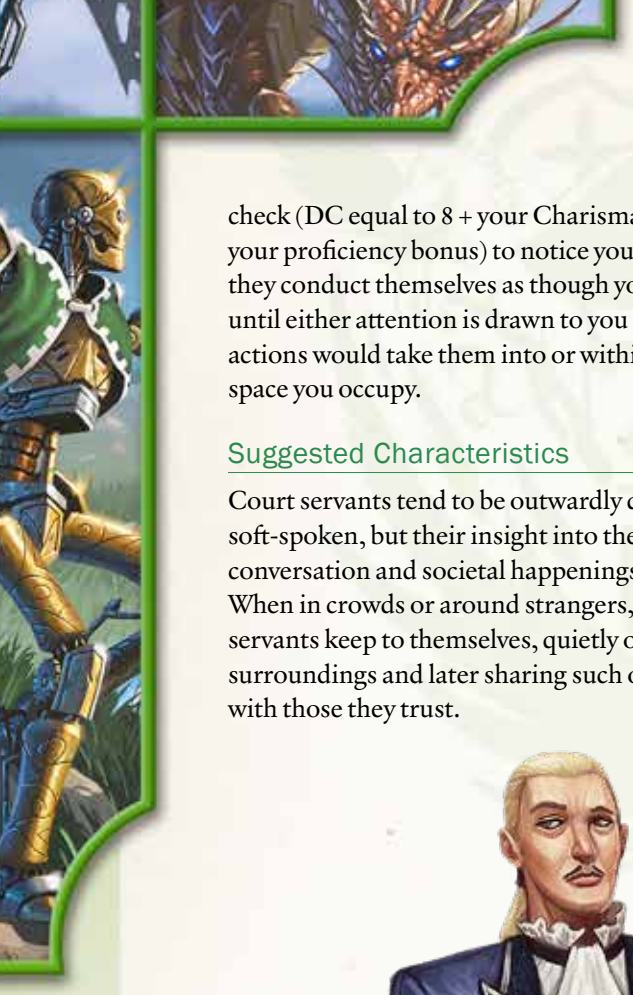
Tool Proficiencies: One artisan's tools set of your choice

Languages: One of your choice

Equipment: A set of artisan's tools of your choice, a unique piece of jewelry, a set of fine clothes, a handcrafted pipe, and a belt pouch containing 20 gp

Feature: Servant's Invisibility

The art of excellent service requires a balance struck between being always available and yet unobtrusive, and you've mastered it. If you don't perform a visible action, speak or be spoken to, or otherwise have attention drawn to you for at least 1 minute, creatures nearby have trouble remembering you are even in the room. Until you speak, perform a visible action, or have someone draw attention to you, creatures must succeed on a Wisdom (Perception)



check (DC equal to 8 + your Charisma modifier + your proficiency bonus) to notice you. Otherwise, they conduct themselves as though you aren't present until either attention is drawn to you or one of their actions would take them into or within 5 feet of the space you occupy.

Suggested Characteristics

Court servants tend to be outwardly quiet and soft-spoken, but their insight into the nuances of conversation and societal happenings is unparalleled. When in crowds or around strangers, most court servants keep to themselves, quietly observing their surroundings and later sharing such observations with those they trust.

d8	Personality Trait
1	Unless I must speak, I hold my breath while serving others.
2	It takes all my effort not to show the effusive emotions I feel when I help others. Best to quietly serve.
3	It's getting harder to tolerate the prejudices of those I serve daily.
4	Though the old ways are hard to give up, I want to be my own boss. I'll decide my path.
5	Serving my family and friends is the only thing I truly care about.
6	City life is killing my soul. I long for the old courtly ways.
7	It's time for my fellows to wake up and be taken advantage of no longer.
8	It's the small things that make it all worthwhile. I try to be present in every moment.

d6	Ideal
1	**Family.** My family, whether the one I come from or the one I make, is the thing in this world most worth protecting. (Any)
2	**Service.** I am most rewarded when I know I have performed a valuable service for another. (Good)
3	**Sloth.** What's the point of helping anyone now that I've been discarded? (Chaotic)
4	**Compassion.** I can't resist helping anyone in need. (Good)
5	**Tradition.** Life under my master's rule was best, and things should be kept as close to their ideals as possible. (Lawful)
6	**Joy.** The pursuit of happiness is the only thing worth serving anymore. (Neutral)

d6	Bond
1	My family needs me to provide for them. They mean everything to me, which means I'll do whatever it takes.
2	My kin have served this holding and its lords and ladies for generations. I serve them faithfully to make my lineage proud.
3	I can't read the inscriptions on this odd ring, but it's all I have left of my family and our history of loyal service.
4	I'm with the best friends a person can ask for, so why do I feel so lonesome and homesick?
5	I've found a profession where my skills are put to good use, and I won't let anyone bring me down.
6	I found peace in a special garden filled with beautiful life, but I only have this flower to remind me. Someday I'll remember where to find that garden.

d6	Flaw
1	I would rather serve darkness than serve no one.
2	I'm afraid of taking risks that might be good for me.
3	I believe my master's people are superior to all others, and I'm not afraid to share that truth.
4	I always do as I'm told, even though sometimes I don't think I should.
5	I know what's best for everyone, and they'd all be better off if they'd follow my advice.
6	I can't stand seeing ugly or depressing things. I'd much rather think happy thoughts.

DESERT RUNNER

You grew up in the desert. As a nomad, you moved from place to place, following the caravan trails. Your upbringing makes you more than just accustomed to desert living—you thrive there. Your family has lived in the desert for centuries, and you know more about desert survival than life in the towns and cities.

Skill Proficiencies: Perception, Survival

Tool Proficiencies: Herbalist kit

Languages: One of your choice

Equipment: Traveler's clothes, herbalist kit, waterskin, pouch with 10 gp

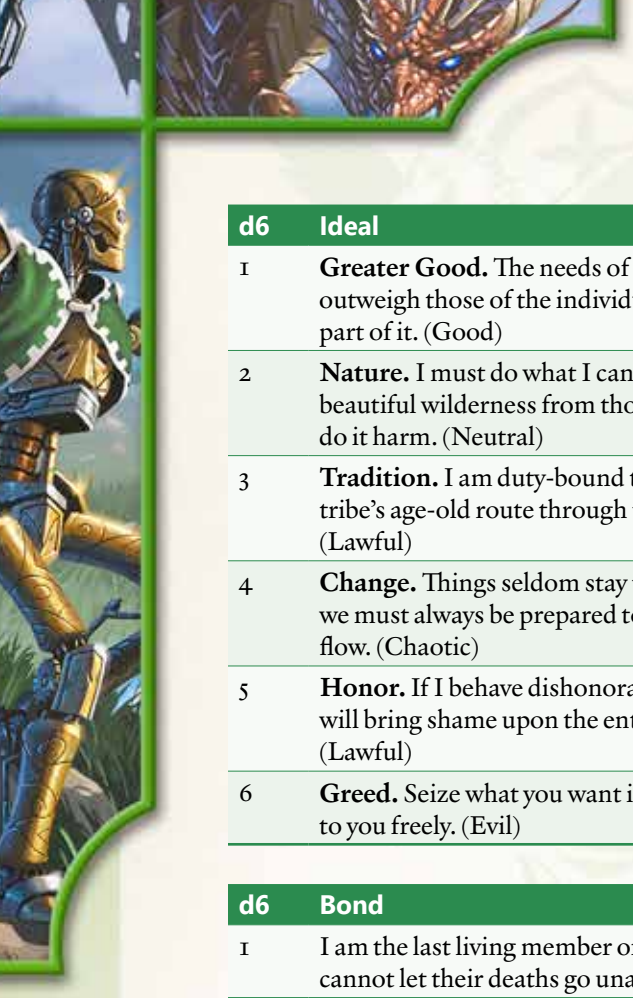
Feature: Nomad

Living in the open desert has allowed your body to adapt to a range of environmental conditions. You can survive on 1 gallon of water in hot conditions (or 1/2 gallon in normal conditions) without being forced to make Constitution saving throws, and you are considered naturally adapted to hot climates. While in a desert, you can read the environment to predict natural weather patterns and temperatures for the next 24 hours, allowing you to cross dangerous terrain at the best times. The accuracy of your predictions is up to the GM, but they should be reliable unless affected by magic or unforeseeable events, such as distant earthquakes or volcanic eruptions.

Suggested Characteristics

Those raised in the desert can be the friendliest of humanoids—knowing allies are better than enemies in that harsh environment—or territorial and warlike, believing that protecting food and water sources by force is the only way to survive.

d8	Personality Trait
1	I'm much happier sleeping under the stars than in a bed in a stuffy caravanserai.
2	It's always best to help a traveler in need; one day it might be you.
3	I am slow to trust strangers, but I'm extremely loyal to my friends.
4	If there's a camel race, I'm the first to saddle up!
5	I always have a tale or poem to share at the campfire.
6	I don't like sleeping in the same place more than two nights in a row.
7	I've been troubled by dreams for the last month. I am determined to uncover their meaning.
8	I feel lonelier in a crowded city than I do out on the empty desert sands.



d6	Ideal
1	**Greater Good.** The needs of the whole tribe outweigh those of the individuals who are part of it. (Good)
2	**Nature.** I must do what I can to protect the beautiful wilderness from those who would do it harm. (Neutral)
3	**Tradition.** I am duty-bound to follow my tribe's age-old route through the desert. (Lawful)
4	**Change.** Things seldom stay the same and we must always be prepared to go with the flow. (Chaotic)
5	**Honor.** If I behave dishonorably, my actions will bring shame upon the entire tribe. (Lawful)
6	**Greed.** Seize what you want if no one gives it to you freely. (Evil)

d6	Bond
1	I am the last living member of my tribe, and I cannot let their deaths go unavenged.
2	I follow the spiritual path of my tribe; it will bring me to the best afterlife when the time comes.
3	My best friend has been sold into slavery to devils, and I need to rescue them before it is too late.
4	A nature spirit saved my life when I was dying of thirst in the desert.
5	My takoba sword is my most prized possession; for over two centuries, it's been handed down from generation to generation.
6	I have sworn revenge on the sheikh who unjustly banished me from the tribe.

d6	Flaw
1	I enjoy the company of camels more than people.
2	I can be loud and boorish after a few wineskins.
3	If I feel insulted, I'll refuse to speak to anyone for several hours.
4	I enjoy violence and mayhem a bit too much.
5	You can't rely on me in a crisis.
6	I betrayed my brother to cultists to save my own skin.

DESTINED

Duty is a complicated, tangled affair, be it filial, political, or civil. Sometimes, there's wealth and intrigue involved, but more often than not, there's also obligation and responsibility. You are a person with just such a responsibility. This could involve a noble title, an arranged marriage, a family business you're expected to administer, or an inherited civil office. You promised to fulfill this responsibility, you are desperately trying to avoid this duty, or you might even be seeking the person intended to be at your side. Regardless of the reason, you're on the road, heading toward or away from your destiny.

Skill Proficiencies: History, Insight

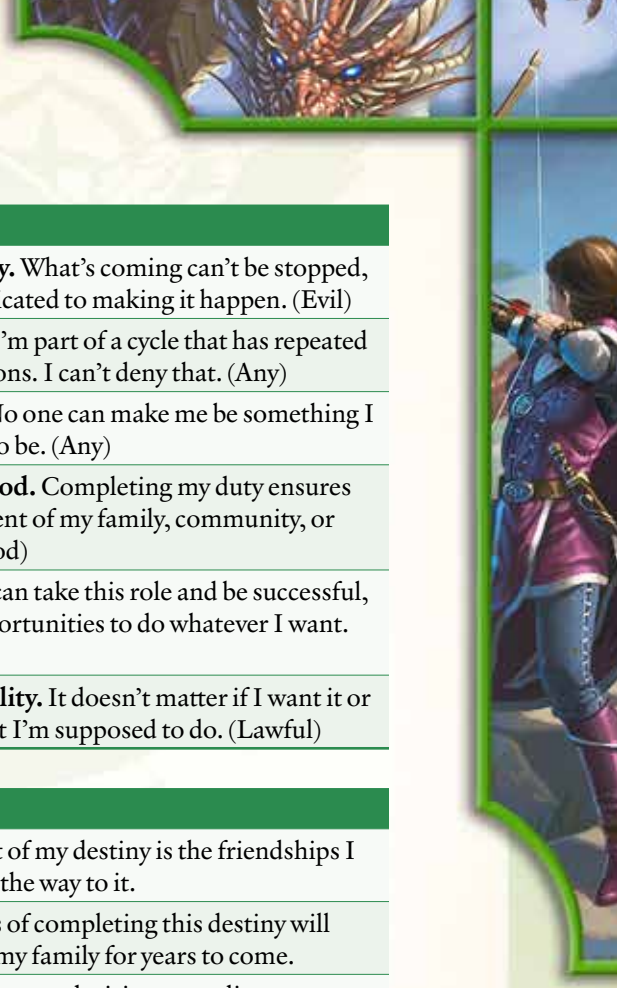
Languages: One of your choice

Equipment: A dagger, quarterstaff, or spear, a set of traveler's clothes, a memento of your destiny (a keepsake from your betrothed, the seal of your destined office, your family signet ring, or similar), a belt pouch containing 15 gp

Destiny

You're a person who's running from something or hurtling headfirst towards something, but just what is it? The responsibility or event might be happily anticipated or simply dreaded; either way, you're committed to the path. Choose a destiny or roll a d8 and consult the table below.

d8	Destiny
1	You are running away from a marriage.
2	You are seeking your runaway betrothed.
3	You don't want to take over your famous family business.
4	You need to arrive at a religious site at a specific time to complete an event or prophecy.
5	Your noble relative died, and you're required to take their vacant position.
6	You are the reincarnation of a famous figure, and you're expected to live in an isolated temple.
7	You were supposed to serve an honorary but dangerous position in your people's military.
8	Members of your family have occupied a civil office (court scribe, sheriff, census official, or similar) for generations.



Feature: Reputation of Opportunity

Your story precedes you, as does your quest to claim—or run away from—your destiny. Those in positions of power, such as nobles, bureaucrats, rich merchants, and even mercenaries and brigands, all look to either help or hinder you, based on what they think they may get out of it. They're always willing to meet with you briefly to see just how worthwhile such aid or interference might be. This might mean a traveler pays for your passage on a ferry, a generous benefactor covers your group's meals at a tavern, or a local governor invites your adventuring entourage to enjoy a night's stay in their guest quarters. However, the aid often includes an implied threat or request. Some might consider delaying you as long as politely possible, some might consider taking you prisoner for ransom or to do "what's best" for you, and others might decide to help you on your quest in exchange for some future assistance. You're never exactly sure of the associated "cost" of the person's aid until the moment arrives. In the meantime, the open road awaits.

Suggested Characteristics

Destined characters might be running toward or away from destiny, but whatever the case, their destiny has shaped them. Think about the impact of your destiny on you and the kind of relationship you have with your destiny. Do you embrace it? Accept it as inevitable? Or do you fight it every step of the way?

d8	Personality Trait
1	I'm eager to find this destiny and move on with the next stage in my life.
2	I keep the fire of my hope burning bright. I'm sure this will work out for the best.
3	Fate has a way of finding you no matter what you do. I'm resigned to whatever they have planned for me, but I'll enjoy my time on the way.
4	I owe it to myself or to those who helped establish this destiny. I'm determined to follow this through to the end.
5	I don't know what this path means for me or my future. I'm more afraid of going back to that destiny than of seeing what's out in the world.
6	I didn't ask for this, and I don't want it. I'm bitter that I must change my life for it.
7	Few have been chosen to complete this lifepath, and I'm proud to be one of them.
8	Who can say how this will work out? The world is an uncertain place, and I'll find my destiny when it finds me.

d6	Ideal
1	**Inevitability.** What's coming can't be stopped, and I'm dedicated to making it happen. (Evil)
2	**Tradition.** I'm part of a cycle that has repeated for generations. I can't deny that. (Any)
3	**Defiance.** No one can make me be something I don't want to be. (Any)
4	**Greater Good.** Completing my duty ensures the betterment of my family, community, or region. (Good)
5	**Power.** If I can take this role and be successful, I'll have opportunities to do whatever I want. (Chaotic)
6	**Responsibility.** It doesn't matter if I want it or not; it's what I'm supposed to do. (Lawful)

d6	Bond
1	The true gift of my destiny is the friendships I make along the way to it.
2	The benefits of completing this destiny will strengthen my family for years to come.
3	Trying to alter my decision regarding my destiny is an unthinkable affront to me.
4	How I reach my destiny is just as important as how I accomplish my destiny.
5	People expect me to complete this task. I don't know how I feel about succeeding or failing, but I'm committed to it.
6	Without this role fulfilled, the people of my home region will suffer, and that's not acceptable.

d6	Flaw
1	If you don't have a destiny, are you really special?
2	But I *am* the "Chosen One."
3	I fear commitment; that's what this boils down to in the end.
4	What if I follow through with this and I fail?
5	It doesn't matter what someone else sacrificed for this. I only care about my feelings.
6	Occasionally—ok, maybe "often"—I make poor decisions in life, like running from this destiny.

DIPLOMAT

You have always found harmonious solutions to conflict. You might have started mediating family conflicts as a child. When you were old enough to recognize aggression, you sought to defuse it. You often resolved disputes among neighbors, arriving at a fair middle ground satisfactory to all parties.

Skill Proficiencies: Insight, Persuasion

Languages: Two of your choice

Equipment: A set of fine clothes, a letter of passage from a local minor authority or traveling papers that signify you as a traveling diplomat, and a belt pouch containing 20 gp

Feature: A Friend in Every Port

Your reputation as a peacemaker precedes you, or people recognize your easy demeanor, typically allowing you to attain food and lodging at a discount.

In addition, people are predisposed to warn you about dangers in a location, alert you when a threat approaches you, or seek out your help for resolving conflicts between locals.

Suggested Characteristics

Diplomats always have kind words and encourage their companions to think positively when encountering upsetting situations or people. Diplomats have their limits, however, and are quick to discover when someone is negotiating in bad faith.

d8	Personality Trait
1	I like to travel, meet new people, and learn about different customs.
2	I intercede in minor squabbles to find common ground on all sides.
3	I never disparage others, even when they might deserve such treatment.
4	I always try to make a new friend wherever I travel, and when I return to those areas, I seek out my friends.
5	I have learned how to damn with faint praise, but I only use it when someone has irked me.
6	I am not opposed to throwing a bit of coin around to ensure a good first impression.
7	Even when words fail at the outset, I still try to calm tempers.
8	I treat everyone as an equal, and I encourage others to do likewise.

d6	Ideal
1	**Harmony.** I want everyone to get along. (Good)
2	**Contractual.** When I resolve a conflict, I ensure all parties formally acknowledge the resolution. (Lawful)
3	**Selfishness.** I use my way with words to benefit myself the most. (Evil)
4	**Freedom.** Tyranny is a roadblock to compromise. (Chaotic)
5	**Avoidance.** A kind word is preferable to the drawing of a sword. (Any)
6	**Unity.** It is possible to achieve a world without borders and without conflict. (Any)

d6	Bond
1	I want to engineer a treaty with far-reaching effects in the world.
2	I am carrying out someone else's agenda and making favorable arrangements for my benefactor.
3	A deal I brokered went sour, and I am trying to make amends for my mistake.
4	My nation treats everyone equitably, and I'd like to bring that enlightenment to other nations.
5	A traveling orator taught me the power of words, and I want to emulate that person.
6	I fear a worldwide conflict is imminent, and I want to do all I can to stop it.

d6	Flaw
1	I always start by appealing to a better nature from those I face, regardless of their apparent hostility.
2	I assume the best in everyone, even if I have been betrayed by that trust in the past.
3	I will stand in the way of an ally to ensure conflicts don't start.
4	I believe I can always talk my way out of a problem.
5	I chastise those who are rude or use vulgar language.
6	When I feel I am on the verge of a successful negotiation, I often push my luck to obtain further concessions.

FOREST DWELLER

You are a creature of the forest, born and reared under a canopy of green. You expected to live all your days in the forest, at one with the green things of the world, until an unforeseen occurrence, traumatic or transformative, drove you from your familiar home and into the larger world. Civilization is strange to you, the open sky unfamiliar, and the bizarre ways of the so-called civilized world run counter to the truths of the natural world.

Skill Proficiencies: Nature, Survival

Tool Proficiencies: Woodcarver's tools, herbalism kit

Languages: Sylvan

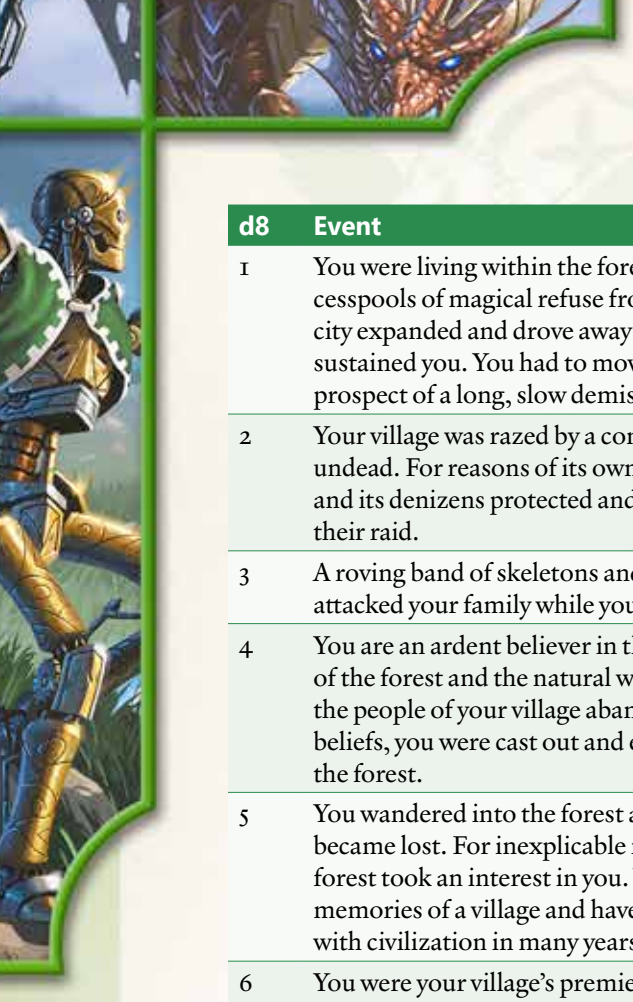
Equipment: A set of common clothes, a hunting trap, a wood staff, a whetstone, an explorer's pack, and a pouch containing 5 gp

Feature: Forester

Your experience living, hunting, and foraging in the woods gives you a wealth of experience to draw upon when you are traveling within a forest. If you spend 1 hour observing, examining, and exploring your surroundings while in a forest, you are able to identify a safe location to rest. The area is protected from all but the most extreme elements and from the nonmagical native beasts of the forest. In addition, you are able to find sufficient kindling for a small fire throughout the night.

Life-Changing Event

You have lived a simple life deep in the sheltering boughs of the forest, be it as a trapper, farmer, or villager eking out a simple existence in the forest. But something happened that set you on a different path and marked you for greater things. Choose or randomly determine a defining event that caused you to leave your home for the wider world.



d8	Event
1	You were living within the forest when cesspools of magical refuse from a nearby city expanded and drove away the game that sustained you. You had to move to avoid the prospect of a long, slow demise via starvation.
2	Your village was razed by a contingent of undead. For reasons of its own, the forest and its denizens protected and hid you from their raid.
3	A roving band of skeletons and zombies attacked your family while you were hunting.
4	You are an ardent believer in the preservation of the forest and the natural world. When the people of your village abandoned those beliefs, you were cast out and expelled into the forest.
5	You wandered into the forest as a child and became lost. For inexplicable reasons, the forest took an interest in you. You have faint memories of a village and have had no contact with civilization in many years.
6	You were your village's premier hunter. They relied on you for game and without your contributions their survival in the winter was questionable. Upon returning from your last hunt, you found your village in ruins, as if decades had passed overnight.
7	Your quiet, peaceful, and solitary existence has been interrupted with dreams of the forest's destruction, and the urge to leave your home compels you to seek answers.
8	Once in a hidden glen, you danced with golden fey and forgotten gods. Nothing in your life since approaches that transcendent moment, cursing you with a wanderlust to seek something that could.

Suggested Characteristics

Forest dwellers tend toward solitude, introspection, and self-sufficiency. You keep your own council, and you are more likely to watch from a distance than get involved in the affairs of others. You are wary, slow to trust, and cautious of depending on outsiders.

d8	Personality Trait
1	I will never forget being hungry in the winter. I field dress beasts that fall to blade or arrow so that I am never hungry again.
2	I may be alone in the forest, but I am only ever lonely in cities.
3	Walking barefoot allows me to interact more intuitively with the natural world.
4	The road is just another kind of wall. I make my own paths and go where I will.
5	Others seek the gods in temples and shrines, but I know their will is only revealed in the natural world, not an edifice constructed by so-called worshippers. I pray in the woods, never indoors.
6	What you call personal hygiene, I call an artificially imposed distraction from natural living.
7	No forged weapon can replace the sheer joy of a kill accomplished only with hands and teeth.
8	Time lived alone has made me accustomed to talking loudly to myself, something I still do even when others are present.

d6	Ideal
1	**Change.** As the seasons shift, so too does the world around us. To resist is futile and anathema to the natural order. (Chaotic)
2	**Conservation.** All life should be preserved and, if needed, protected. (Good)
3	**Acceptance.** I am a part of my forest, no different from any other flora and fauna. To think otherwise is arrogance and folly. When I die, it will be as a leaf falling in the woods. (Neutral)
4	**Cull.** The weak must be removed for the strong to thrive. (Evil)
5	**Candor.** I am open, plain, and simple in life, word, and actions. (Any)
6	**Balance.** The forest does not lie. The beasts do not create war. Equity in all things is the way of nature. (Neutral)

d6	Bond
1	When I lose a trusted friend or companion, I plant a tree upon their grave.
2	The voice of the forest guides me, comforts me, and protects me.
3	The hermit who raised me and taught me the ways of the forest is the most important person in my life.
4	I have a wooden doll, a tiny wickerman, that I made as a child and carry with me at all times.
5	I know the ways of civilizations rise and fall. The forest and the Old Ways are eternal.
6	I am driven to protect the natural order from those that would disrupt it.

d6	Flaw
1	I am accustomed to doing what I like when I like. I'm bad at compromising, and I must exert real effort to make even basic conversation with other people.
2	I won't harm a beast without just cause or provocation.
3	Years of isolated living has left me blind to the nuances of social interaction. It is a struggle not to view every new encounter through the lens of fight or flight.
4	The decay after death is merely the loam from which new growth springs—and I enjoy nurturing new growth.
5	An accident that I caused incurred great damage upon my forest, and, as penance, I have placed myself in self-imposed exile.
6	I distrust the undead and the unliving, and I refuse to work with them.

FORMER ADVENTURER

As you belted on your weapons and hoisted the pack onto your back, you never thought you'd become an adventurer again. But the heroic call couldn't be ignored. You've tried this once before—perhaps it showered you in wealth and glory or perhaps it ended with sorrow and regret. No one ever said adventuring came with a guarantee of success.

Now, the time has come to set off toward danger once again. The reasons for picking up adventuring again vary. Could it be a calamitous threat to the town? The region? The world? Was the settled life not what you expected? Or did your past finally catch up to you? In the end, all that matters is diving back into danger. And it's time to show these new folks how it's done.

Skill Proficiencies: Perception, Survival
Languages: One of your choice
Equipment: A dagger, quarterstaff, or shortsword (if proficient), an old souvenir from your previous adventuring days, a set of traveler's clothes, 50 feet of hempen rope, and a belt pouch containing 15 gp

Reason for Retirement

Giving up your first adventuring career was a turning point in your life. Triumph or tragedy, the reason why you gave it up might still haunt you and may shape your actions as you reenter the adventuring life. Choose the event that led you to stop adventuring or roll a d12 and consult the table below.

d12	Event
1	Your love perished on one of your adventures, and you quit in despair.
2	You were the only survivor after an ambush by a hideous beast.
3	Legal entanglements forced you to quit, and they may cause you trouble again.
4	A death in the family required you to return home.
5	Your old group disowned you for some reason.
6	A fabulous treasure allowed you to have a life of luxury, until the money ran out.
7	An injury forced you to give up adventuring.
8	You suffered a curse which doomed your former group, but the curse has finally faded away.
9	You rescued a young child or creature and promised to care for them. They have since grown up and left.
10	You couldn't master your fear and fled from a dangerous encounter, never to return.
11	As a reward for helping an area, you were offered a position with the local authorities, and you accepted.
12	You killed or defeated your nemesis. Now they are back, and you must finish the job.

Feature: Old Friends and Enemies

Your previous career as an adventurer might have been brief or long. Either way, you certainly journeyed far and met people along the way. Some of these acquaintances might remember you fondly for aiding them in their time of need. On the other hand, others may be suspicious, or even hostile, because of your past actions. When you least expect it, or maybe just when you need it, you might encounter someone who knows you from your previous adventuring career. These people work in places high and low, their fortunes varying widely. The individual responds appropriately based on your mutual history, helping or hindering you at the GM's discretion.

Suggested Characteristics

Former adventurers bring a level of practical experience that fledgling heroes can't match. However, the decisions, outcomes, successes, and failures of your previous career often weigh heavily on your mind. The past seldom remains in the past. How you rise to these new (or old) challenges determines the outcome of your new career.

d8	Personality Trait
1	I have a thousand stories about every aspect of the adventuring life.
2	My past is my own, and to the pit with anyone who pushes me about it.
3	I can endure any hardship without complaint.
4	I have a list of rules for surviving adventures, and I refer to them often.
5	It's a dangerous job, and I take my pleasures when I can.
6	I can't help mentioning all the famous friends I've met before.
7	Anyone who doesn't recognize me is clearly not someone worth knowing.
8	I've seen it all. If you don't listen to me, you're going to get us all killed.

d6	Ideal
1	**Strength.** Experience tells me there are no rules to war. Only victory matters. (Evil)
2	**Growth.** I strive to improve myself and prove my worth to my companions—and to myself. (Any)
3	**Thrill.** I am only happy when I am facing danger with my life on the line. (Any)
4	**Generous.** If I can help someone in danger, I will. (Good)
5	**Ambition.** I may have lost my renown, but nothing will stop me from reclaiming it. (Chaotic)
6	**Responsibility.** Any cost to myself is far less than the price of doing nothing. (Lawful)

d6	Bond
1	I will end the monsters who killed my family and pulled me back into the adventuring life.
2	A disaster made me retire once. Now I will stop it from happening to anyone else.
3	My old weapon has been my trusted companion for years. It's my lucky charm.
4	My family doesn't understand why I became an adventurer again, which is why I send them souvenirs, letters, or sketches of exciting encounters in my travels.
5	I was a famous adventurer once. This time, I will be even more famous, or die trying.
6	Someone is impersonating me. I will hunt them down and restore my reputation.

d6	Flaw
1	It's all about me! Haven't you learned that by now?
2	I can identify every weapon and item with a look.
3	You think this is bad? Let me tell you about something really frightening.
4	Sure, I have old foes around every corner, but who doesn't?
5	I'm getting too old for this.
6	Seeing the bad side in everything just protects you from inevitable disappointment.

FREEBOOTER

You sailed the seas as a freebooter, part of a pirate crew. You should come up with a name for your former ship and its captain, as well as its hunting ground and the type of ships you preyed on. Did you sail under the flag of a bloodthirsty captain, raiding coastal communities and putting everyone to the sword? Or were you part of a group of former slaves turned pirates, who battle to end the vile slave trade? Whatever ship you sailed on, you feel at home on board a seafaring vessel, and you have difficulty adjusting to long periods on dry land.

Skill Proficiencies: Athletics, Survival

Tool Proficiencies: Navigator's tools, vehicles (water)

Equipment: A pirate flag from your ship, several tattoos, 50 feet of rope, a set of traveler's clothes, and a belt pouch containing 10 gp

Feature: A Friendly Face in Every Port

Your reputation precedes you. Whenever you visit a port city, you can always find someone who knows of (or has sailed on) your former ship and is familiar with its captain and crew. They are willing to provide you and your traveling companions with a roof over your head, a bed for the night, and a decent meal. If you have a reputation for cruelty and savagery, your host is probably afraid of you and will be keen for you to leave as soon as possible. Otherwise, you receive a warm welcome, and your host keeps your presence a secret, if needed. They may also provide you with useful information about recent goings-on in the city, including which ships have been in and out of port.

Suggested Characteristics

Freebooters are a boisterous lot, but their personalities include freedom-loving mavericks and mindless thugs. Nonetheless, sailing a ship requires discipline, and freebooters tend to be reliable and aware of their role on board, even if they do their own thing once fighting breaks out. Most still yearn for the sea, and some feel shame or regret for past deeds.

d8	Personality Trait
1	I'm happiest when I'm on a gently rocking vessel, staring at the distant horizon.
2	Every time we hoisted the mainsail and raised the pirate flag, I felt butterflies in my stomach.
3	I have lovers in a dozen different ports. Most of them don't know about the others.
4	Being a pirate has taught me more swear words and bawdy jokes than I ever knew existed. I like to try them out when I meet new people.
5	One day I hope to have enough gold to fill a tub so I can bathe in it.
6	There's nothing I enjoy more than a good scrap—the bloodier, the better.
7	When a storm is blowing and the rain is lashing the deck, I'll be out there getting drenched. It makes me feel so alive!
8	Nothing makes me more annoyed than a badly tied knot.

d6	Ideal
1	**Freedom.** No one tells me what to do or where to go. Apart from the captain. (Chaotic)
2	**Greed.** I'm only in it for the booty. I'll gladly stab anyone stupid enough to stand in my way. (Evil)
3	**Comradery.** My former shipmates are my family. I'll do anything for them. (Neutral)
4	**Greater Good.** No man has the right to enslave another, or to profit from slavery. (Good)
5	**Code.** I may be on dry land now, but I still stick to the Freebooter's Code. (Lawful)
6	**Aspiration.** One day I'll return to the sea as the captain of my own ship. (Any)

d6	Bond
1	Anti-slavery pirates rescued me from a slave ship. I owe them my life.
2	I still feel a deep attachment to my ship. Some nights I dream her figurehead is talking to me.
3	I was the ship's captain until the crew mutinied and threw me overboard to feed the sharks. I swam to a small island and survived. Vengeance will be mine!
4	Years ago, when my city was attacked, I fled the city on a small fleet bound for a neighboring city. I arrived back in the ruined city a few weeks ago on the same ship and can remember nothing of the voyage.
5	I fell asleep when I was supposed to be on watch, allowing our ship to be taken by surprise. I still have nightmares about my shipmates who died in the fighting.
6	One of my shipmates was captured and sold into slavery. I need to rescue them.

d6	Flaw
1	I'm terrified by the desert. Not enough water, far too much sand.
2	I drink too much and end up starting barroom brawls.
3	I killed one of my shipmates and took his share of the loot.
4	I take unnecessary risks and often put my friends in danger.
5	I sold captives taken at sea to traders.
6	Most of the time, I find it impossible to tell the truth.

GAMEKEEPER

You are at home in natural environments, chasing prey or directing less skilled hunters in the best ways to track game through the brush. You know the requirements for encouraging a herd to grow, and you know what sustainable harvesting from a herd involves. You can train a hunting beast to recognize an owner and perform a half-dozen commands, given the time. You also know the etiquette for engaging nobility or other members of the upper classes, as they regularly seek your services, and you can carry yourself in a professional manner in such social circles.

Skill Proficiencies: Animal Handling, Persuasion
Tool Proficiencies: Leatherworker's tools
Languages: One of your choice
Equipment: A set of leatherworker's tools, a hunting trap, fishing tackle, a set of traveler's clothes, and a belt pouch containing 10 gp

Feature: Confirmed Guildmember

As a recognized member of the Gamekeepers' Guild, you are knowledgeable in the care, training, and habits of animals used for hunting. With 30 days' of work and at least 2 gp for each day, you can train a raptor, such as a hawk, falcon, or owl, or a hunting dog, such as a hound, terrier, or cur, to become a hunting companion. Use the statistics of an owl for the raptor and the statistics of a jackal for the hunting dog.

A hunting companion is trained to obey and respond to a series of one-word commands or signals, communicating basic concepts such as "attack," "protect," "retrieve," "find," "hide," or similar. The companion can know up to six such commands and can be trained to obey a number of creatures, other than you, equal to your proficiency bonus. A hunting companion travels with you wherever you go, unless you enter a particularly dangerous environment (such

as a poisonous swamp), or you command the companion to stay elsewhere. A hunting companion doesn't join you in combat and stays on the edge of any conflict until it is safe to return to your side.

When traveling overland with a hunting companion, you can use the companion to find sufficient food to sustain yourself and up to five other people each day. You can have only one hunting companion at a time.

Suggested Characteristics

You are one of the capable people who maintains hunting preserves, trains coursing hounds and circling raptors, and plans the safe outings that allow fair nobles, rich merchants, visiting dignitaries, and their entourages to venture into preserves and forests to seek their quarry. You are as comfortable hunting quarry in the forest as you are conversing with members of the elite who have an interest in hunting.

d8	Personality Trait
1	Nature has lessons to teach us all, and I'm always happy to share them.
2	Once while out on a hunt, something happened which was very relatable to our current situation. Let me tell you about it.
3	My friends are my new charges, and I'll make sure they thrive.
4	Preparation and knowledge are the key to any success.
5	I've dealt with all sorts of wealthy and noble folk, and I've seen just how spoiled they can be.
6	I feel like my animals are the only ones who really understand me.
7	You can train yourself to accomplish anything you put your mind to accomplishing.
8	The world shows you everything you need to know to understand a situation. You just have to be paying attention to the details.

d6	Ideal
1	**Dedication.** Your willingness to get the job done, no matter what the cost, is what is most important. (Evil)
2	**Training.** You sink to the level of your training more often than you rise to the occasion. (Any)
3	**Prestige.** Pride in your training, your work, and your results is what is best in life. (Any)
4	**Diligent.** Hard work and attention to detail bring success more often than failure. (Good)
5	**Nature.** The glory and majesty of the wild world outshine anything mortals create. (Chaotic)
6	**Responsibility.** When you take an oath to protect and shepherd something, that oath is for life. (Lawful)

d6	Bond
1	I understand animals better than people, and the way of the hunter just makes sense.
2	I take great pride in providing my services to the wealthy and influential.
3	Natural spaces need to be tended and preserved, and I take joy in doing it when I can.
4	I need to ensure people know how to manage nature rather than live in ignorance.
5	Laws are important to prevent nature's overexploitation.
6	I can be alone in the wilderness and not feel lonely.

d6	Flaw
1	Individuals can be all right, but civilization is the worst.
2	The wealthy and nobility are a rot in society.
3	Things die, either by predators or nature; get used to it.
4	Everything can be managed if you want it badly enough.
5	When you make exceptions, you allow unworthy or wasteful things to survive.
6	If you don't work hard for something, is it worth anything?

INNKEEPER

You spent some time as an innkeeper, tavern keeper, or perhaps a bartender. It might have been in a small crossroads town, a fishing community, a fine caravanserai, or a large cosmopolitan community. You did it all; preparing food, tracking supplies, tapping kegs, and everything in between. All the while, you listened to the adventurers plan their quests, heard their tales, saw their amazing trophies, marveled at their terrible scars, and eyed their full purses. You watched them come and go, thinking, "one day, I will have my chance." Your time is now.

Skill Proficiencies: Insight plus one of your choice from among Intimidation or Persuasion

Languages: Two of your choice

Equipment: A set of either brewer's supplies or cook's utensils, a dagger or light hammer, traveler's clothes, and a pouch containing 20 gp

Place of Employment

Where did you work before turning to the adventuring life? Choose an establishment or roll a d6 and consult the table below. Once you have this information, think about who worked with you, what sort of customers you served, and what sort of reputation your establishment had.

d6	Establishment
1	Busy crossroads inn
2	Disreputable tavern full of scum and villainy
3	Caravanserai on a wide-ranging trade route
4	Rough seaside pub
5	Hostel serving only the wealthiest clientele
6	Saloon catering to expensive and sometimes dangerous tastes

Feature: I Know Someone

In interacting with the wide variety of people who graced the tables and bars of your previous life, you gained an excellent knowledge of who might be able to perform a particular task, provide the right service, sell the perfect item, or be able to connect you with someone who can. You can spend a couple of hours in a town or city and identify a person or place of business capable of selling the product or service you seek, provided the product is nonmagical and isn't

worth more than 250 gp. At the GM's discretion, these restrictions can be lifted in certain locations. The price might not always be what you hoped, the quality might not necessarily be the best, or the person's demeanor may be grating, but you can find the product or service. In addition, you know within the first hour if the product or service you desire doesn't exist in the community, such as a cold-weather outfit in a tropical fishing village.

Suggested Characteristics

The day-to-day operation of a tavern or inn teaches many lessons about people and how they interact. The nose for trouble, the keen eye on the kegs, and the ready hand on a truncheon translates well to the life of an adventurer.

d8	Personality Trait
1	I insist on doing all the cooking, and I plan strategies like I cook—with proper measurements and all the right ingredients.
2	Lending a sympathetic ear or a shoulder to cry on often yields unexpected benefits.
3	I always have a story or tale to relate to any situation.
4	There is a world of tastes and flavors to explore.
5	Few problems can't be solved with judicious application of a stout cudgel.
6	I never pass up the chance to bargain. Never.
7	I demand the finest accommodations; I know what they're worth.
8	I can defuse a situation with a joke, cutting remark, or arched eyebrow.

d6	Ideal
1	**Service.** If we serve others, they will serve us in turn. (Lawful)
2	**Perspective.** People will tell you a great deal about themselves, their situations, and their desires, if you listen. (Any)
3	**Determination.** Giving up is not in my nature. (Any)
4	**Charity.** I try to have extra coins to buy a meal for someone in need. (Good)
5	**Curiosity.** Staying safe never allows you to see the wonders of the world. (Chaotic)
6	**Selfish.** We must make sure we bargain for what our skills are worth; people don't value what you give away for free. (Evil)

d6	Bond
1	I started my career in a tavern, and I'll end it running one of my very own.
2	I try to ensure stories of my companions will live on forever.
3	You want to take the measure of a person? Have a meal or drink with them.
4	I've seen the dregs of life pass through my door, and I will never end up like them.
5	A mysterious foe burned down my inn, and I will have my revenge.
6	One day, I want my story to be sung in all the taverns of my home city.

d6	Flaw
1	I can't help teasing or criticizing those less intelligent than I.
2	I love rich food and drink, and I never miss a chance at a good meal.
3	I never trust anyone who won't drink with me.
4	I hate it when people start fights in bars; they never consider the consequences.
5	I can't stand to see someone go hungry or sleep in the cold if I can help it.
6	I am quick to anger if anyone doesn't like my meals or brews. If you don't like it, do it yourself.

MERCENARY COMPANY SCION

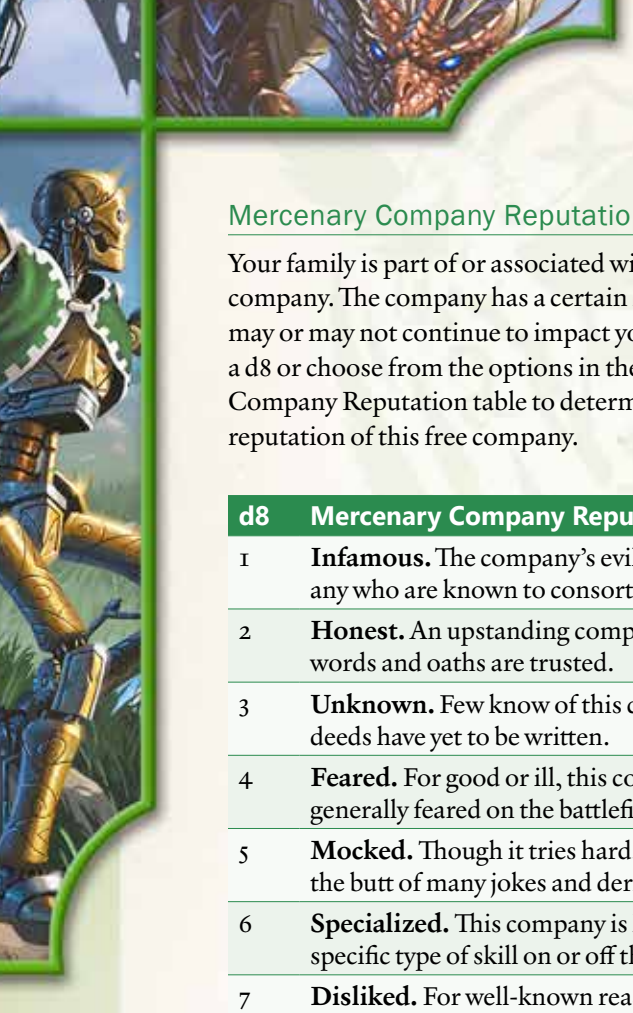
You descend from a famous line of free company veterans, and your first memory is playing among the tents, training yards, and war rooms of one campaign or another. Adored or perhaps ignored by your parents, you spent your formative years learning weapons and armor skills from brave captains, camp discipline from burly sergeants, and a host of virtues and vices from the common foot soldiers. You've always been told you are special and destined to glory. The weight of your family's legacy, honor, or reputation can weigh heavily, inspiring you to great deeds, or it can be a factor you try to leave behind.

Skill Proficiencies: Athletics, History

Tool Proficiencies: One type of gaming set, one musical instrument

Languages: One of your choice

Equipment: A backpack, a signet ring emblazoned with the symbol of your family's free company, a musical instrument of your choice, a mess kit, a set of traveler's clothes, and a belt pouch containing 20 gp



Mercenary Company Reputation

Your family is part of or associated with a mercenary company. The company has a certain reputation that may or may not continue to impact your life. Roll a d8 or choose from the options in the Mercenary Company Reputation table to determine the reputation of this free company.

d8	Mercenary Company Reputation
1	**Infamous.** The company's evil deeds follow any who are known to consort with them.
2	**Honest.** An upstanding company whose words and oaths are trusted.
3	**Unknown.** Few know of this company. Its deeds have yet to be written.
4	**Feared.** For good or ill, this company is generally feared on the battlefield.
5	**Mocked.** Though it tries hard, the company is the butt of many jokes and derision.
6	**Specialized.** This company is known for a specific type of skill on or off the battlefield.
7	**Disliked.** For well-known reasons, this company has a bad reputation.
8	**Famous.** The company's great feats and accomplishments are known far and wide.

Feature: The Family Name

Your family name is well known in the close-knit world of mercenary companies. Members of mercenary companies readily recognize your name and will provide food, drink, and shelter with pleasure or out of fear, depending upon your family's reputation. You can also gain access to friendly military encampments, fortresses, or powerful political figures through your contacts among the mercenaries. Utilizing such connections might require the donation of money, magic items, or a great deal of drink.

Suggested Characteristics

The turmoil of war, the drudgery of the camp, long days on the road, and the thrill of battle shape a Mercenary Company Scion to create strong bonds of loyalty, military discipline, and a practical mind. Yet this history can scar as well, leaving the scion open to guilt, pride, resentment, and hatred.

d8	Personality Trait
1	I am ashamed of my family's reputation and seek to distance myself from their deeds.
2	I have seen the world and know people everywhere.
3	I expect the best life has to offer and won't settle for less.
4	I know stories from a thousand campaigns and can apply them to any situation.
5	After too many betrayals, I don't trust anyone.
6	My parents were heroes, and I try to live up to their example.
7	I have seen the horrors of war; nothing disturbs me anymore.
8	I truly believe I have a destiny of glory and fame awaiting me.

d6	Ideal
1	**Glory.** Only by fighting for the right causes can I achieve true fame and honor. (Good)
2	**Dependable.** Once my oath is given, it cannot be broken. (Lawful)
3	**Seeker.** Life can be short, so I will live it to the fullest before I die. (Chaotic)
4	**Ruthless.** Only the strong survive. (Evil)
5	**Mercenary.** If you have gold, I'm your blade. (Neutral)
6	**Challenge.** Life is a test, and only by meeting life head on can I prove I am worthy. (Any)

d6	Bond
1	My parent's legacy is a tissue of lies. I will never stop until I uncover the truth.
2	I am the only one who can uphold the family name.
3	My companions are my life, and I would do anything to protect them.
4	I will never forget the betrayal leading to my parent's murder, but I will avenge them.
5	My honor and reputation are all that matter in life.
6	I betrayed my family to protect my friend who was a soldier in another free company.

d6	Flaw
1	I have no respect for those who never signed on to a mercenary company or walked the battlefield.
2	I cannot bear losing anyone close to me, so I keep everyone at a distance.
3	Bloody violence is the only way to solve problems.
4	I caused the downfall of my family's mercenary company.
5	I am hiding a horrible secret about one of my family's patrons.
6	I see insults to my honor or reputation in every whisper, veiled glance, and knowing look.

MERCENARY RECRUIT

Every year, the hopeful strive to earn a place in one of the great mercenary companies. Some of these would-be heroes received training from a mercenary company but needed more training before gaining membership. Others are full members but were selected to venture abroad to gain more experience before gaining a rank. You are one of these hopeful warriors, just beginning to carve your place in the world with blade, spell, or skill.

Skill Proficiencies: Athletics, Persuasion

Tool Proficiencies: One type of gaming set

Equipment: A letter of introduction from an old teacher, a gaming set of your choice, traveling clothes, and a pouch containing 10 gp

Feature: Theoretical Experience

You have an encyclopedic knowledge of stories, myths, and legends of famous soldiers, mercenaries, and generals. Telling these stories can earn you a bed and food for the evening in taverns, inns, and alehouses. Your age or inexperience is endearing, making commoners more comfortable with sharing local rumors, news, and information with you.

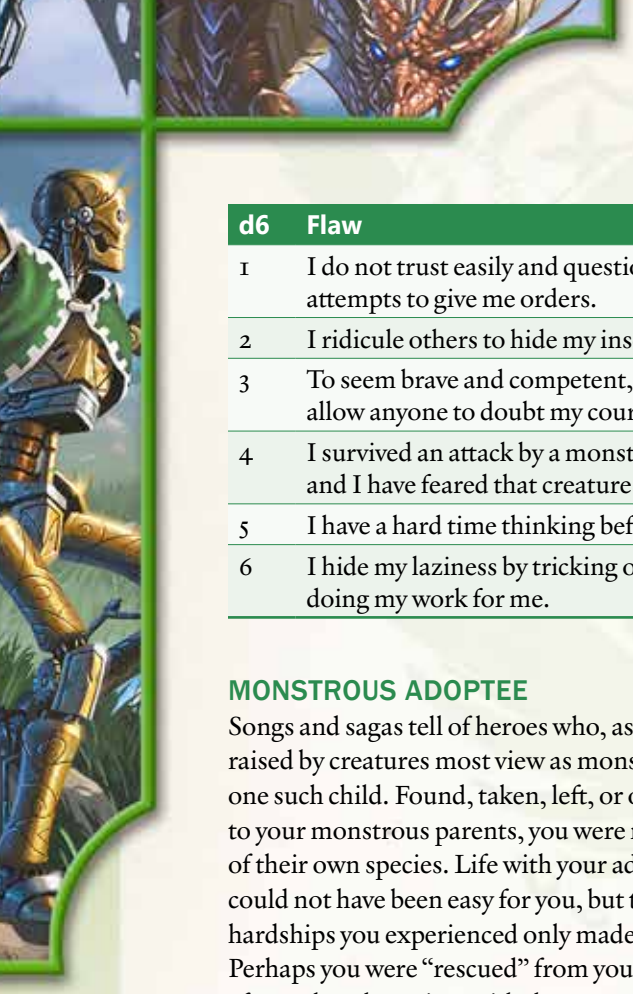
Suggested Characteristics

Recruits are eager to earn their place in the world of mercenaries. Sometimes humble, other times filled with false bravado, they are still untested by the joys and horrors awaiting them. Meaning well and driven to learn, recruits are generally plagued by their own fears, ignorance, and inexperience.

d8	Personality Trait
1	I am thrilled by the thought of an upcoming fight.
2	Why wait until I'm famous to have songs written about me? I can write my own right now!
3	I know many stories and legends of famous adventurers and compare everything to these tales.
4	Humor is how I deal with fear.
5	I always seek to learn new ways to use my weapons and love sharing my knowledge.
6	The only way I can prove myself is to work hard and take risks.
7	When you stop training, you sign your own death notice.
8	I try to act braver than I actually am.

d6	Ideal
1	**Respect.** To be treated with honor and trust, I must honor and trust people first. (Good)
2	**Discipline.** A good soldier obeys orders. (Lawful)
3	**Courage.** Sometimes doing the right thing means breaking the law. (Chaotic)
4	**Excitement.** I live for the thrill of battle, the rush of the duel, and the glory of victory. (Neutral)
5	**Power.** When I achieve fame and power, no one will give me orders anymore! (Evil)
6	**Ambition.** I will make something of myself no matter what. (Any)

d6	Bond
1	My first mentor was murdered, and I seek the skills to avenge that crime.
2	I will become the greatest mercenary warrior ever.
3	I value the lessons from my teachers and trust them implicitly.
4	My family has sacrificed much to get me this far. I must repay their faith in me.
5	I will face any danger to win the respect of my companions.
6	I have hidden a map to an amazing and powerful magical treasure until I grow strong enough to follow it.



d6	Flaw
1	I do not trust easily and question anyone who attempts to give me orders.
2	I ridicule others to hide my insecurities.
3	To seem brave and competent, I refuse to allow anyone to doubt my courage.
4	I survived an attack by a monster as a child, and I have feared that creature ever since.
5	I have a hard time thinking before I act.
6	I hide my laziness by tricking others into doing my work for me.

MONSTROUS ADOPTEE

Songs and sagas tell of heroes who, as children, were raised by creatures most view as monsters. You were one such child. Found, taken, left, or otherwise given to your monstrous parents, you were raised as one of their own species. Life with your adopted family could not have been easy for you, but the adversity and hardships you experienced only made you stronger. Perhaps you were "rescued" from your adopted family after only a short time with them, or perhaps only now have you realized the truth of your heritage. Maybe you've since learned enough civilized behavior to get by, or perhaps your "monstrous" tendencies are more evident. As you set out to make your way in the world, the time you spent with your adopted parents continues to shape your present and your future.

Skill Proficiencies: Intimidation, Survival

Languages: One language of your choice, typically your adopted parents' language (if any)

Equipment: A club, handaxe, or spear, a trinket from your life before you were adopted, a set of traveler's clothes, a collection of bones, shells, or other natural objects, and a belt pouch containing 5 gp

Adopted

Prior to becoming an adventurer, you defined your history by the creatures who raised you. Choose a type of creature for your adopted parents or roll a d10 and consult the table below. Work with your GM to determine which specific creature of that type adopted you. If you are of a particular race or species that matches a result on the table, your adopted parent can't be of the same race or species as you, as this background represents an individual raised by a creature or in a culture vastly different or even alien to their birth parents.

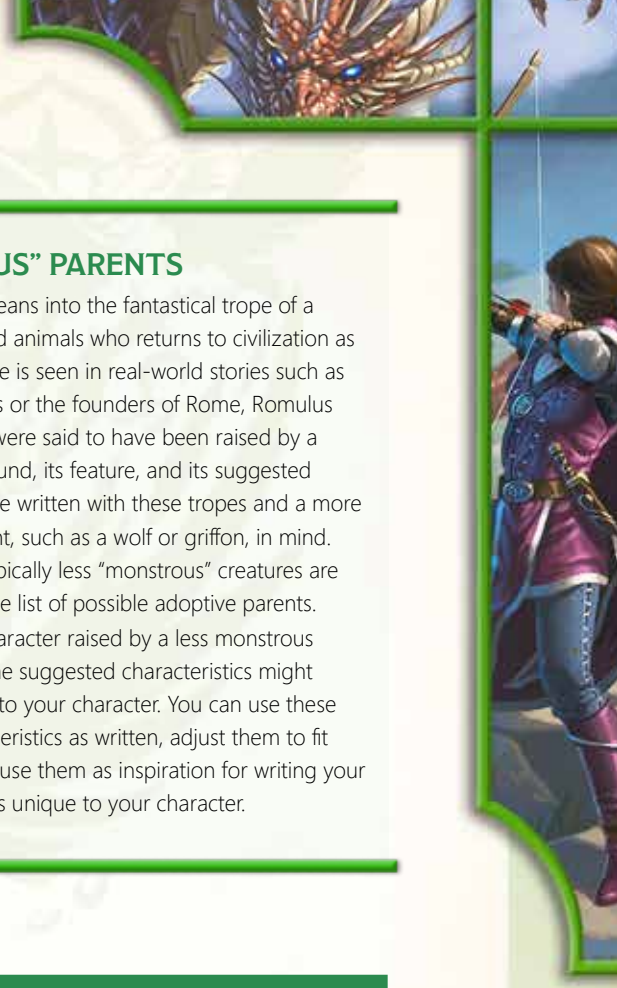
d10	Creature Type
1	Humanoid (such as gnoll, goblin, kobold, or merfolk)
2	Aberration (such as aboleth, chuul, cloaker, or otyugh)
3	Beast (such as ape, bear, tyrannosaurus rex, or wolf)
4	Celestial or fiend (such as balor, bearded devil, couatl, deva, or unicorn)
5	Dragon (such as dragon turtle, pseudodragon, red dragon, or wyvern)
6	Elemental (such as efreeti, gargoyle, salamander, or water elemental)
7	Fey (such as dryad, green hag, satyr, or sprite)
8	Giant (such as ettin, fire giant, ogre, or troll)
9	Plant or ooze (such as awakened shrub, gray ooze, shambling mound, or treant)
10	Monstrosity (such as behir, chimera, griffon, mimic, or minotaur)

Feature: Abnormal Demeanor

Your time with your adopted parents taught you an entire lexicon of habits, behaviors, and intuitions suited to life in the wild among creatures of your parents' type. When you are in the same type of terrain your adopted parent inhabits, you can find food and fresh water for yourself and up to five other people each day. In addition, when you encounter a creature like your adopted parent or parents, the creature is disposed to hear your words instead of leaping directly into battle. Mindless or simple creatures might not respond to your overtures, but more intelligent creatures may be willing to treat instead of fight, if you approach them in an appropriate manner. For example, if your adopted parent was a cloaker, when you encounter a cloaker years later, you understand the appropriate words, body language, and motions for approaching the cloaker respectfully and peacefully.

Suggested Characteristics

When monstrous adoptees leave their adopted parents for the wider world, they often have a hard time adapting. What is common or usual for many humanoids strikes them as surprising, frightening, or infuriating, depending on the individual. Most make an effort to adjust their habits and imitate those around them, but not all. Some lean into their differences, reveling in shocking those around them.



When you choose a creature to be your character's adopted parent, think about how that might affect your character. Was your character treated kindly? Was your character traded by their birth parents to their adopted parents as part of some mysterious bargain? Did your character seek constant escape or do they miss their adopted parents?

d8	Personality Trait
1	I don't eat my friends (at least not while they are alive). My foes, on the other hand . . .
2	Meeting another's gaze is a challenge for dominance that I never fail to answer.
3	Monsters I understand; people are confusing.
4	There are two types of creatures in life: prey or not-prey.
5	I often use the growls, sounds, or calls of my adopted parents instead of words.
6	Inconsequential items fascinate me.
7	It's not my fault, I was raised by [insert parent's type here].
8	I may look fine, but I behave like a monster.

d6	Ideal
1	**Wild.** After seeing the wider world, I want to be the monster that strikes fear in the hearts of people. (Evil)
2	**Insight.** I want to understand the world of my adopted parents. (Neutral)
3	**Revenge.** I want revenge for my lost childhood. Monsters must die! (Any)
4	**Harmony.** With my unique perspective and upbringing, I hope to bring understanding between the different creatures of the world. (Good)
5	**Freedom.** My past away from law-abiding society has shown me the ridiculousness of those laws. (Chaotic)
6	**Redemption.** I will rise above the cruelty of my adopted parent and embrace the wider world. (Lawful)

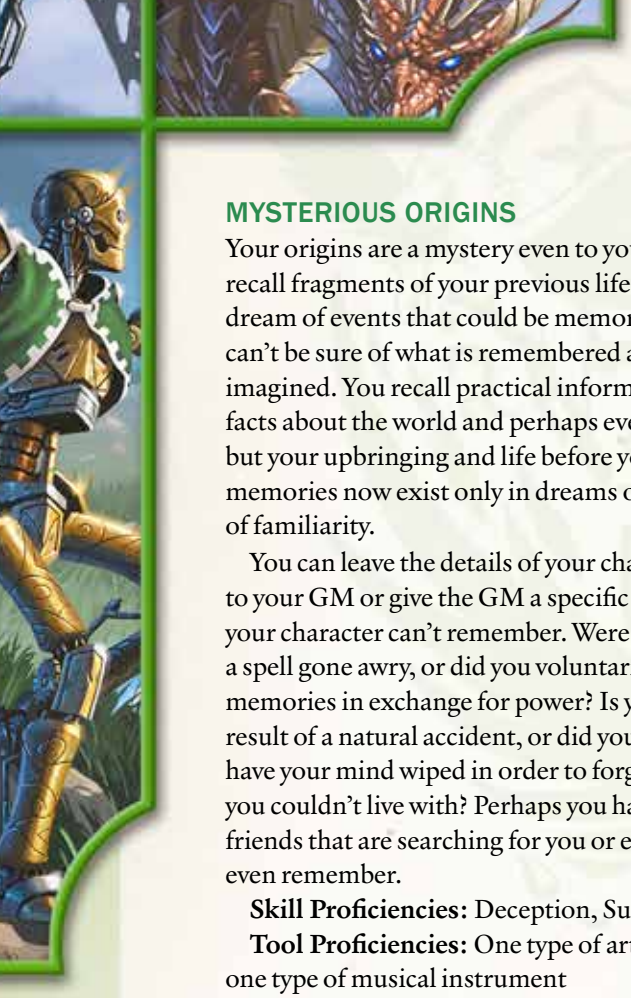
"MONSTROUS" PARENTS

This background leans into the fantastical trope of a child raised by wild animals who returns to civilization as an adult. This trope is seen in real-world stories such as Tarzan of the Apes or the founders of Rome, Romulus and Remus, who were said to have been raised by a wolf. This background, its feature, and its suggested characteristics were written with these tropes and a more "monstrous" parent, such as a wolf or griffon, in mind. However, other typically less "monstrous" creatures are also included in the list of possible adoptive parents.

If you play a character raised by a less monstrous parent, some of the suggested characteristics might not be applicable to your character. You can use these suggested characteristics as written, adjust them to fit your character, or use them as inspiration for writing your own characteristics unique to your character.

d6	Bond
1	I want to experience every single aspect of the world.
2	I rely on my companions to teach me how to behave appropriately in their society.
3	I have a "sibling," a child of my adopted parent that was raised alongside me, and now that sibling has been kidnapped!
4	My monstrous family deserves a place in this world, too.
5	I'm hiding from my monstrous family. They want me back!
6	An old enemy of my adopted parents is on my trail.

d6	Flaw
1	What? I like my meat raw. Is that so strange?
2	I like to collect trophies from my defeated foes (ears, teeth, bones, or similar). It's how I keep score.
3	I usually forget about pesky social conventions like "personal property" or "laws."
4	I am easily startled by loud noises or bright lights.
5	I have trouble respecting anyone who can't best me in a fight.
6	Kindness is for the weak.



MYSTERIOUS ORIGINS

Your origins are a mystery even to you. You might recall fragments of your previous life, or you might dream of events that could be memories, but you can't be sure of what is remembered and what is imagined. You recall practical information and facts about the world and perhaps even your name, but your upbringing and life before you lost your memories now exist only in dreams or sudden flashes of familiarity.

You can leave the details of your character's past up to your GM or give the GM a specific backstory that your character can't remember. Were you the victim of a spell gone awry, or did you voluntarily sacrifice your memories in exchange for power? Is your amnesia the result of a natural accident, or did you purposefully have your mind wiped in order to forget a memory you couldn't live with? Perhaps you have family or friends that are searching for you or enemies you can't even remember.

Skill Proficiencies: Deception, Survival

Tool Proficiencies: One type of artisan's tools or one type of musical instrument

Languages: One of your choice

Equipment: A mysterious trinket from your past life, a set of artisan's tools or a musical instrument (one of your choice), a set of common clothes, and a belt pouch containing 5 gp

Feature: Unexpected Acquaintance

Even though you can't recall them, someone from your past will recognize you and offer to aid you—or to impede you. The person and their relationship to you depend on the truth of your backstory. They might be a childhood friend, a former rival, or even your child who's grown up with dreams of finding their missing parent. They may want you to return to your former life even if it means abandoning your current goals and companions. Work with your GM to determine the details of this character and your history with them.

Suggested Characteristics

You may be bothered by your lack of memories and driven to recover them or reclaim the secrets of your past, or you can use your anonymity to your advantage.

d8	Personality Trait
1	I'm always humming a song, but I can't remember the words.
2	I love learning new things and meeting new people.
3	I want to prove my worth and have people know my name.
4	I don't like places that are crowded or noisy.
5	I'm mistrustful of mages and magic in general.
6	I like to keep everything tidy and organized so that I can find things easily.
7	Every night I record my day in a detailed journal.
8	I live in the present. The future will come as it may.

d6	Ideal
1	**Redemption.** Whatever I did in the past, I'm determined to make the world a better place. (Good)
2	**Independence.** I'm beholden to no one, so I can do whatever I want. (Chaotic)
3	**Cunning.** Since I have no past, no one can use it to thwart my rise to power. (Evil)
4	**Community.** I believe in a just society that takes care of people in need. (Lawful)
5	**Fairness.** I judge others by who they are now, not by what they've done in the past. (Neutral)
6	**Friendship.** The people in my life now are more important than any ideal. (Any)

d6	Bond
1	I have dreams where I see a loved one's face, but I can't remember their name or who they are.
2	I wear a wedding ring, so I must have been married before I lost my memories.
3	My mentor raised me; they told me that I lost my memories in a terrible accident that killed my family.
4	I have an enemy who wants to kill me, but I don't know what I did to earn their hatred.
5	I know there's an important memory attached to the scar I bear on my body.
6	I can never repay the debt I owe to the person who cared for me after I lost my memories.

d6	Flaw
1	I am jealous of those who have memories of a happy childhood.
2	I'm desperate for knowledge about my past, and I'll do anything to obtain that information.
3	I'm terrified of meeting someone from my past, so I avoid strangers as much as possible.
4	Only the present matters. I can't bring myself to care about the future.
5	I'm convinced that I was powerful and rich before I lost my memories—and I expect everyone to treat me accordingly.
6	Anyone who shows me pity is subjected to my biting scorn.

NORTHERN MINSTREL

While the tribal warriors residing in other parts of the wintry north consider you to be soft and cowardly, you know the truth: life in northern cities and mead halls is not for the faint of heart. Whether you are a larger-than-life performer hailing from one of the skaldic schools, a contemplative scholar attempting to puzzle out the mysteries of the north, or a doughty warrior hoping to stave off the bleakness of the north, you have successfully navigated alleys and stages as treacherous as any ice-slicked ruin. You adventure for the thrill of adding new songs to your repertoire, adding new lore to your catalog, and proving false the claims of those so-called true northerners.

Skill Proficiencies: Perception plus one of your choice from among History or Performance

Tool Proficiencies: One type of musical instrument

Languages: One of your choice

Equipment: A book collecting all the songs, poems, or stories you know, a pair of snowshoes, one musical instrument of your choice, a heavy fur-lined cloak, and a belt pouch containing 10 gp

Skaldic Specialty

Every minstrel excels at certain types of performance. Choose one specialty or roll a d8 and consult the table below to determine your preferred type of performance.

d8	Specialty
1	Recitation of epic poetry
2	Singing
3	Tale-telling
4	Flyting (insult flinging)
5	Yodeling
6	Axe throwing
7	Playing an instrument
8	Fire eating or sword swallowing

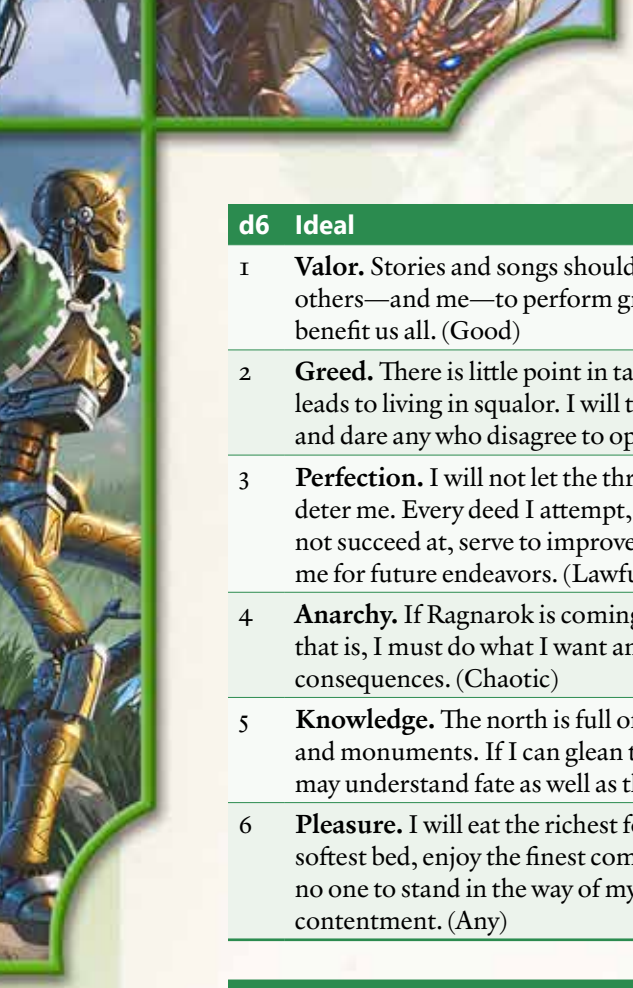
Feature: Northern Historian

Your education and experience have taught you how to determine the provenance of ruins, monuments, and other structures within the north. When you spend at least 1 hour examining a structure or non-natural feature of the terrain, you can determine if it was built by humans, dwarves, elves, goblins, giants, trolls, or fey. You can also determine the approximate age (within 500 years) of the construction based on its features and embellishments.

Suggested Characteristics

Northern minstrels tend to either be boisterous and loud or pensive and watchful with few falling between these extremes. Many exude both qualities at different times, and they have learned how and when to turn their skald persona on and off. Like other northerners, they place a lot of stock in appearing brave and tough, which can lead them unwittingly into conflict.

d8	Personality Trait
1	I will accept any dare and expect accolades when I complete it.
2	Revelry and boisterousness are for foolish children. I prefer to quietly wait and watch.
3	I am more than a match for any northern reaver. If they believe that is not so, let them show me what stuff they are made of.
4	I yearn for the raiding season and the tales of blood and butchery I can use to draw the crowds.
5	Ragnarok is nigh. I will bear witness to the end of all things and leave a record should there be any who survive it.
6	There is nothing better than mutton, honeyed mead, and a crowd in thrall to my words.
7	The gods weave our fates. There is nothing to do but accept this and live as we will.
8	All life is artifice. I lie better than most and I am not ashamed to reap the rewards.



d6	Ideal
1	**Valor.** Stories and songs should inspire others—and me—to perform great deeds that benefit us all. (Good)
2	**Greed.** There is little point in taking action if it leads to living in squalor. I will take what I want and dare any who disagree to oppose me. (Evil)
3	**Perfection.** I will not let the threat of failure deter me. Every deed I attempt, even those I do not succeed at, serve to improve me and prepare me for future endeavors. (Lawful)
4	**Anarchy.** If Ragnarok is coming to end all that is, I must do what I want and damn the consequences. (Chaotic)
5	**Knowledge.** The north is full of ancient ruins and monuments. If I can glean their meaning, I may understand fate as well as the gods. (Any)
6	**Pleasure.** I will eat the richest food, sleep in the softest bed, enjoy the finest company, and allow no one to stand in the way of my delight and contentment. (Any)

d6	Bond
1	I have the support of my peers from the skaldic school I attended, and they have mine.
2	I will find and answer the Unanswerable Riddle and gain infamy.
3	I will craft an epic of such renown it will be recited the world over.
4	All my companions were slain in an ambush laid by cowardly trolls. At least I snatched up my tagelharpa before I escaped the carnage.
5	The cold waves call to me even across great distances. I must never stray too far from the ocean's embrace.
6	It is inevitable that people fail me. Mead, on the other hand, never fails to slake my thirst.

d6	Flaw
1	Only a coward retreats. The valiant press forward to victory or death.
2	All the tales I tell of my experiences are lies.
3	Critics and hecklers will suffer my wrath once the performance is over.
4	Companions and friends cease to be valuable if their accomplishments outshine my own.
5	I once burned down a tavern where I was poorly received. I would do it again.
6	I cannot bear to be gainsaid and fall into a bitter melancholy when I am.

OCCULTIST

At your core, you are a believer in things others dismiss. The signs abound if you know where to look. Questions beget answers that spur further questions. The cycle is endless as you uncover layer after layer of mystery and secrets.

Piercing the veil hiding beyond the surface of reality is an irresistible lure spurring you to delve into forgotten and dangerous places in the world. Perhaps you've always yearned toward the occult, or it could be that you encountered something or someone who opened your eyes to the possibilities. You may belong to some esoteric organization determined to uncover the mystery, a cult bent on using the secrets for a dark purpose, or you may be searching for answers on your own. As an occultist, you ask the questions reality doesn't want to answer.

Skill Proficiencies: Arcana, Religion

Tool Proficiencies: Thieves' tools

Languages: Two of your choice

Equipment: A book of obscure lore holding clues to an occult location, a bottle of black ink, a quill, a leather-bound journal in which you record your secrets, a bullseye lantern, a set of common clothes, and a belt pouch containing 5 gp

Feature: Strange Lore

Your passions for forbidden knowledge, esoteric religions, secretive cults, and terrible histories brought you into contact with a wide variety of interesting and unique individuals operating on the fringes of polite society. When you're trying to find something that pertains to eldritch secrets or dark knowledge, you have a good idea of where to start looking. Usually, this information comes from information brokers, disgraced scholars, chaotic mages, dangerous cults, or insane priests. Your GM might rule that the knowledge you seek isn't found with just one contact, but this feature provides a starting point.

Suggested Characteristics

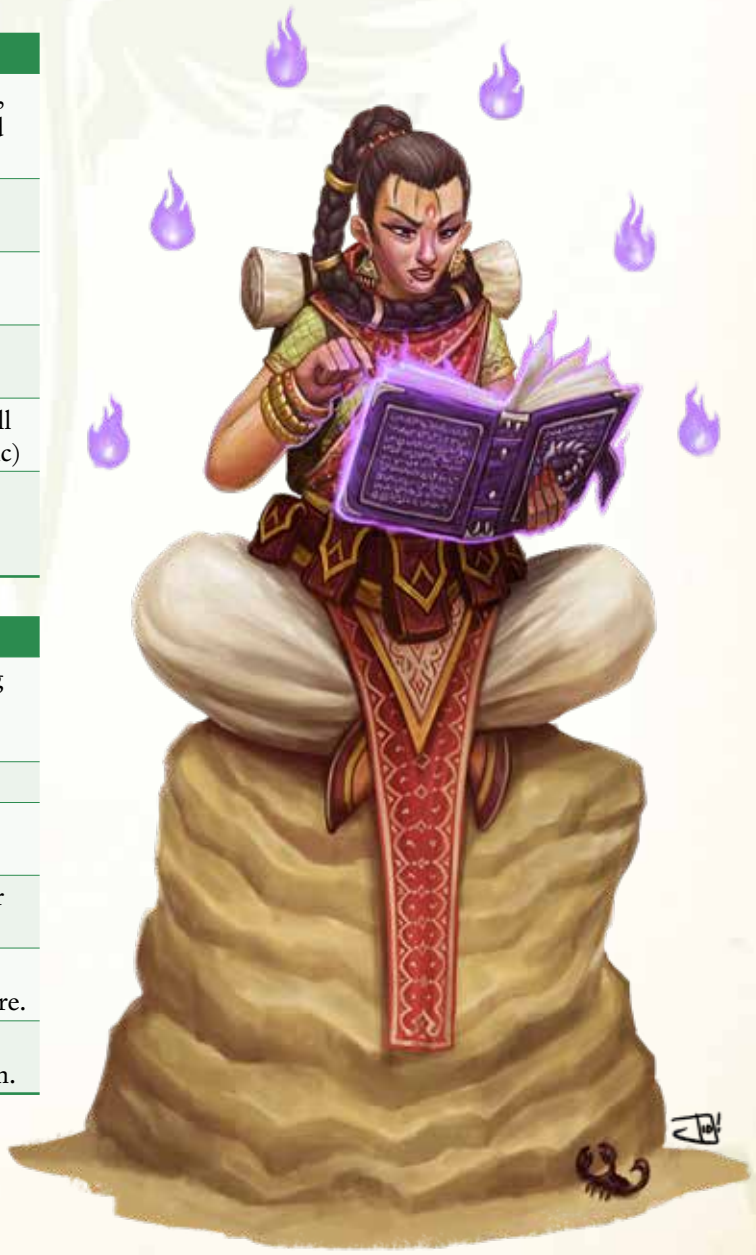
Occultists can't resist the lure of an ancient ruin, forgotten dungeon, or the lair of some mysterious cult. They eagerly follow odd rumors, folktales, and obscure clues found in dusty tomes. Some adventure with the hope of turning their discoveries into fame and fortune, while others consider the answers they uncover to be the true reward. Whatever their motivations, occultists combine elements of archaeologist, scholar, and fanatic.

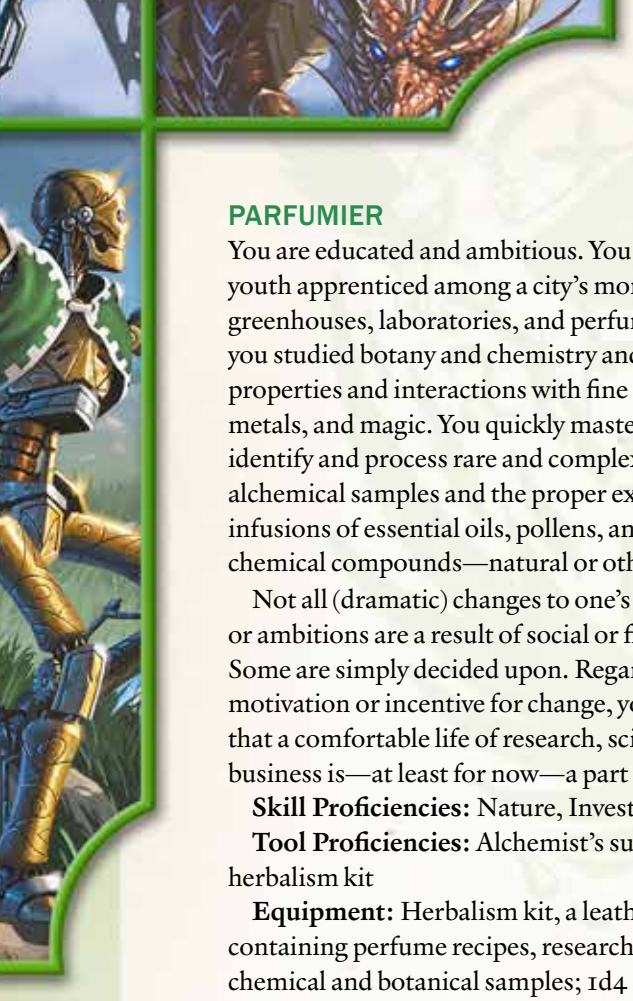
d8	Personality Trait
1	I always ask questions, especially if I think I can learn something new.
2	I believe every superstition I hear and follow their rules fanatically.
3	The things I know give me nightmares, and not only when I sleep.
4	Nothing makes me happier than explaining some obscure lore to my friends.
5	I startle easily.
6	I perform a host of rituals throughout the day that I believe protect me from occult threats.
7	I never know when to give up.
8	The more someone refuses to believe me, the more I am determined to convince them.

d6	Ideal
1	**Domination.** With the power I will unearth, I will take my revenge on those who wronged me. (Evil)
2	**Mettle.** Each nugget of hidden knowledge I uncover proves my worth. (Any)
3	**Lore.** Knowledge is never good or evil; it is simply knowledge. (Neutral)
4	**Redemption.** This dark knowledge can be made good if it is used properly. (Good)
5	**Truth.** Nothing should be hidden. Truth is all that matters, no matter who it hurts. (Chaotic)
6	**Responsibility.** Only by bringing dark lore into the light can we eliminate its threat. (Lawful)

d6	Bond
1	One or more secret organizations are trying to stop me, which means I must be close to the truth.
2	My studies come before anything else.
3	No theory, however unbelievable, is worth abandoning without investigation.
4	I must uncover the truth behind a particular mystery, one my father died to protect.
5	I travel with my companions because I have reason to believe they are crucial to the future.
6	I once had a partner in my occult searches who vanished. I am determined to find them.

d6	Flaw
1	When stressed, I mutter theories to myself, sometimes connecting seemingly unconnected or random events, to explain my current predicament.
2	It's not paranoia if they really are out to get me.
3	I have a habit of lying to hide my theories and discoveries.
4	I see secrets and mysteries in everything and everyone.
5	The world is full of dark secrets, and I'm the only one who can safely unearth them.
6	There is no law or social convention I won't break to further my goals.





PARFUMIER

You are educated and ambitious. You spent your youth apprenticed among a city's more reputable greenhouses, laboratories, and perfumeries. There, you studied botany and chemistry and explored properties and interactions with fine crystal, rare metals, and magic. You quickly mastered the skills to identify and process rare and complex botanical and alchemical samples and the proper extractions and infusions of essential oils, pollens, and other fragrant chemical compounds—natural or otherwise.

Not all (dramatic) changes to one's lifestyle, calling, or ambitions are a result of social or financial decline. Some are simply decided upon. Regardless of your motivation or incentive for change, you have accepted that a comfortable life of research, science and business is—at least for now—a part of your past.

Skill Proficiencies: Nature, Investigation

Tool Proficiencies: Alchemist's supplies, herbalism kit

Equipment: Herbalism kit, a leather satchel containing perfume recipes, research notes, and chemical and botanical samples; 1d4 metal or crystal (shatter-proof) perfume bottles, a set of fine clothes, and a silk purse containing 10 gp

Feature: Aromas and Odors and Airs, Oh My

Before you became an adventurer, you crafted perfumes for customers in your home town or city. When not out adventuring, you can fall back on that trade to make a living. For each week you spend practicing your profession, you can craft one of the following at half the normal cost in time and resources: 5 samples of fine perfume worth 10 gp each, 2 vials of acid, or 1 vial of parfum toxique worth 50 gp. As an action, you can throw a vial of parfum toxique up to 20 feet, shattering it on impact. Make a ranged attack against a creature or object, treating the parfum as an improvised weapon. On a hit, the target takes 1d6 poison damage and is poisoned until the end of its next turn.

Suggested Characteristics

As with many parfumiers with the extensive training you received, you are well spoken, stately of bearing, and possessed of a self-assuredness that sometimes is found imposing. You are not easily impressed and rarely subscribe to notions like "insurmountable" or "unavoidable." Every problem has a solution.

d8	Personality Traits
1	I do not deal in absolutes. There is a solution to every problem, an answer for every riddle.
2	I am used to associating with educated and "elevated" society. I find rough living and rough manners unpalatable.
3	Years spent witnessing the dealings, intrigues, and industrial espionage of the Bouquet Districts' mercantile-elite have left me secretive and guarded.
4	I have a strong interest and sense for fashion and current trends.
5	I eagerly discuss the minutiae, subtleties, and nuances of my profession to any who will listen.
6	I am easily distracted by unusual or exceptional botanical specimens.
7	I can seem distant and introverted. I listen more than I speak.
8	I always strive to make allies, not enemies.

d6	Ideal
1	**Responsibility.** It is my duty to share my exceptional gifts and knowledge for the betterment of all. (Good)
2	**Pragmatism.** I never let passion, preference, or emotion influence my decision-making or clear headedness. (Lawful)
3	**Freedom.** Rules, particularly those imposed by others, were meant to be broken. (Chaotic)
4	**Deep Science.** I live a life based on facts, logic, probability, and common sense. (Lawful)
5	**Notoriety.** I will do whatever it takes to become the elite that I was witness to during my time among the boutiques, salons, and workshops of the noble's district. (Any)
6	**Profit.** I will utilize my talents to harvest, synthesize, concoct, and brew almost anything for almost anyone. As long as the profit margin is right. (Evil)

d6	Bond
1	I will return to my home city someday and have revenge upon the elitist perfume consortium and corrupt shipping magnates who drove my dreams to ruin.
2	I have been experimenting and searching my whole career for the ultimate aromatic aphrodisiac. The "alchemists' stone" of perfumery.
3	My home is safely far behind me now. With it go the unfounded accusations, spiteful rumors, and perhaps some potential links to a string of corporate assassinations.
4	I am cataloging an encyclopedia of flora and their various chemical, magical, and alchemical properties and applications. It is my life's work.
5	I am dedicated to my craft, always seeking to expand my knowledge and hone my skills in the science and business of aromatics.
6	I have a loved one who is threatened (held hostage?) by an organized gang of vicious halfling thugs who control many of the "rackets" in the perfumeries in my home city.

d6	Flaw
1	I am driven to reclaim the status and respect of the socially and scientifically elite and will sacrifice much to gain it.
2	I am highly competitive and not above plagiarizing or stealing the occasional recipe, idea, formula, or sample.
3	I am hard-pressed to treat anyone who is not (by my standards) "well schooled" or "well heeled" as little more than lab assistants and house servants.
4	A pretty face is always able to lead me astray.
5	I am secretly addicted to a special perfume that only I can reproduce.
6	*On a stormy night, I heard a voice in the wind, which led me to a mysterious plant. Its scent was intoxicating, and I consumed it. Now, that voice occasionally whispers in my dreams, urging me to some unknown destiny.*

SCOUNDREL

You were brought up in a poor neighborhood in a crowded town or city. You may have been lucky enough to have a leaky roof over your head, or perhaps you grew up sleeping in doorways or on the rooftops. Either way, you didn't have it easy, and you lived by your wits. While never a hardened criminal, you fell in with the wrong crowd, or you ended up in trouble for stealing food from an orange cart or clean clothes from a washing line. You're no stranger to the city watch in your hometown and have outwitted or outrun them many times.

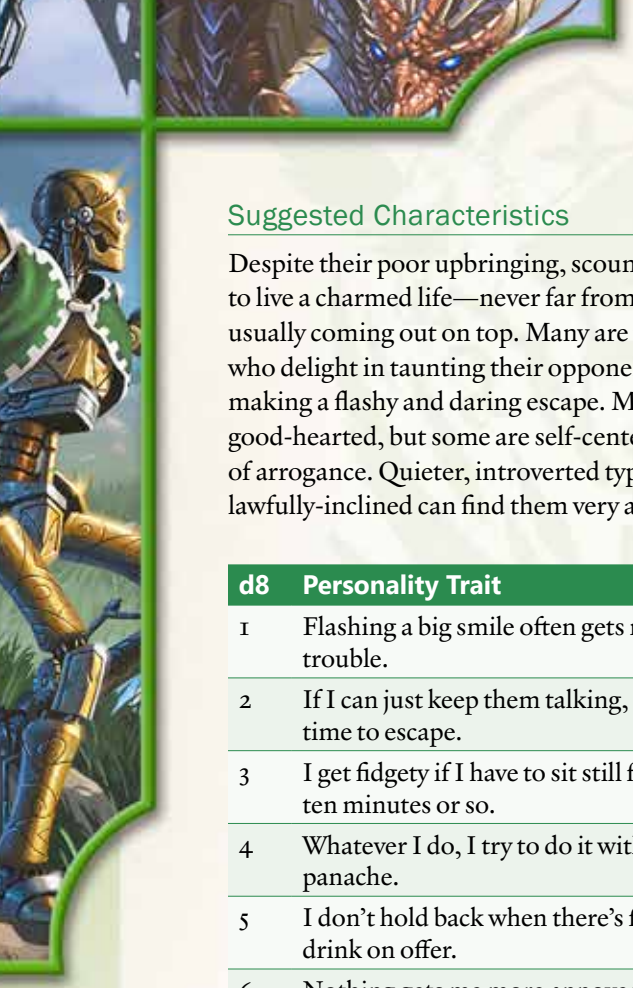
Skill Proficiencies: Athletics, Sleight of Hand

Tool Proficiencies: One type of gaming set, thieves' tools

Equipment: A bag of 1,000 ball bearings, a pet monkey wearing a tiny fez, a set of common clothes, and a pouch containing 10 gp

Feature: Urban Explorer

You are familiar with the layout and rhythms of towns and cities. When you arrive in a new city, you can quickly locate places to stay, where to buy good quality gear, and other facilities. You can shake off pursuers when you are being chased through the streets or across the rooftops. You have a knack for leading pursuers into a crowded market filled with stalls piled high with breakable merchandise, or down a narrow alley just as a dung cart is coming in the other direction.



Suggested Characteristics

Despite their poor upbringing, scoundrels tend to live a charmed life—never far from trouble, but usually coming out on top. Many are thrill-seekers who delight in taunting their opponents before making a flashy and daring escape. Most are generally good-hearted, but some are self-centered to the point of arrogance. Quieter, introverted types and the lawfully-inclined can find them very annoying.

d8	Personality Trait
1	Flashing a big smile often gets me out of trouble.
2	If I can just keep them talking, it will give me time to escape.
3	I get fidgety if I have to sit still for more than ten minutes or so.
4	Whatever I do, I try to do it with style and panache.
5	I don't hold back when there's free food and drink on offer.
6	Nothing gets me more annoyed than being ignored.
7	I always sit with my back to the wall and my eyes on the exits.
8	Why walk down the street when you can run across the rooftops?

d6	Ideal
1	**Freedom.** Ropes and chains are made to be broken. Locks are made to be picked. Doors are meant to be opened. (Chaotic)
2	**Community.** We need to look out for one another and keep everyone safe. (Lawful)
3	**Charity.** I share my wealth with those who need it the most. (Good)
4	**Friendship.** My friends matter more to me than lofty ideals. (Neutral)
5	**Aspiration.** One day my wondrous deeds will be known across the world. (Any)
6	**Greed.** I'll stop at nothing to get what I want. (Evil)

d6	Bond
1	My elder sibling taught me how to find a safe hiding place in the city. This saved my life at least once.
2	I stole money from someone who couldn't afford to lose it and now they're destitute. One day I'll make it up to them.
3	The street kids in my town are my true family.
4	My mother gave me an old brass lamp. I polish it every night before going to sleep.
5	When I was young, I was too scared to leap from the tallest tower in my hometown onto the hay cart beneath. I'll try again someday.
6	A city guardsman let me go when they should have arrested me for stealing. I am forever in their debt.

d6	Flaw
1	If there's a lever to pull, I'll pull it.
2	It's not stealing if nobody realizes it's gone.
3	If I don't like the odds, I'm out of there.
4	I often don't know when to shut up.
5	I once filched a pipe from a priest. Now I think the god has cursed me.
6	I grow angry when someone else steals the limelight.

SENTRY

In your youth, the defense of the city, the community, the caravan, or your patron was how you earned your coin. You might have been trained by an old, grizzled city watchman, or you might have been pressed into service by the local magistrate for your superior skills, size, or intellect. However you came to the role, you excelled at defending others.

You have a nose for trouble, a keen eye for spotting threats, a strong arm to back it up, and you are canny enough to know when to act. Most importantly, though, you were a peace officer or a protector and not a member of an army which might march to war.

Skill Proficiencies: Insight, Perception

Tool Proficiencies: One type of gaming set

Languages: One language of your choice

Equipment: A set of dice or deck of cards, a shield bearing your previous employer's symbol, a set of common clothes, a hooded lantern, a signal whistle, and a belt pouch containing 10 gp

Specialization

Each person or location that hires a sentry comes with its own set of unique needs and responsibilities. As a sentry, you fulfilled one of these unique roles. Choose a specialization or roll a d6 and consult the table below to define your expertise as a sentry.

d6	Specialization
1	City or gate watch
2	Bodyguard or jailor
3	Caravan guard
4	Palace or judicial sentry
5	Shop guard
6	Ecclesiastical or temple guard

Feature: Comrades in Arms

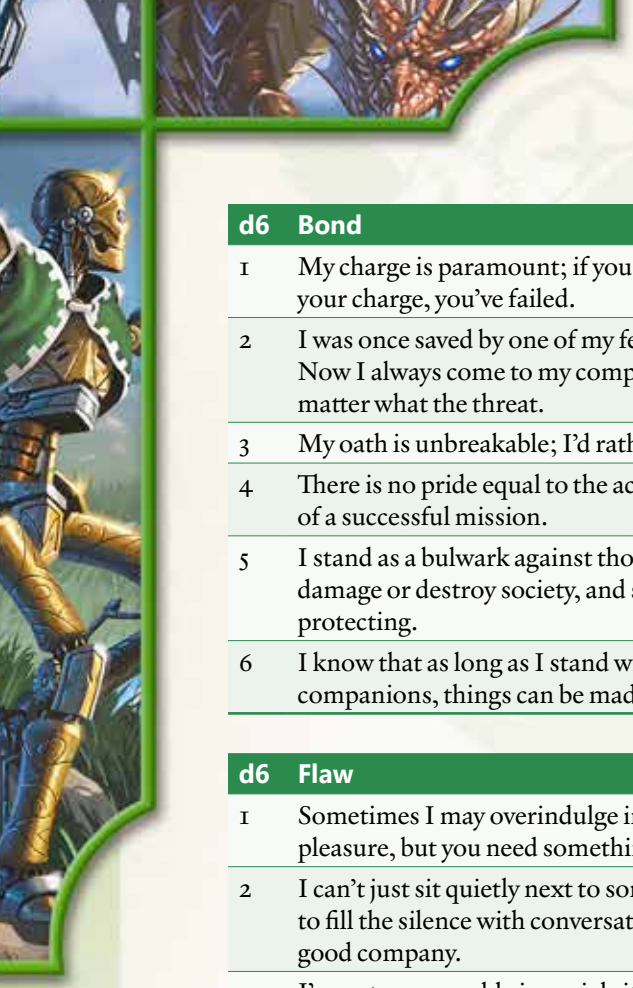
The knowing look from the caravan guard to the city gatekeeper or the nod of recognition between the noble's bodyguard and the district watchman—no matter the community, city, or town, the guards share a commonality of purpose. When you arrive in a new location, you can speak briefly with the gate guards, local watch, or other community guardians to gain local knowledge. This knowledge could be information, such as the most efficient routes through the city, primary vendors for a variety of luxury goods, the best (or worst) inns and taverns, the primary criminal elements in town, or the current conflicts in the community.

Suggested Characteristics

You're a person who understands both patience and boredom, as a guard is always waiting for something to happen. More often than not, sentries hope nothing happens because something happening usually means something has gone wrong. A life spent watching and protecting, acting in critical moments, and learning the details of places and behaviors; all of these help shape the personality of the former sentry. Some claim you never stop being a guard, you just change what you protect.

d8	Personality Trait
1	I've seen the dregs of society and nothing surprises me anymore.
2	I know where to look to spot threats lurking around a corner, in a glance, and even in a bite of food or cup of drink.
3	I hate standing still and always keep moving.
4	My friends know they can rely on me to stand and protect them.
5	I resent the rich and powerful; they think they can get away with anything.
6	A deception of any sort marks you as untrustworthy in my mind.
7	Stopping lawbreakers taught me the best ways to skirt the law.
8	I never take anything at face-value.

d6	Ideal
1	**Greed.** Threats to my companions only increase my glory when I protect them from it. (Evil)
2	**Perception.** I watch everyone, for threats come from every rank or station. (Neutral)
3	**Duty.** The laws of the community must be followed to keep everyone safe. (Lawful)
4	**Community.** I am all that stands between my companions and certain doom. (Good)
5	**Determination.** To truly protect others, you must sometimes break the law. (Chaotic)
6	**Practicality.** I require payment for the protection or service I provide. (Any)



d6	Bond
1	My charge is paramount; if you can't protect your charge, you've failed.
2	I was once saved by one of my fellow guards. Now I always come to my companions' aid, no matter what the threat.
3	My oath is unbreakable; I'd rather die first.
4	There is no pride equal to the accomplishment of a successful mission.
5	I stand as a bulwark against those who would damage or destroy society, and society is worth protecting.
6	I know that as long as I stand with my companions, things can be made right.

d6	Flaw
1	Sometimes I may overindulge in a guilty pleasure, but you need something to pass time.
2	I can't just sit quietly next to someone. I've got to fill the silence with conversation to make good company.
3	I'm not very capable in social situations. I'd rather sit on the sidelines and observe. People make me nervous.
4	I have a tough time trusting strangers and new people. You don't know their habits and behaviors; therefore, you don't know their risk.
5	There is danger all around us, and only the foolish let their guard down. I am no fool, and I will spot the danger.
6	I believe there's a firm separation between task and personal time. I don't do other people's work when I'm on my own time. If you want me, hire me.

TROPHY HUNTER

You hunt the mightiest beasts in the harshest environments, claiming their pelts as trophies and returning them to settled lands for a profit or to decorate your abode. You likely were set on this path since birth, following your parents on safaris and learning from their actions, but you may have instead come to this path as an adult after being swept away by the thrill of dominating the natural world.

Many big game hunters pursue their quarry purely for pleasure, as a calming avocation, but others sell their skills to the highest bidder to amass wealth and reputation as a trophy hunter.

Skill Proficiencies: Nature, Survival

Tool Proficiencies: Leatherworker's tools, vehicles (land)

Equipment: A donkey or mule with bit and bridle, a set of cold-weather or warm-weather clothes, and a belt pouch containing 5 gp

Feature: Shelter from the Storm

You have spent years hunting in the harshest environments of the world and have seen tents blown away by gales, food stolen by hungry bears, and equipment destroyed by the elements. While traveling in the wilderness, you can find a natural location suitable to make camp by spending 1 hour searching. This location provides cover from the elements and is in some way naturally defensible, at the GM's discretion.

Suggested Characteristics

Most trophy hunters are skilled hobbyists and find strange relaxation in the tension of the hunt and revel in the glory of a kill. You may find great personal joy in hunting, in the adoration of peers, or simply in earning gold by selling pelts, scales, and horns.

d8	Personality Trait
1	Nothing gets my blood pumping like stalking a wild animal.
2	I like things *big*! Trophies, big! Food, big! Money, houses, weapons, possessions, I want 'em big, *big*, *BIG*!
3	When hunting, it's almost as if I become a different person. Focused. Confident. Ruthless.
4	The only way to kill a beast is to be patient and find the perfect moment to strike. The same is true for all the important things in life.
5	Bathing is for novices. I know that to catch my smelly, filthy prey, I must smell like them to throw off their scent.
6	I eat only raw meat. It gets me more in tune with my prey.
7	I'm a connoisseur of killing implements; I only use the best, because *I* am the best.
8	I thank the natural world for its bounty after every kill.

d6	Ideal
1	**Ambition.** It is my divine calling to become better than my rivals by any means necessary. (Chaotic)
2	**Altruism.** I hunt only to protect those who cannot protect themselves. (Good)
3	**Determination.** No matter what the laws say, I *will* kill that beast! (Chaotic)
4	**Cruelty.** My prey lives only for my pleasure. It will die exactly as quickly or as slowly as I desire. (Evil)
5	**Sport.** We're just here to have fun. (Neutral)
6	**Family.** I follow in my family's footsteps. I will not tarnish their legacy. (Any)

d6	Bond
1	I like hunting because I like feeling big and powerful.
2	I hunt because my parents think I'm a worthless runt. I need to make them proud.
3	I was mauled by a beast on my first hunting trip. I've spent my life searching for that monster.
4	The first time I drew blood, something awoke within me. Every hunt is a search for the original ecstasy of blood.
5	My hunting companions used to laugh at me behind my back. They aren't laughing anymore.
6	A close friend funded my first hunting expedition. I am forever in their debt.

d6	Flaw
1	I'm actually a sham. All of my trophies were bagged by someone else. I just followed along and watched.
2	I'm terrified of anything larger than myself.
3	I can't express anger without lashing out at something.
4	I need money. I don't care how much or how little I have; I need more. And I would do anything to get it.
5	I am obsessed with beauty in animals, art, and people.
6	I don't trust my hunting partners, whom I know are here to steal my glory!

FEATS

From friends of the forest, to snipers, to rimecasters, these feats provide extra features to reflect your character's specialization in, or connection to, a particular discipline.

BOUNDLESS RESERVES

Prerequisite: Wisdom 13 or higher and the Ki class feature

You have learned to harness your inner vitality to replenish your ki. You gain the following benefits:

- Increase your Wisdom score by 1, to a maximum of 20.
- When you start your turn and have no ki points remaining, you can use a reaction to spend one Hit Die. Roll the die and add your Constitution modifier to it. You regain expended ki points equal to up to half the total (minimum of 1). You can never have more ki points than the maximum for your level. Hit Dice spent using this feat can't be used to regain hit points during a short rest. You regain spent Hit Dice as normal.

DIEHARD

Prerequisite: Constitution 13 or higher

You are difficult to wear down and kill. You gain the following benefits:

- Increase your Constitution score by 1, up to a maximum of 20.
- You have advantage on saving throws against effects that cause you to suffer a level of exhaustion.
- You have advantage on death saving throws.

DRACONIC RUNE CASTING

Prerequisite: The ability to cast at least one spell

You have unlocked the basic tenants of draconic rune casting (see the Magic and Spells chapter). You gain the following benefits:

- You learn two draconic runes of your choice. These runes can't be master runes.
- You learn the master runes up to the highest level of spell you can currently cast. As you grow in power and increase in level, you automatically learn the master runes for each spell level you can cast.
- You can inscribe draconic runes you know on objects and empower those runes with your magic when you finish a long rest. You can

have a number of empowered runes at one time equal to 1 + your proficiency bonus. You can use empowered runes to replicate spells, as described in the Magic and Spells chapter.

- You can magically mark an inscribed rune to use as a spellcasting focus for your spells.

FLORIOGRAPHER

Prerequisite: Proficiency in one of the following skills: Arcana, History, or Nature

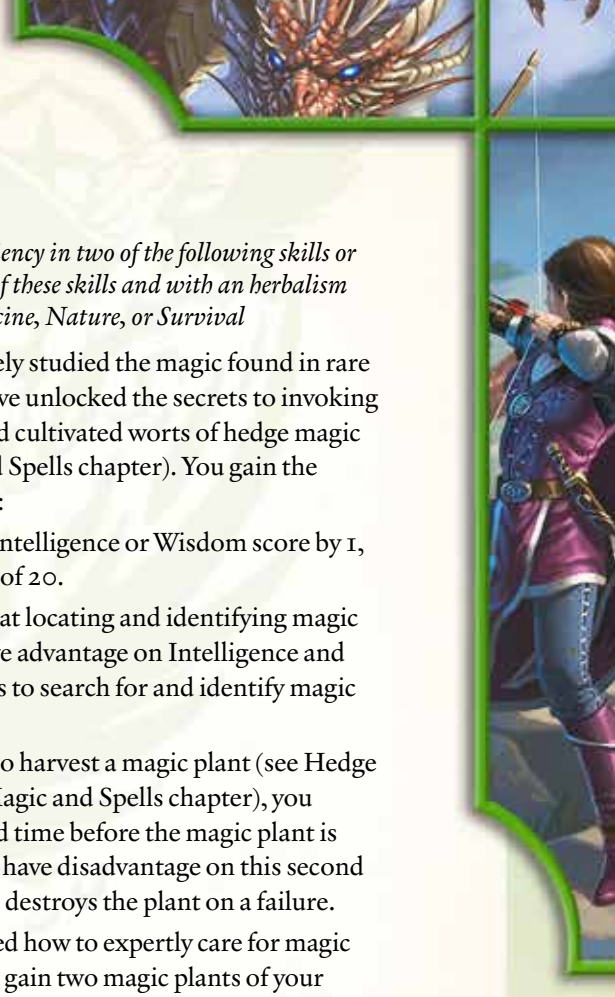
You have studied the secret language of Floriography. You gain the following benefits:

- Increase your Intelligence or Wisdom score by 1, to a maximum of 20.
- You learn Floriography, the language of flowers. Similar to Druidic and Thieves' Cant, Floriography is a secret language often used to communicate subtle ideas, symbolic meaning, and even basic messages. Floriography is conveyed through the combinations of colors, styles, and even types of flowers in bouquets, floral arrangements, and floral illustrations, often with a gift-giving component.
- Your fluency with the subtle messages in floral displays gives you a keen eye for discerning subtle or hidden messages elsewhere. You have advantage on Intelligence (Investigation) and Wisdom (Insight) checks to notice and discern hidden messages of a visual nature, such as the runes of a magic trap or the subtle hand signals passing between two individuals.

FOREST DENIZEN

You are familiar with the ways of the forest. You gain the following benefits:

- Increase your Wisdom score by 1, to a maximum of 20.
- You can discern if a plant or fungal growth is safe to eat.
- You learn to speak, read, and write Sylvan.
- You have advantage on Strength (Athletics) and Dexterity (Acrobatics) checks you make to escape from being grappled or restrained as long as you are being grappled or restrained by nonmagical vegetation or a beast's action such as a giant frog's bite or a spider's web.



FRIEND OF THE FOREST

After spending some time in forests, you have attuned yourself to the ways of the woods and the creatures in it. You learn the *treeheal* (see the Magic and Spells chapter) cantrip and two other druid cantrips of your choice. You also learn the *speak with animals* spell and can cast it once without expending a spell slot. Once you cast it, you must finish a short or long rest before you can cast it in this way again. Your spellcasting ability for these spells is Wisdom.

GIANT FOE

Prerequisite: A Small or smaller race

Your experience fighting giants, such as ogres, trolls, and frost giants, has taught you how to avoid their deadliest blows and how to wield mighty weapons to better combat them. You gain the following benefits:

- Increase your Strength score by 1, to a maximum of 20.
- If you normally have disadvantage on attack rolls made with weapons with the Heavy property due to your size, you don't have disadvantage on those attack rolls.
- When a giant attacks you, any critical hit from it against you becomes a normal hit.
- Whenever you make an Intelligence (History) check related to the culture or origins of a giant, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

HARRIER

Prerequisite: The Shadow Traveler shadow fey trait or the ability to cast the misty step *spell*

You have learned to maximize the strategic impact of your misty step. You appear in a flash and, while your foe is disoriented, attack with deadly precision. You gain the following benefits:

- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- When you use your Shadow Traveler trait or cast *misty step*, you have advantage on the next attack you make before the end of your turn.

HEDGECRAFT

Prerequisite: Proficiency in two of the following skills or proficiency in one of these skills and with an herbalism kit: Arcana, Medicine, Nature, or Survival

You have extensively studied the magic found in rare plants, and you have unlocked the secrets to invoking the ceremonial and cultivated worts of hedge magic (see the Magic and Spells chapter). You gain the following benefits:

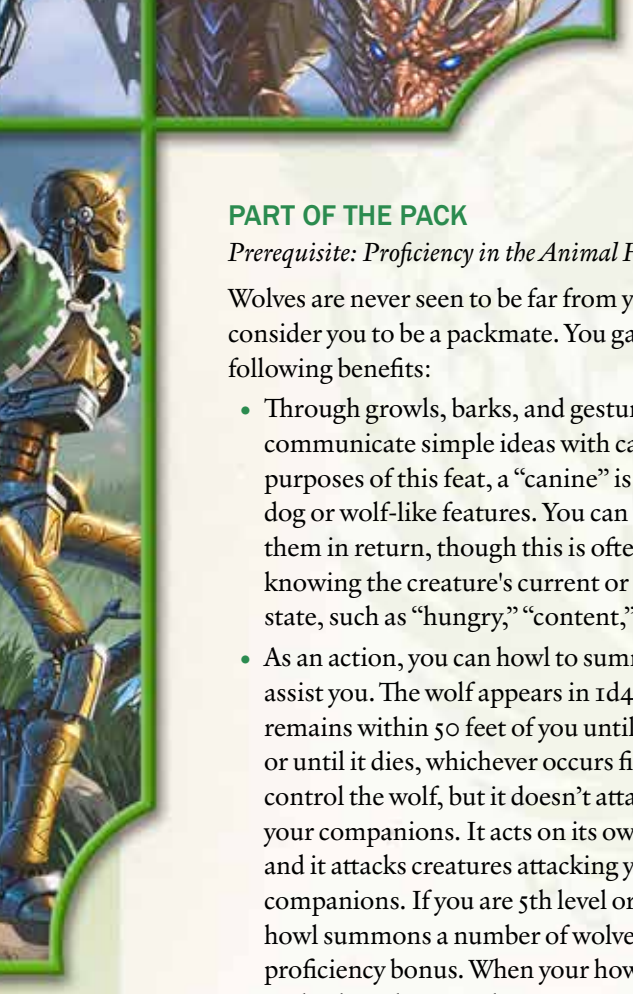
- Increase your Intelligence or Wisdom score by 1, to a maximum of 20.
- You are skilled at locating and identifying magic plants. You have advantage on Intelligence and Wisdom checks to search for and identify magic plants.
- When you fail to harvest a magic plant (see Hedge Magic in the Magic and Spells chapter), you can try a second time before the magic plant is destroyed. You have disadvantage on this second attempt, which destroys the plant on a failure.
- You have learned how to expertly care for magic plants, and you gain two magic plants of your choice. Each plant is in a small pot, pouch, or some other portable container that you carry with you on your travels. At the end of every 7 days, roll a d4 for each magic plant that you own. The number rolled determines how many uses of that plant you have for the next 7 days. Each plant then steadily regrows, providing more uses after 7 days have passed. While caring for a plant requires work, it is considered part of your routine when you take a long rest and requires no further skill checks. You can keep and care for a number of magic plants equal to 1 + your proficiency bonus at a time.

INNER RESILIENCE

Prerequisite: Wisdom 13 or higher

Your internal discipline gives you access to a small pool of ki points. You gain the following benefits:

- Increase your Wisdom score by 1, to a maximum of 20.
- You have 3 ki points, which you can spend to fuel the Patient Defense or Step of the Wind features from the monk class. When you spend a ki point, it is unavailable until you finish a short or long rest, at the end of which you draw all of your expended ki back into yourself. You must spend at least 30 minutes of the rest meditating to regain your ki points.
- If you already have ki points, your ki point maximum increases by 3 instead.



PART OF THE PACK

Prerequisite: Proficiency in the Animal Handling skill

Wolves are never seen to be far from your side and consider you to be a packmate. You gain the following benefits:

- Through growls, barks, and gestures, you can communicate simple ideas with canines. For the purposes of this feat, a "canine" is any beast with dog or wolf-like features. You can understand them in return, though this is often limited to knowing the creature's current or most recent state, such as "hungry," "content," or "in danger."
- As an action, you can howl to summon a wolf to assist you. The wolf appears in 1d4 rounds and remains within 50 feet of you until 1 hour elapses or until it dies, whichever occurs first. You can't control the wolf, but it doesn't attack you or your companions. It acts on its own initiative, and it attacks creatures attacking you or your companions. If you are 5th level or higher, your howl summons a number of wolves equal to your proficiency bonus. When your howl summons multiple wolves, you have a 50 percent chance that one of the wolves is a dire wolf instead. Your summoned pack can have no more than one dire wolf. While at least one wolf is with you, you have advantage on Wisdom (Survival) checks to hunt for food or to find shelter. At the GM's discretion, you may not be able to summon a wolf or multiple wolves if you are indoors or in a region where wolves aren't native, such as the middle of the sea. Once you have howled to summon a wolf or wolves with this feat, you must finish a long rest before you can do so again.

RIMECASTER

Prerequisite: A race or background from a cold climate and the ability to cast at least one spell

You are from an area with a cold climate and have learned to adapt your magic to reflect your heritage. You gain the following benefits:

- When you cast a spell that deals damage, you can use a reaction to change the type of damage the spell deals to cold damage.
- When you cast a spell that deals cold damage, you gain resistance to cold damage until the start of your next turn. If you already have resistance to cold damage, you are immune to cold damage until the start of your next turn instead.

SORCEROUS VIGOR

Prerequisite: Charisma 13 or higher and the Sorcery Points class feature

When your magical reserves are low, you can call on your lifeforce to fuel your magic.

- Increase your Charisma score by 1, to a maximum of 20.
- When you start your turn and have no sorcery points remaining, you can use a reaction to spend one Hit Die. Roll the die and add your Constitution modifier to it. You regain expended sorcery points equal to up to half the total (minimum of 1). You can never have more sorcery points than the maximum for your level. Hit Dice spent using this feat can't be used to regain hit points during a short rest. You regain spent Hit Dice as normal.

STALKER

You are an expert at hunting prey. You are never more at home than when on a hunt, and your quarry rarely escapes you. You gain the following benefits:

- You gain proficiency in the Stealth and Survival skills.
- You have advantage on Wisdom (Survival) checks made to track a creature you have seen in the past 24 hours.

STUNNING SNIPER

Prerequisite: Proficiency with a ranged weapon

You have mastered the use of ranged weapons to cripple your target from a distance. When you score a critical hit on a ranged attack roll, you can stun the target until the start of your next turn instead of doubling the damage.

4 Adventuring Gear

The life of an adventurer is fraught with natural hazards, terrifying monsters, inclement weather, and many long days walking dirt roads and sleeping under the stars. Here you'll find various weapons, tools, and other equipment to help your character survive the dangers their lives might throw their way.

GUNPOWDER

Gunpowder and firearms typically appear in fantasy settings that gravitate toward late-medieval, renaissance, or swashbuckling themes, though they can appear in any setting where alchemists or tinkerers have access to sulfur, charcoal, and saltpeter. Presented here are rules for incorporating gunpowder and firearms into your games.

The first gunpowder weapons included the pistol, musket, and blunderbuss, among others. These early firearms were matchlock, muzzle-loaded weapons. A curved lever held a burning slow match or length of cording. When the trigger was pulled, the lever dropped into the firing chamber, igniting the gunpowder and propelling the ball down the barrel of the firearm.

The firearms in this book use the loading and gunpowder properties. You can find the statistics for the firearms and the details for the gunpowder property in the Weapons section of this chapter.

Loading a Firearm. Early firearms use a paper "cartridge," a paper cylinder packed with an iron or lead ball, gunpowder, and a primer. To load a firearm, the wielder opens the paper cartridge, pours the gunpowder into the end of the barrel, followed by the ball and the paper. A rod is used to ram the ball and paper down the barrel. Hit or miss, ammunition from a firearm is destroyed once expended.

Obvious Weapons. More than almost any other weapon, firearms draw attention when they are used, and they are *loud*. When a character makes a ranged attack with a firearm, the firearm releases a thunderous boom audible out to the weapon's maximum range. In addition, firearms release a small puff of smoke when fired. Characters hoping to move or fight undetected would be wise to use other

weapons. For game masters, be aware of the sight, sound, and smell of firearms and the possibility of such effects alerting other nearby creatures, but also be aware these effects are just as likely to startle or scare away creatures as it is to draw them.

Proficiency. A "firearm" is any ranged weapon with the gunpowder weapon property. Firearms are designated as simple or martial ranged weapons similar to crossbows and other ranged weapons. A character with simple or martial weapon proficiency

OPTIONAL GUNPOWDER RULES

Throughout history, gunpowder and firearms saw varying levels of distribution and reliability. If your game takes a more historical approach to gunpowder and firearms, here are some optional rules to represent such history.

Misfire. Historically, early gunpowder weapons were very lethal but inaccurate and prone to malfunction. Misfires bring this element of unpredictability into the game. If using this optional rule, all weapons with the gunpowder property have the following additional rule:

- When you roll a 1 on the d20 for an attack roll with a weapon with the gunpowder property, the weapon misfires. The attack misses, and you can't use the weapon again until you spend an action to repair it. Repairing a firearm requires a successful DC 10 Intelligence check using gunsmith's tools or tinker's tools. If the check fails, the weapon is jammed and can't be used again until the jam is cleared. Clearing a jammed weapon takes 10 minutes of work using gunsmith's tools or tinker's tools.

Special Training. In campaigns where firearms exist but aren't widespread, a character might need a mentor to teach them the proper use, care, and maintenance of firearms. At the GM's discretion, a character can spend downtime training to gain proficiency with simple firearms. With additional training, the character can gain proficiency with martial firearms. Alternatively, training might result in the character becoming proficient with one or more specific firearms.

Wet Ammunition. In the real world, black powder is ruined once it comes into contact with water. In campaigns where scrolls aren't ruined in the rain or are assumed to be safe in scroll cases or pockets, you can safely assume the same for gunpowder and its paper cartridges. However, if you want to include this limitation in your game, a character with a firearm would need to keep paper cartridges in a waterproof container or risk losing the ammunition each time the character is in the rain or goes for a swim.

also has proficiency with simple or martial firearms, respectively. However, it is up to the GM if gunpowder and firearms are available in the campaign or in a region to which the character has access. If gunpowder and firearms aren't available in the campaign, a character can't use firearms, regardless of the character's weapon proficiencies.

ARMOR

The Armor table shows the cost, weight, and other properties of the armor found in this chapter.

Brigandine. This armor consists of a thick coat that extends just below the waist. It is made of heavy cloth or canvas that is lined internally with small metal plates. Lighter, sleeveless variants of this armor are popular among nobles in court, but these variants use the same statistics as leather armor and protect only the upper body.

Kite Shield. Favored by mounted warriors, this shield's leaf-like shape protects the rider's legs and the mount's flanks. When you use a kite shield while mounted, the shield's bonus to AC applies to the mount's AC as well as your AC.

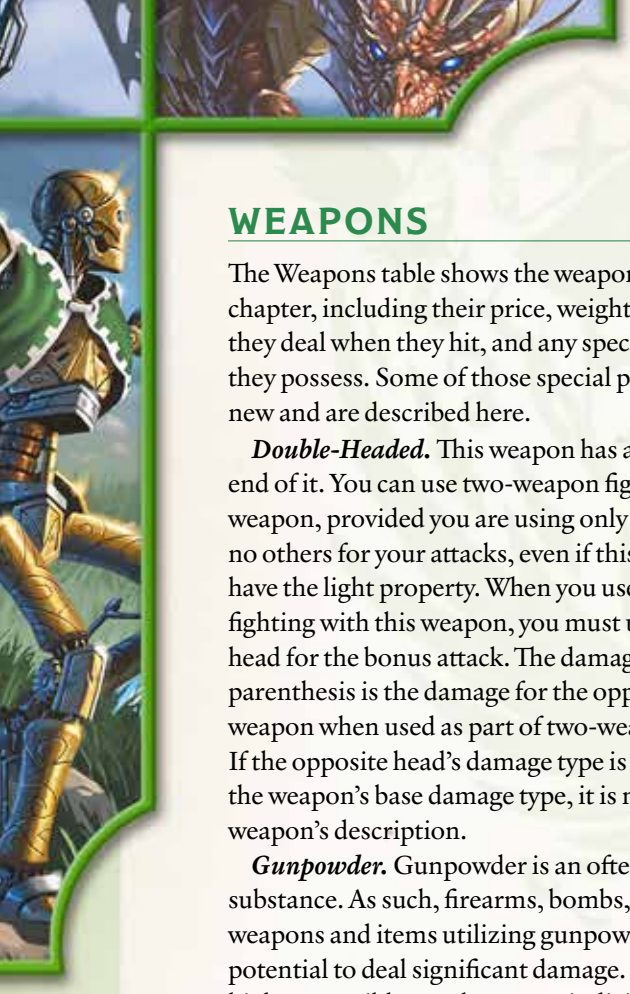
Manica. This shield consists of overlapping metal segments fastened to leather straps and wrapped around the upper and lower arm. You can don or doff a manica as an action. Though the manica provides less protection than other shields, it allows you free use of your shield hand. You can't gain the manica's bonus to AC while wielding a weapon in that hand, and, as normal, you can benefit from only one shield at a time.

Silk-Backed Coin Mail. Made of silver coins from conquered nations and backed by a layer of quilted red wormsilk, these hauberks are typically awarded to soldiers, mercenaries, and generals with conspicuous valor in the campaign that conquered the land from where the coins originated. While wearing this armor, you have resistance to piercing damage from nonmagical weapons. If the piercing damage is from a critical hit, the armor loses this property until you spend a short rest repairing it (no special tools or check required).

Stonesteel. Made from an alloy of steel and crystalline stone, this unique form of plate armor represents the height of dwarven metallurgy. It consists of overlapping, interlocking plates that cover the entire body, and it includes gauntlets, heavy leather boots, and a helmet. Stonesteel is heavy and somewhat unwieldy but offers superior protection to standard plate. Donning and doffing stonesteel armor takes twice as long as normal plate armor.

ARMOR

Armor	Cost	Armor Class (AC)	Strength	Stealth	Weight
Light Armor					
Brigandine	50 gp	13 + Dex	—	Disadvantage	25 lb.
Medium Armor					
Silk-Backed Coin Mail	2,000 gp	14 + Dex (max 2)	—	Disadvantage	50 lb.
Heavy Armor					
Stonesteel	3,000 gp	19	Str 16	Disadvantage	80 lb.
Shield					
Kite shield	15 gp	+2	—	—	10 lb.
Manica	6 gp	+1	—	—	4 lb.



WEAPONS

The Weapons table shows the weapons found in this chapter, including their price, weight, any damage they deal when they hit, and any special properties they possess. Some of those special properties are new and are described here.

Double-Headed. This weapon has a head on either end of it. You can use two-weapon fighting with this weapon, provided you are using only this weapon and no others for your attacks, even if this weapon doesn't have the light property. When you use two-weapon fighting with this weapon, you must use the opposite head for the bonus attack. The damage value in parenthesis is the damage for the opposite head of the weapon when used as part of two-weapon fighting. If the opposite head's damage type is different from the weapon's base damage type, it is noted in the weapon's description.

Gunpowder. Gunpowder is an often-unpredictable substance. As such, firearms, bombs, and other weapons and items utilizing gunpowder have the potential to deal significant damage. If you roll the highest possible number on an individual damage die (such as a 6 on a d6 or a 12 on a d12) when you attack with this weapon, you can roll that die again and add the result to the total. For example, if your 2d4 roll resulted in a 3 and a 4, you can reroll the 4, adding the result to the current total of 7. When a damage die results in the highest possible number on the die, it is called a "burst."

If you roll the highest possible number again, you can roll the damage die again and add the result to the total, further increasing the weapon's damage. Any of the damage dice for this weapon, including extra dice such as from a critical hit or sneak attack, can burst and result in a reroll. For each attack you make with this weapon, you can reroll only a number of burst dice equal to your proficiency bonus, regardless of how many damage dice result in the highest possible number.

For example, a 2nd-level rogue fires a pistol and scores a critical hit with sneak attack. The character rolls 4d6 damage dice that result in a 1, a 3, a 6 and another 6. The character then rerolls each 6, resulting in a 4 and a 6. The character adds those results to the current damage total for a final damage total of 26. Since the character's proficiency bonus is +2, the character can't reroll the new 6, ending the gunpowder bursts for that attack. When that character makes another attack with the pistol, this process starts anew.

If a single attack with a weapon or item with this property hits multiple targets, the damage is treated as one attack or effect for the purposes of determining how many times the damage can experience a burst, regardless of how many targets take the damage.

Magazine. This weapon can hold several pieces of ammunition in a removable box, cylinder, or other container. A value in parentheses appears with the property, indicating how much ammunition its magazine can hold. Each time you make an attack roll with this weapon, a piece of ammunition is expended from the magazine. This weapon doesn't need to be reloaded between each attack, provided the magazine has ammunition remaining, allowing you to make multiple attacks with the weapon if you're able to make multiple attacks with the Attack action. When the ammunition from the magazine is depleted, you can swap out the empty magazine for a full magazine as an action or bonus action. Refilling an empty magazine with ammunition takes 1 minute.

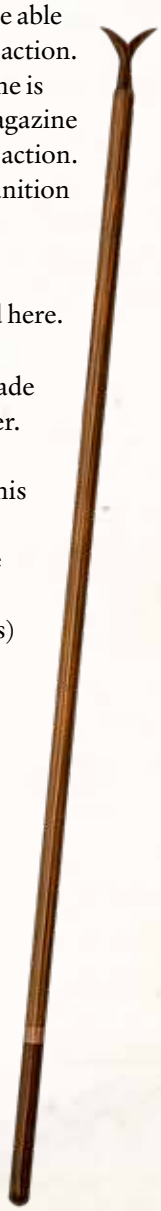
SPECIAL WEAPONS

Weapons with special rules are described here.

Axespear. This weapon features an iron-banded wooden haft with an axe blade on one end and a spear point on the other. This weapon is balanced so that the axe head is the primary head. If you utilize this weapon's double-headed property, the spear deals piercing damage equal to the amount indicated in parenthesis.

Barge Pole. Barge poles (or quant poles) are about 10 feet long with a cap at one end and a prong at the other. Primarily used to propel or steer barges through the water, the forked prong at one tip prevents the pole from sinking into muck in the riverbed. Barge poles can be wielded as a bludgeoning weapon or used to stab with the prong for 1d4 piercing damage.

Bladed Scarf. If you use one of your attacks to grapple a creature while wielding a bladed scarf, you can use a bonus action to make an attack against the grappled creature with the scarf.



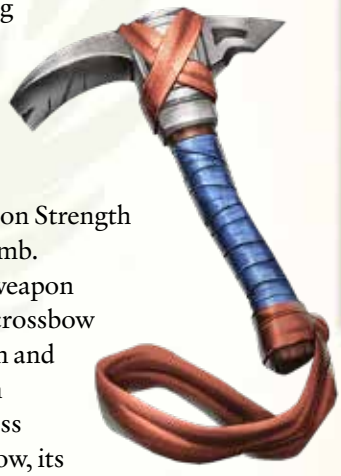
Blunderbuss. This firearm features a flared muzzle. When you fire the weapon, it releases bullets in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 2d4 piercing damage on a failed save, or half as much damage on a successful one. Each time you use the blunderbuss, it expends 5 pieces of ammunition, and, as with all firearms, the ammunition can't be recovered at the end of battle. Firing a blunderbuss releases a thunderous boom that is audible out to 200 feet.

Bolas. This ranged weapon consists of two small weights tied together. A Medium or smaller creature hit by a bolas has its speed reduced to 0 until it is freed, and it must succeed on a DC 10 Strength saving throw or fall prone. A set of bolas has no effect on formless creatures or creatures that are Large or larger. A creature can use its action to make a DC 10 Strength check, freeing itself or another creature within its reach on a success. Dealing 5 slashing damage to the bolas (AC 10) also frees the creature without harming it, ending the effect and destroying the bolas.

Chain Hook. This weapon consists of a 20-foot, hefty chain that terminates in an iron weight set with a bladed hook. After you throw the chain hook, you can use a bonus action to bring the bladed hook back to your hand.

Chakram. This metal weapon is a large ring with the interior edge dulled to rest comfortably in the hand.

Climbing Adze. This tool is made of a sharp, wide blade perpendicular to a short handle with a leather thong to loop over the user's wrist. Climbing adzes are used primarily to peel bark from felled trees or remove buried stones from the soil, but if you use a pair of climbing adzes together, you have advantage on Strength (Athletics) checks made to climb.



Clockwork Crossbow. This weapon resembles a traditional light crossbow but with a removable, wooden and clockwork magazine. Though this crossbow is lighter and less powerful than a heavy crossbow, its magazine allows for faster volleys. The attached magazine must have at least one bolt loaded into it to make a ranged attack with this weapon.

Club Shield. These shields are wielded by grasping onto a stout two-foot-long pole on the reverse side, allowing you to use your shield as an effective weapon. Wielding a club shield increases your Armor Class by 2. The club shield is considered both a shield and a weapon, and you can't benefit from more than one shield at a time, as normal.

Double Axe. This brutal weapon consists of a sturdy, wooden haft mounted with a double-sided axe head on each end of it.

WEAPONS

Weapon	Cost	Damage	Weight	Properties
Simple Melee Weapons				
Barge pole	1 sp	1d6 bludgeoning	5 lb.	Reach, special, two-handed
Granite fist	25 gp	1d4 bludgeoning	5 lb.	—
Light pick	3 gp	1d4 piercing	2 lb.	Light, thrown (20/60)
Stone rake	5 gp	1d8 piercing	5 lb.	Two-handed
Simple Ranged Weapons				
Clockwork crossbow	100 gp	1d8 piercing	8 lb.	Ammunition (60/240), magazine (6), two-handed
Pistol	25 gp	1d6 piercing	5 lb.	Ammunition (range 30/120), gunpowder, light, loading
Martial Melee Weapons				
Axespear	25 gp	1d8 slashing	8 lb.	Double-headed (1d4), two-handed
Bladed scarf	100 gp	1d4 slashing	3 lb.	Finesse, reach, special
Double axe	50 gp	1d8 slashing	10 lb.	Double-headed (1d6), heavy, two-handed
Chain hook	15 gp	1d6 slashing	3 lb.	Reach, special, thrown (range 10/20)
Chakram	15 gp	1d6 slashing	1 lb.	Thrown (range 20/60)
Climbing adze	6 gp	1d6 slashing	3 lb.	Light
Club shield	25 gp	1d4 bludgeoning	2 lb.	Light, special
Dwarven axe	15 gp	2d4 slashing	6 lb.	Special, versatile (1d10)
Elven dueling blade	50 gp	2d4 slashing	4 lb.	Finesse, two-handed
Joining dirks	50 gp	1d6 slashing	2 lb.	Finesse, light, special
Khopesh	25 gp	1d6 slashing	4 lb.	Versatile (1d8)
Pneumatic war pick	50 gp	2d4 piercing	4 lb.	Special
Shashka	20 gp	1d8 slashing	4 lb.	Special, versatile (1d10)
Shotel	50 gp	1d6 slashing	3 lb.	Finesse, special
Temple sword	35 gp	1d6 slashing	3 lb.	Finesse, light
Whipsaw	15 gp	1d8 slashing	2 lb.	Finesse
Wormsilk whip	50 gp	1d4 slashing	3 lb.	Finesse, reach
Wrist knife	4 gp	1d4 slashing	1 lb.	Finesse, light
Martial Ranged Weapons				
Blunderbuss	75 gp	2d4 piercing	12 lb.	Ammunition (see entry), gunpowder, loading, special, two-handed
Bolas	5 gp	—	2 lb.	Special, thrown (range 5/15)
Dwarven arquebus	100 gp	2d6 piercing	20 lb.	Ammunition (range 25/100), gunpowder, heavy, loading, two-handed
Dwarven revolving musket	200 gp	1d8 piercing	12 lb.	Ammunition (range 80/320), gunpowder, magazine (8), two-handed
Hand trebuchet	4 gp	—	3 lb.	Ammunition (range 60/240), special
Musket	50 gp	1d10 piercing	10 lb.	Ammunition (range 80/320), gunpowder, loading, two-handed
Wormsilk net	60 gp	—	2 lb.	Special, thrown (range 10/20)

Dwarven Arquebus. This very heavy barreled firearm fires solid metal balls and deals devastating damage at short range.

Dwarven Axe. Popularized by dwarves, this sturdy axe has a shorter haft than a standard battle axe, a reinforced spike on the head, and a heavy, counterweighted pommel. Many warriors fighting in close quarters prefer the dwarven axe, and its prominent spike occasionally serves as a makeshift guidon for units in areas with lower ceilings, like tunnels. When you use the dwarven axe to attack, you can choose to use the axe head, which deals slashing damage, or the spike, which deals piercing damage.

Dwarven Revolving Musket. This long-barreled firearm holds a removable, metal, cylindrical magazine, which allows the firearm to be fired multiple times before needing to be reloaded. The attached magazine must have at least one paper cartridge loaded into it to make a ranged attack with this weapon.

Elven Dueling Blade. This archaic elven weapon resembles a thin greatsword with a slightly curved blade. Used in ceremonial duels and trials by combat, each dueling blade takes several years and master craftsmen to create. The blade is very light and nimble, but the length of the blade requires the wielder to use two hands to control it.

Granite Fist. This stone gauntlet is curled into a fist and contains an iron bar inside for the wielder to grip.

Hand Trebuchet. The metal pocket of a hand trebuchet can be loaded with a small container of acid, alchemist's fire, holy water, or other liquid. See the appropriate entry for the ammunition used to determine damage and other effects. As a melee weapon, a hand trebuchet deals damage as a club.

Joining Dirks. Interlocking pommels cap this pair of blades. As a bonus action, you can interlock the pommels to create a single weapon with a blade on each end, and you can use a bonus action while holding the joined blade to separate it into the two blades again. When the blades are joined, this weapon has the double-headed (1d6) and two-handed properties, and it loses the light property. When the blades are separate, you have advantage on Dexterity (Sleight of Hand) checks to hide them on your person.

Khopesh. A khopesh is a one-handed martial melee weapon that looks like a cross between a sword and a sickle. The long blade emerges from the hilt straight like a longsword, but the blade curves toward the end.

Light Pick. This weapon resembles a small pickaxe with a very long handle. It is equally as suited for digging as for throwing at an opponent.

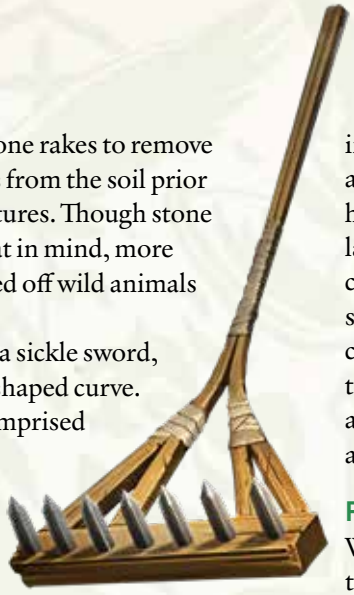
Musket. This long-barreled firearm comes in different styles. Its wooden handle often features engravings and other decorative embellishments that have significance to the owner or the original craftsperson.

Pistol. This small firearm fits easily in one hand, and its wooden handle often features unique engravings, similar to those found on muskets.

Pneumatic War Pick. This clockwork war pick features a spiked head on a pneumatic coil. Originally designed for demolition, the pneumatic war pick found great use in dwarven tunnels and narrow urban streets alike. When you hit an object or structure with this weapon, double the damage dice on the attack.

Shashka. A cavalry saber employed to great effect by mounted warriors, the shashka can be swung while on horseback in a repeated, looping downward arc. When riding through enemy ranks, a mounted warrior employs a one-handed, whirling swing, crisscrossing the rider's pommel to strike at enemies on foot on both sides in a downward double arc. A shashka can't be wielded with two hands while you are mounted.

Shotel. The curve of a shotel's blade allows you to reach around your opponent's shield. When you attack a creature wielding a shield, you gain a +2 bonus to the attack roll.



Stone Rake. Settlers use stone rakes to remove rocks and other obstructions from the soil prior to planting or building structures. Though stone rakes aren't built with combat in mind, more than a few settlers have fended off wild animals with them.

Temple Sword. Also called a sickle sword, the blade ends in a crescent-shaped curve.

Whipsaw. A whipsaw is comprised of razor-sharp teeth loosely riveted together and attached to a T-shaped handle at each end. Used as a tool, a whipsaw allows a single creature to cut down a Medium or smaller tree with 30 minutes of work. When not in use, a whipsaw can be coiled and hung from a belt or pack.

Wormsilk Net. A wormsilk net is a lighter, more durable variant of a standard net. A creature restrained by a wormsilk net must succeed on a DC 14 Strength check to free itself. In addition, a wormsilk net has AC 12 and 10 hit points.

Wormsilk Whip. Wormsilk is braided together with leather to lend this whip an edge.

Wrist Knife. This 1-to 2-inch-wide circular blade is worn around the wrist like a bracelet.

SPECIAL MATERIALS

Though leather and iron are the most common materials for creating armor and weapons, artisans in fantasy worlds can have access to a wide variety of crafting materials. Some monsters that have immunity or resistance to nonmagical weapons are susceptible to weapons made from other materials. Likewise, some materials are more resilient, lighter, or can enhance the wielder's abilities, making them more ideal than traditional weapons in specific situations. Consult with your GM before choosing armor or weapons made of special materials, as they might not exist or might be more or less scarce (and therefore more or less expensive) in the campaign world.

COLD IRON

Fey are timeless creatures, inured to many of the world's threats—except weapons of cold-wrought iron. This metal undoes the very fabric of a fey creature's life as it blights their ageless flesh. A cold iron weapon is treated as magical when used against any fey creature, and it is the only weapon with any hope of harming the most powerful fey lords and ladies. However, cold iron weapons are difficult to construct. The skill and material required to produce such a weapon doubles its price or adds 100 gp to the cost, whichever is more. Finding a smith with the skill to make a durable weapon without the aid of fire is always difficult—and finding one with the courage to anger the fey courts may be even harder.

PEACHWOOD

Wood from fragrant peach trees is sometimes used to create weapons against the undead. Peachwood is no different than oak or pine if crafted into any other type of item. Any weapon can be made of peachwood, and a weapon made of peachwood deals 1d4 bludgeoning damage on a hit, regardless of its size or shape. However, when you hit an undead creature with a peachwood weapon, it is a magic weapon that deals damage as if it were the weapon of the type it resembles. For example, a peachwood greatsword deals 1d4 bludgeoning damage when it hits a human, but it deals 2d6 slashing damage when it hits a ghost.

SOULBOUND STEEL

Steel forged with the carefully prepared ashes of the fallen dead creates a special alloy known as soulbound steel. The steel is said to contain a sliver of the spirit of a warrior rendered into ashes. The strong, flexible metal has a light gray color and a beautiful, powdery finish, sometimes worked into frost-like patterns.

Soulbound Steel is used to craft weapons and, rarely, shields. A weapon made of soulbound steel costs an additional 500 gp to create. This cost represents not only the price of the material used to make it, but the time, care, and expertise required to keep the sliver of soul intact without making the weapon less effective.

When you make an Intelligence, Wisdom, or Charisma saving throw while holding or carrying an item made of soulbound steel, you can use a reaction to have advantage on the saving throw. Once you use this property of the item, you can't use it again until you finish a long rest. You can benefit from this property only once each day, regardless of how many soulbound steel items you possess.

WAVE-WASHED STEEL

Wave-washed steel, made from combining iron, wood ash, and a rare metal from deep within ancient mountains, has a unique wave-like pattern and is light, flexible, and very strong. It is used to

craft weapons, never armor. A weapon made of wave-washed steel costs an additional 250 gp to create. This cost represents not only the price of the rare metal, but also the time and specialized expertise needed to craft the weapon from it. Only weapons made primarily of metal can be crafted from wave-washed steel (a longsword can be a wave-washed weapon, but a quarterstaff can't).

When you score a critical hit with a weapon made of wave-washed steel against a creature wearing armor or that has natural armor, the target's armor is damaged and takes a cumulative –1 penalty to the AC it offers as the wave-washed steel weapon cuts through it. This reduction lasts until the armor is repaired (if crafted armor) or the creature finishes a long rest (if natural armor). A wave-washed steel weapon can't reduce a creature's AC below 10.

WINDFORGED STEEL

Windforged steel is manufactured only in clifftop forges and is very strong and lightweight. It has a deep blue, nearly black color, never rusts, and has a remarkable ability to survive blows and magical effects that would destroy lesser metals. This remarkable metal is made into weapons and shields but seldom armor.

An item made of windforged steel has advantage on saving throws to resist being damaged or destroyed, and attacks against it are made with disadvantage. Windforged steel items are immune to rust, including that caused by rust monsters and similar creatures.

Windforged steel items weigh 25 percent less and have twice as many hit points as their counterparts made of more traditional metals. An item made from windforged steel costs 25 percent more than a standard item of that type.

GEAR AND TOOLS

Adventuring is a dangerous business and surviving such a business requires a wide variety of equipment. The Gear and Tools table shows the cost and weight for the adventuring gear and tools in this chapter. These items and any special rules they might have are described here.

Alchemical Bolt. As an action, you can fill this bulb-headed crossbow bolt with any alchemical liquid, such as alchemist's fire or holy water. When you hit a creature with this bolt, it deals damage as normal then shatters, releasing the alchemical liquid inside it onto the target. The target is then subjected to the substance.

Bandolier. This leather, cross-body shoulder belt contains loops and several small pockets. It can hold up to 20 paper cartridges and up to 3 pistols.

Beekeeper's Tools. Using beekeeper's tools, you can establish, maintain, and harvest beehives. Tending hives requires space and regular maintenance, but the process yields several valuable commodities, including wax, venom, and honey. Beekeeper's tools consist of protective gear, a smoker, hive tools, a bee brush, and extracting equipment. If you are proficient with beekeeper's tools, you can add your proficiency bonus to Intelligence (Nature) checks concerning flowers and stinging insects, Wisdom (Animal Handling) checks concerning bees, and Wisdom (Medicine) checks concerning venom. If you spend at least 1 hour each day maintaining and tending to a beehive, you can harvest 2 pounds of honey from it each week.

Bombs. Bombs are explosive devices. Though they are made in a variety of ways and styles, they each involve gunpowder. As such, bombs have the gunpowder weapon property (see the Weapons section of this chapter). As an action, you can ignite and throw a bomb up to 20 feet, shattering it on impact. Make a ranged attack against a creature or object, treating the bomb as an improvised weapon. On a hit, the target takes damage (and any additional effect), depending on the type of bomb.

- **Fireorb.** These ornately engraved metal spheres are favored by dwarves. On a hit, this bomb deals 1d4 piercing damage plus 1d6 fire damage to the target, and each creature within 5 feet of the target must succeed on a DC 12 Dexterity saving throw or take 1d6 fire damage.
- **Handheld.** These small bombs are the most common and deal 1d6 fire damage on a hit.
- **Mining.** Miners often make bombs to help clear out large amounts of stone and ore; however, the bombs also can be used against structures or to destabilize foundations. These heavy bombs must be placed and ignited rather than thrown. After you light a mining bomb's fuse, it explodes at the end of your next turn. Each creature within 10 feet of the mining bomb when it explodes must make a DC 12 Dexterity saving throw, taking 2d6 fire damage on a failed save, or half as much damage on a successful one. A nonmagical object or structure in the area that isn't being worn or carried takes 4d6 fire damage instead.

Camel Saddle. Camels are ideal for traveling though the desert and are most commonly found for purchase as mounts in such areas. A properly fitted camel saddle allows you to ride on your mount's humped back in comfort.

Cartridge Pouch. This leather belt pouch can hold 30 paper cartridges. The pouch is painted with a retardant material and has resistance to fire damage.

Chandler's Tools. With chandler's tools, you can use beeswax and other materials to make candles. Candle making (or chandlering) requires access to raw materials and storage space to cure but can be a lucrative profession. Chandler's tools consist of storage containers, wicks, molds, essential oils, and a cauldron. If you are proficient with chandler's tools, you can add your proficiency bonus to Intelligence (Nature) checks concerning the properties of wax, soaps, oils, and similar materials, to Intelligence (Religion) checks about religious rituals, and to Wisdom (Survival) checks concerning starting, stopping, or controlling nonmagical fires. If you have access to the proper materials, you can make 100 tapered candles each week.

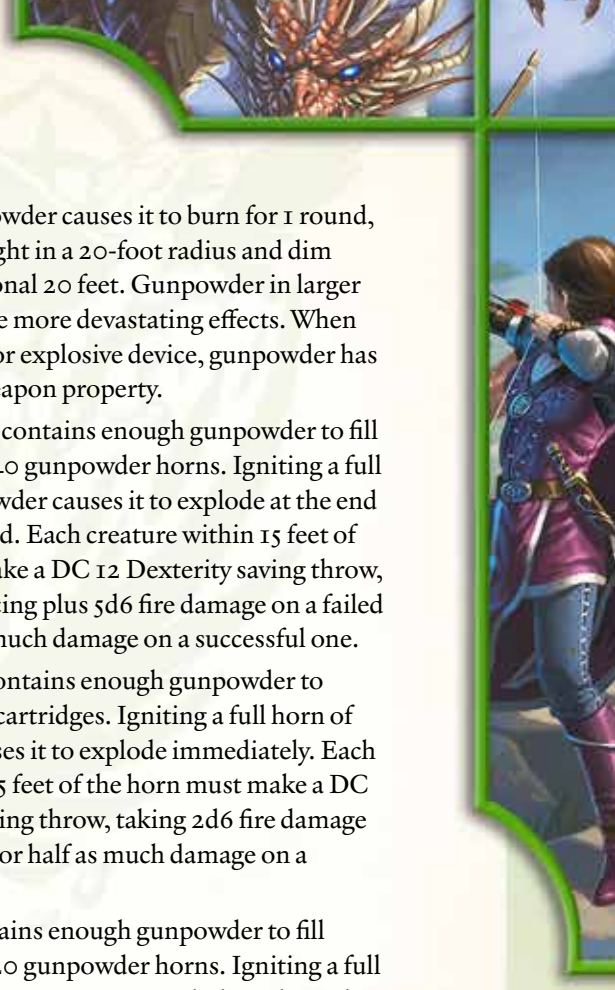
Elemental Bottle. As an action, you can throw this bottle up to 20 feet, shattering it on impact. Make a ranged attack against a creature or object, treating the elemental bottle as an improvised weapon. On a hit, the target takes damage (and any additional effect), depending on the type of liquid in the bottle.

- **Acid.** A target hit by this bottle takes 2d6 acid damage.
- **Cold.** A target hit by this bottle takes 1d4 cold damage and its speed is halved for 1 minute. At the end of each of its turns, the target can make a DC 10 Constitution saving throw, ending the effect on itself on a success.
- **Fire.** A target hit by this bottle takes 1d4 fire damage and catches fire. Until a creature takes an action to douse the fire, the target takes 1d4 fire damage at the start of each of its turns.
- **Lightning.** A target hit by this bottle takes 1d6 lightning damage and must succeed on a DC 10 Constitution saving throw or be paralyzed until the end of its next turn.
- **Poison.** A target hit by this bottle takes 1d4 poison damage and is poisoned for 1 minute. At the end of each of its turns, the target can make a DC 10 Constitution saving throw, ending the condition on itself on a success.
- **Thunder.** A target hit by this bottle takes 1d4 thunder damage and is deafened for 1 minute. At the end of each of its turns, the target can make a DC 10 Constitution saving throw, ending the condition on itself on a success.

Elephant Saddle. Elephants make for fearsome beasts of war but can be uncomfortable to ride for extended periods. An elephant saddle resembles a wide-seated chair with a low back and armrests.

Elven Adaptive Leaves. These adhesive leather leaves are dyed in hues of green, brown, and gray and can cover one suit of armor or set of clothing of a Medium or smaller creature or one shield for 24 hours. Applying the leaves takes 10 minutes. When you wear armor or clothing or wield a shield covered in these leaves, you have advantage on Dexterity (Stealth) checks made to hide in a forest or other terrain with ample vegetation. When the duration ends, the leaves fall off one by one, and they can't be reused.

Elven Spellbook. This tome is bound in wood wrapped in treated leaves and holds 120 pages of papyrus suitable for recording spells. Unlike other spellbooks, this spellbook contains several reference pages, marked pages, and pages folded or shaped in unique patterns. To wizards, the seemingly nonsensical organization of the pages simply feels

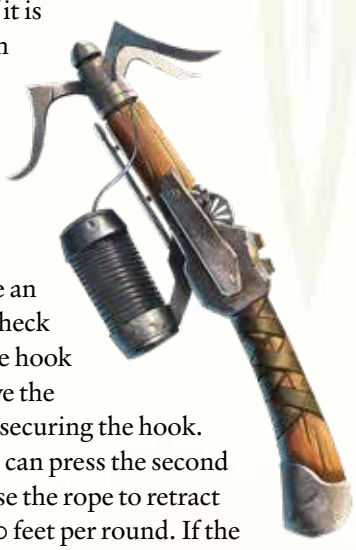


right. The time required to prepare wizard spells from this spellbook is halved.

Gardener's Tools. This set of tools contains all the equipment necessary to dig and till soil by hand, plant seeds, transplant crops, gather clippings, and remove weeds.

Glidecloak. You can loop your hands and feet into specially designed loops at the sides and bottom of this finely woven cloak to create a wing-like surface to facilitate gliding through the air. While wearing a glidecloak and falling, you can use an action each turn to glide half of your falling speed in the horizontal direction of your choice. If you succeed on a DC 15 Dexterity (Acrobatics) check before striking the ground, you can land without taking falling damage. The glidecloak has no effect if the falling distance is less than 15 feet.

Grappling Rod. A miniature grappling hook sits in the hollow of this wooden rod, attached to a drum holding a spool of 100 feet of strong rope. Two buttons on the rod activate the clockwork mechanism inside. As an action, you can press one button to launch the hook at a point you can see within 100 feet of you. The hook latches onto a ledge, rock, battlement, or other protrusion at the location, securing the rope. You can launch the hook at a point you can't see if it is an obvious location, such as a leaf-shrouded tree branch or the lip of a ledge above you. At the GM's discretion, some locations, such as narrow battlements or a steep roof, might require an attack roll or Dexterity check to successfully launch the hook at them or might not have the appropriate features for securing the hook.



As a bonus action, you can press the second button on the rod to cause the rope to retract on its spool at a rate of 50 feet per round. If the grappling hook is secured to a location and you are holding this grappling rod, you and anything you are wearing or carrying are pulled toward the hook at the same rate of speed. The grappling rod can hold up to 500 pounds.

Gunpowder. Gunpowder is a black, granular, alchemical mixture of sulfur, charcoal, and saltpeter, giving the substance its more common name of "black powder." It is a necessary ingredient in bombs and in the paper cartridges used by firearms. Igniting an ounce of gunpowder causes it to burn for 1 round, shedding bright light in a 20-foot radius and dim light for an additional 20 feet. Gunpowder in larger quantities can have more devastating effects. When used as a weapon or explosive device, gunpowder has the gunpowder weapon property.

Barrel. A barrel contains enough gunpowder to fill approximately 40 gunpowder horns. Igniting a full barrel of gunpowder causes it to explode at the end of the next round. Each creature within 15 feet of the keg must make a DC 12 Dexterity saving throw, taking 2d4 piercing plus 5d6 fire damage on a failed save, or half as much damage on a successful one.

Horn. A horn contains enough gunpowder to create 30 paper cartridges. Igniting a full horn of gunpowder causes it to explode immediately. Each creature within 5 feet of the horn must make a DC 12 Dexterity saving throw, taking 2d6 fire damage on a failed save, or half as much damage on a successful one.

Keg. A keg contains enough gunpowder to fill approximately 20 gunpowder horns. Igniting a full keg of gunpowder causes it to explode at the end of the next round. Each creature within 10 feet of the keg must make a DC 12 Dexterity saving throw, taking 1d4 piercing plus 3d6 fire damage on a failed save, or half as much damage on a successful one.

Gunsmith's Tools. This set of tools includes calipers, files, hammers, a set of iron pin punches, a pair of pliers, and a cleaning kit. Proficiency with these tools lets you add your proficiency bonus to any ability checks you make to analyze, repair, or craft firearms.

Insectbane Candle. This heavily scented candle is repellent to insects. While the candle burns, nonmagical insects don't come within a 5-foot radius of it. This candle burns for 1 hour and sheds bright light in a 5-foot radius and dim light for an additional 5 feet.

Magazine. This empty magazine can hold ammunition for its indicated weapon up to the value noted in parenthesis on the weapon's magazine property.

Mantlet. This portable, miniature wall is typically made of wood or wicker, is "U" or "L" shaped, and provides protection to those behind it. A mantlet can have spikes on the bottom for planting it in the ground or wheels for rolling it along the ground. You can move and set a mantlet as part of your movement, but you move at half your speed. A damaged mantlet can be repaired during a long rest, provided it isn't destroyed and you have woodcarver's tools.

Heavy Large. This large, wooden mantlet has three wheels and is designed to protect multiple creatures on a battlefield, allowing soldiers to steadily gain ground on their opponents. This mantlet can protect up to two Medium or smaller creatures or one Large creature. A creature protected by this mantlet has three-quarters cover from attacks on the other side of the mantlet. A heavy large mantlet has 25 hit points, an Armor Class of 15, and a damage threshold of 5.

Heavy Personal. This wooden mantlet has three wheels and is considerably heavier than its wicker counterpart. It can't be folded, but it provides superior protection. A Medium or smaller creature behind this mantlet has three-quarters cover from attacks on the other side of the mantlet. A heavy personal mantlet has 20 hit points, an Armor Class of 15, and a damage threshold of 2.

Light Personal. This wicker mantlet has spikes for planting it into the ground, and it can be folded for easy transportation in a backpack or slung over a shoulder. It can be folded or unfolded as an action. A Medium or smaller creature behind this mantlet has half cover from attacks on the other side of the mantlet. A light personal mantlet has 15 hit points and an Armor Class of 13.

Memory Sphere. Fashioned from specially bred, long-lived insects and created to provide nostalgic tokens to the nearly immortal elves, a memory sphere is a living crystal globe capable of holding a small item no larger than a coin, key, ring, or medallion. You can use an action to insert or remove an item from the self-sealing sphere. When you insert an item, you can whisper a short phrase, which must be 10 words or less, to the insect. When you rub the insect's belly, it mimics your voice and repeats the phrase. At the GM's discretion, this repetition can help you recall information related to the subject you told the memory sphere, granting you advantage on the check to recall the information.

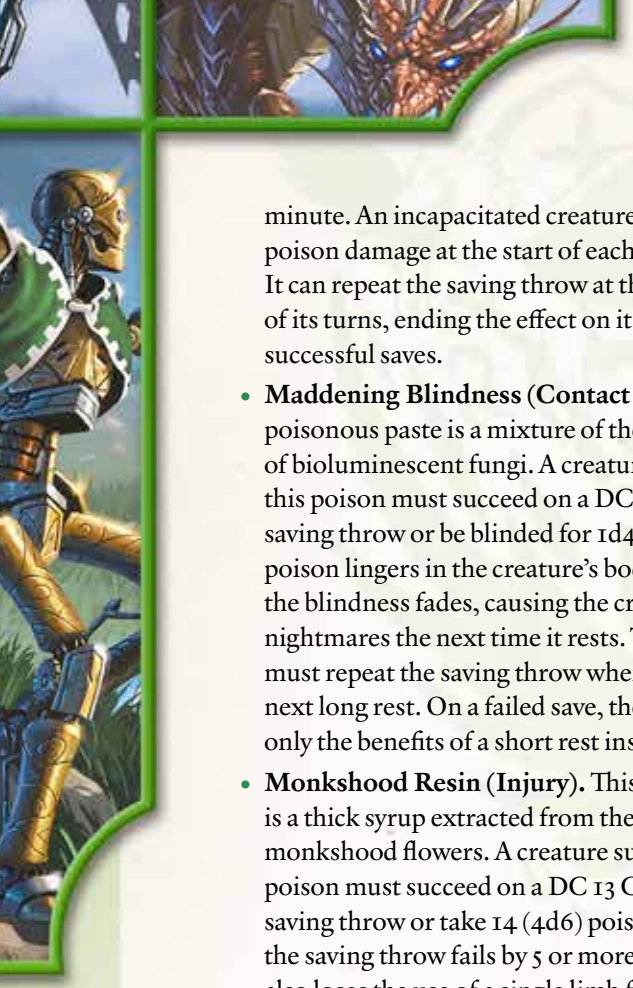
Paper Cartridge. This small tube of beeswax-coated paper contains gunpowder and a metal bullet, and it is the primary ammunition for weapons with the gunpowder property.

Poison. Poison use is controversial or even illegal in many societies due to the often subtle and deadly nature of poisons. The price listed in the Gear and Tools table is for one dose of the poison. Check with your GM before purchasing poison to determine which poisons are allowed in your game.

- **Bee Venom (Injury).** This poison must be harvested from living giant bees. A creature subjected to this poison must succeed on a DC 15 Constitution saving throw or take 10 (3d6) poison damage and be poisoned for 1 minute. The poisoned creature is paralyzed. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
- **Dark Dream (Inhaled).** Dark dream is a gas created by distilling a rare, subterranean fungus with necrotic energy. Created and favored by the derro, the resulting mixture causes unconsciousness when inhaled by creatures other than derro. As an action, you can unseal or throw the glass bottle up to 20 feet, shattering it on impact. In either case, each breathing creature within 10 feet of the unsealed or shattered bottle is subjected to this poison and must succeed on a DC 13 Constitution saving throw or become poisoned for 1 hour. The poisoned creature is unconscious. It can repeat the saving throw at the end of each minute, ending the effect on itself on a success. The creature wakes up if it takes damage or if another creature takes an action to shake it awake.
- **Ghoul Saliva Paste (Injury).** This is a pungent and unsavory mash of meat and tissue, pre-chewed by ghouls and soaked in their saliva. Unscrupulous individuals and some darakhul hunters apply it to weapons to incapacitate their targets for a few moments. A creature subjected to this poison must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Holding ammunition or a weapon coated in this poison gives you disadvantage on Stealth checks against creatures that have the Keen Smell trait.

Item	Cost	Weight
Ammunition		
Alchemical bolts (5)	1 gp	1/2 lb.
Paper cartridges (10)	2 gp	1 lb.
Artisan's tools		
Beekeeper's tools	50 gp	10 lb.
Chandler's tools	20 gp	6 lb.
Gardener's tools	8 gp	10 lb.
Gunsmith's tools	50 gp	8 lb.
Bandolier	1 sp	—
Bombs		
Fireorb	100 gp	1/2 lb.
Handheld	60 gp	1 lb.
Mining	150 gp	10 lb.
Camel saddle	60 gp	40 lb.
Cartridge pouch	1 gp	1 lb.
Elemental bottles		
Acid	25 gp	1 lb.
Cold	50 gp	1 lb.
Fire	50 gp	1 lb.
Lightning	100 gp	1 lb.
Poison	100 gp	1 lb.
Thunder	75 gp	1 lb.
Elephant saddle	150 gp	90 lb.
Elven adaptive leaves	100 gp	3 lb.
Elven spellbook	75 gp	4 lb.
Glidecloak	200 gp	2 lb.
Grappling rod	200 gp	10 lb.
Gunpowder		
Barrel	125 gp	100 lb.
Horn	3 gp	1 lb.
Keg	65 gp	50 lb.
Ounce	1 sp	—
Insectbane candle	1 gp	—
Magazine, clockwork crossbow	5 sp	1/2 lb.
Magazine, dwarven revolving musket	1 gp	1 lb.
Mantlet		
Heavy large	100 gp	100 lb.
Heavy personal	50 gp	50 lb.
Light personal	25 gp	15 lb.
Memory sphere	300 gp	1/2 lb.
Poisons		
Bee venom	350 gp	—
Dark dream	250 gp	—
Ghoul saliva paste	100 gp	—
Gu	1,800 gp	—
Karaskara powder	600 gp	—
Maddening blindness	500 gp	—
Monkshood resin	400 gp	—
Shadowmaker	1,000 gp	—
Sweet vengeance	1,500 gp	—
Upas sap	350 gp	—
Sapper tar	50 gp	1 lb.
Silt mask	5 gp	1/2 lb.
Slughide dissolvent, cylinder	350 gp	1 ½ lb.
Slughide dissolvent, sphere	75 gp	1 lb.
Surgery kit	50 gp	4 lb.
Trip sphere	100 gp	1 lb.
Wormsilk cloak	200 gp	3 lb.
Wormsilk rope (50 feet)	20 gp	4 lb.

- **Gu (Ingested).** Gu poison is distilled from the combined venom of specific vipers, centipedes, scorpions, toads, and spiders. When properly concocted, this vile brew surprisingly has no taste or odor. A creature that ingests gu poison suffers no effect for 1d4 days. Any effect that can end the poisoned condition can remove this poison from the creature's body. If the poison is still present when that time expires, the creature's organs swell and burst. It must make a DC 19 Constitution saving throw, taking 55 (10d10) poison damage on a failed save, or half as much damage on a successful one.
- **Karaskara Powder (Inhaled).** Seeds of the snake branch tree can be ground into a silvery powder that causes great pain and severe muscle convulsions when inhaled. A creature subjected to this poison must succeed on a DC 13 Constitution saving throw or take 10 (3d6) poison damage and become incapacitated for 1



minute. An incapacitated creature takes 3 (1d6) poison damage at the start of each of its turns. It can repeat the saving throw at the end of each of its turns, ending the effect on itself after three successful saves.

- **Maddening Blindness (Contact or Injury).** This poisonous paste is a mixture of the crushed spores of bioluminescent fungi. A creature subjected to this poison must succeed on a DC 15 Constitution saving throw or be blinded for 1d4 hours. The poison lingers in the creature's body even after the blindness fades, causing the creature to have nightmares the next time it rests. The creature must repeat the saving throw when it finishes its next long rest. On a failed save, the creature gains only the benefits of a short rest instead.
- **Monkshood Resin (Injury).** This poison is a thick syrup extracted from the petals of monkshood flowers. A creature subjected to this poison must succeed on a DC 13 Constitution saving throw or take 14 (4d6) poison damage. If the saving throw fails by 5 or more, the creature also loses the use of a single limb for 1 minute. The GM determines which limb and the effect of its temporary loss. The creature can repeat the saving throw at the end of each of its turns, regaining the use of its limb on a success.
- **Shadowmaker (Injury).** This thin, black oil is extracted from plants killed by necrotic damage or other supernatural blight. A creature subjected to this poison must succeed on a DC 19 Constitution saving throw or be poisoned for 8 hours. While poisoned in this way, the creature's Strength score is reduced by 1d3 at the end of each hour. It then can repeat the saving throw, ending the poisoned effect on itself on a success. The creature dies if this reduces its Strength to 0, and a humanoid that dies from this poison rises 1d4 hours later as a shadow. Otherwise, the reduction lasts until the creature finishes a long rest after it is no longer poisoned.
- **Sweet Vengeance (Ingested).** This sweet poison is distilled over a long time and requires a great deal of the venom produced by worker bees. It is indistinguishable from honey in taste. A creature that ingests this poison must make a DC 17 Constitution saving throw. If the saving throw fails by 5 or more, the creature crystalizes and is instantly petrified. Otherwise, a creature that fails the save begins to turn to crystalized honey and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the creature is freed by the *greater restoration* spell or other magic.
- **Upas Sap (Contact).** This rare poison is harvested from vines found in deep jungles. A creature subjected to this poison must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. The poisoned creature is suffocating and unable to breathe, speak, or cast spells with verbal components as its throat swells. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Sapper Tar. This viscous alchemical liquid softens earth and stone. As an action, you can smear the contents of this jar onto a nonmagical object or structure made of earth or stone, weakening up to a 1-foot cube of it for 1 minute. For the duration, the object or structure's damage threshold is reduced by 5, and the weakened stone is pliable, becoming the consistency of firm clay. While the stone is softened in this way, you can write symbols in the stone, pull shackles or door hinges free from a wall, soundlessly embed a piton, or similar.

Alternatively, you can use an action to pour the tar onto a construct or elemental made of earth or stone within 5 feet of you or throw it at such a creature within 20 feet of you, shattering the tar's container on impact. In either case, make a ranged attack against the creature, treating the tar as an improvised weapon. On a hit, the structural integrity of the earthen or stone creature is weakened, reducing the creature's Armor Class by 2 for 1 minute. At the end of each of its turns, the creature can make a DC 12 Constitution saving throw, ending the effect on itself on a success.

Silt Mask. This covering keeps sand and other irritants out of the respiratory tract. Creatures wearing a silt mask have advantage on saving throws against effects that are delivered through breathing. Casting a spell with verbal components while wearing a silt mask requires a DC 10 Constitution check. On a failure, the spell slot is expended without effect.

Slughide Dissolvent. This clear, gelatinous liquid is kept in specially prepared porcelain spheres or in brass and crystal cylinders to be released in a spray.

- **Cylinder.** As an action, you can press the plunger on the bottom of the cylinder, expelling its contents out through the cylinder in a 30-foot line that is 5 feet wide. Each creature in that area must make a DC 13 Dexterity saving throw, taking

2d6 acid damage on a failed save, or half as much damage on a successful one. A creature that failed the saving throw takes 1d4 acid damage at the start of each of its turns. The creature can make a DC 13 Constitution saving throw at the end of each of its turns, ending the effect on itself on a success. Dousing the creature in a gallon of wine immediately ends the effect. The cylinder can't be used again until reloaded with dissolvent, which costs 75 gp.

- **Sphere.** As an action, you can throw the sphere up to 20 feet, shattering it on impact. Make a ranged attack against a creature or object, treating the sphere as an improvised weapon. On a hit, the target takes 1d6 acid damage and is covered in acid. The creature takes 1d4 acid damage at the start of each of its turns. It can make a DC 13 Constitution saving throw at the end of each of its turns, ending the effect on itself on a success. Dousing the creature in a gallon of wine immediately ends the effect.

Surgery Kit. This leather roll-up can be fastened with an attached cord for storage. It contains all the tools a surgeon needs to pursue their craft, including several sharp scalpels, a whetstone, a small mirror, sponges, bandages, several needles, a small box of soap, and a bobbin of strong silk thread. In addition, this kit can be used in the same way as a healer's kit, and it contains enough consumable material for 10 uses. If you expend one use of this kit to treat an injured creature during a short rest and the creature uses a Hit Die to recover hit points, it can treat any 1 or 2 it rolls as a 3 instead. The consumable portion of the kit can be replaced for 25 gp.

Trip Sphere. This apple-sized iron sphere contains gunpowder in an alchemical solution. As an action, you can throw this sphere up to 30 feet. It detonates with concussive force on impact and is destroyed. Each creature within 5 feet of where the sphere landed must succeed on a DC 10 Dexterity saving throw or be knocked prone.

Wormsilk Cloak. These full, hooded cloaks exist in a wide variety of vivid colors. When you are attacked by a creature you can see and you have at least one hand free, you can use a reaction to pull the cloak between yourself and the creature. If you do so, you gain resistance to piercing damage from nonmagical attacks until the start of your next turn. If the piercing damage is from a critical hit, you have resistance to the attack's damage as normal, then the cloak is destroyed.

Wormsilk Rope. Wormsilk rope has 4 hit points and can be burst or detached with a DC 20 Strength check.

CLOCKWORK CREATIONS

Only the greatest tinkerers and clockwork priests can build gearforged bodies and coax fading souls into gearforged soul gems, but gearforged aren't the only clockwork creations. Many clockwork crafters build devices and automatons suited to more mundane tasks. Each clockwork creation comes with a control rod branded with the creator's maker's mark and bound to that specific creation. Though the original control rods were actual rods, the control rod for a clockwork creation can be any metal object. Many control rods exist in the shape of amulets, weapons, bracelets, other jewelry, or even in the metal symbols on shields. The creature holding or carrying the control rod can command the clockwork creation as if it was the original creator, but the control rod must be within 100 feet of the clockwork creation for the holder to command the creation.

Some clockwork creations come with certain modifications already installed. See the Clockwork Modifications section later in this chapter for details on these modifications.

Consult with your GM before choosing clockwork creations for your character. Clockwork creations might not exist at all, or might be more or less scarce (and, therefore, more or less expensive) in the campaign world.

Assassin Snake. Despite its name, clockwork crafters market this device solely as a pest control option. The assassin snake can eliminate nuisance pests by crawling through a house's walls or deep into rodent burrows in a garden. The snake has the Chemical Reservoir modification, and it is sold with one dose of basic poison or one use of alchemist's fire (purchaser's choice) preloaded in the reservoir.

Clockwork Gardener. This tree-like clockwork creation has a bronze trunk and patina-coated copper leaves to help it blend into decorative gardens while

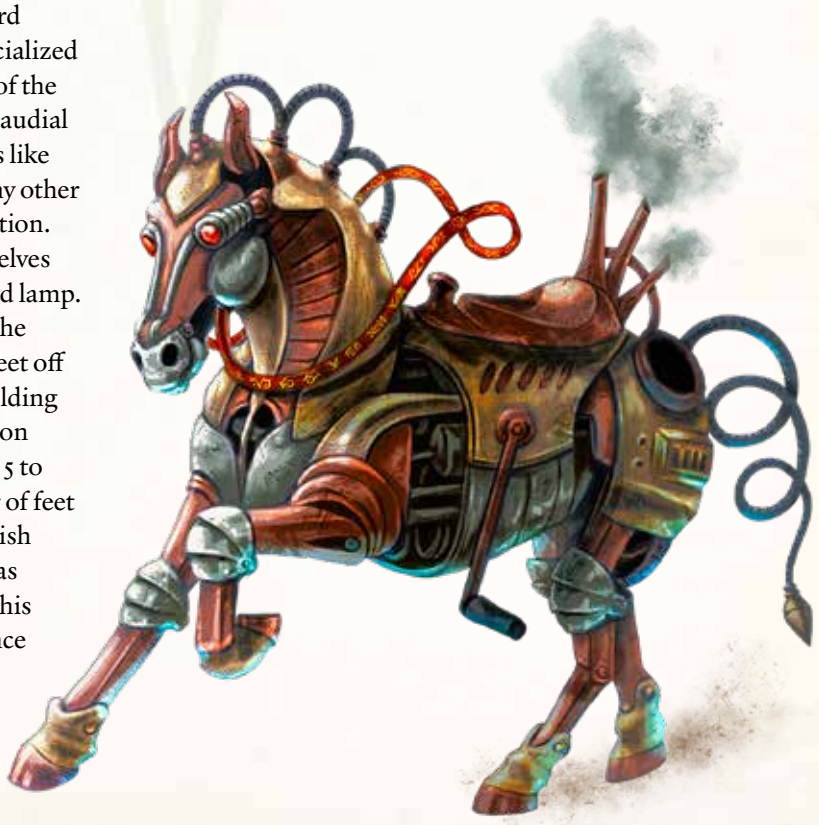
it quietly works. The gardener can plant seeds, trim grass with scythe-like blades stored internally, or even water plants from a spigot and holes hidden in its branches. Its branches house pipes that can hold up to 10 gallons of water, which the gardener can sprinkle beneath its branches or release in a burst from its spigot. In addition, the gardener's trunk has the Hidden Compartment modification, which typically holds gardening tools and other supplies.

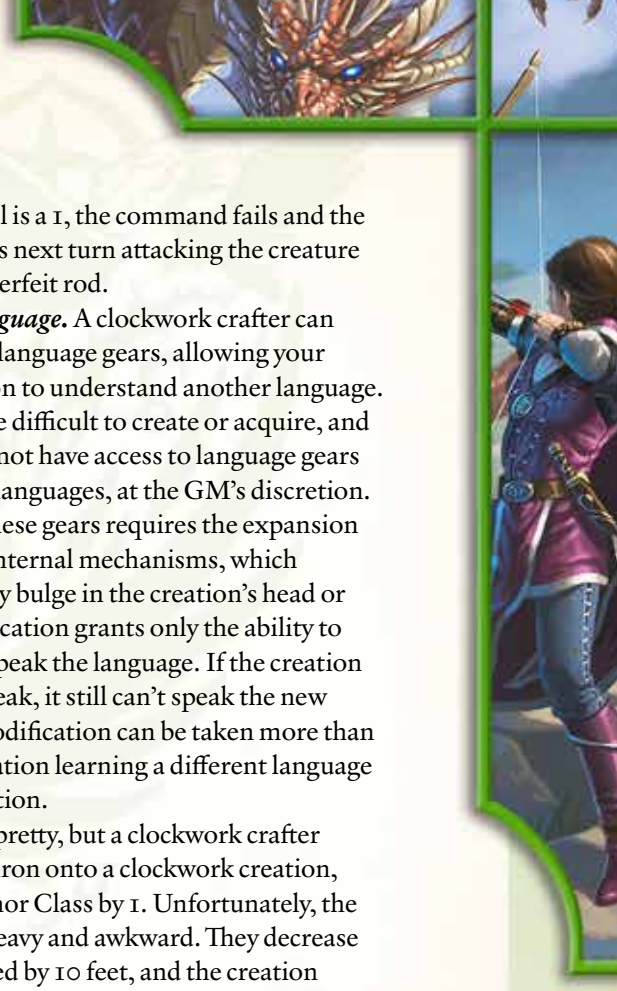
Clockwork Kestrel. This clockwork creation is a thing to behold with its glinting brass and gleaming copper. This tiny clockwork bird emits a barely perceptible whizzing and the minutest whisper of steam. Its eyes are brilliant jewels, which click quietly with each blink. The kestrel has two Recounting Crystal modifications for eyes, which can record audial as well as visual information. These specialized crystals can record up to 4 hours each instead of the 1 hour normal for a recounting crystal, and an audial recording is projected as an illusion that works like the *minor illusion* spell. The kestrel can't have any other modifications except for the Familiar modification.

Clockwork Lantern. Apprentices find themselves working at all hours and frequently need a good lamp. The clockwork lantern is an improvement on the standard, hooded lantern as it floats up to 10 feet off the ground and can follow a creature that is holding or carrying its control rod. It can alter its wick on command to shed bright light in a radius from 5 to 30 feet and dim light for an additional number of feet equal to the chosen radius. It can even extinguish or ignite its flame on command. The lantern has the Chemical Reservoir modification, except this reservoir is treated to hold only lantern oil. Once lit, the lantern can burn for 6 hours on a flask (1 pint) of oil. The lantern can also lob small tongues of fire short distances to discourage hungry predators or start campfires.

Clockwork Tutor. This adaptive clockwork studies a creature holding or carrying its control rod and learns the way that creature learns. When such a creature is trying to learn a new language or tool proficiency, the tutor can't be the instructor, but the tutor can assist in the creature's learning process, decreasing the downtime days required to learn by 25 percent. The tutor doesn't need to know the language or be proficient with the tool to assist the creature in this way.

Clockwork Warhorse. Warhorses are easily the most popular steed for adventurers. However, gearforged often find flesh-and-bone mounts to be finicky, unreliable, and temperamental, and they developed a mechanical steed for their own ease of use. These mechanical destriers never tire and don't eat, but their incredible bulk means they can't move quite as quickly as their living counterparts. A clockwork warhorse requires basic maintenance (no tools required) each week, requiring 1 hour of work and 1 gp worth of materials. Unlike other clockwork creations, a clockwork warhorse's control mechanism is the set of reins built into its head and neck instead of a control rod. If the warhorse has more than one control rod, such as through the Additional Control Rod modification, the warhorse prioritizes the commands of the creature holding its reins.





Watch Owl. This creation is capable of watching over an area and alerting the creature holding or carrying its control rod of trespassers. It can be set to make gentle hooting noises, screech loudly, or mentally alert the rod holder when detecting trespassers. The owl must be within 100 feet of the creature holding or carrying its control rod to be commanded to keep watch, but it can mentally alert the holder from up to 1 mile away. These clockwork owls are available in silver, gold, or painted to look like a natural owl.

CLOCKWORK CREATIONS

Creation	Cost
Assassin snake	200 gp
Clockwork gardener	150 gp
Clockwork kestrel	250 gp
Clockwork lantern	100 gp
Clockwork tutor	1,000 gp
Clockwork warhorse	500 gp
Watch owl	150 gp

CLOCKWORK MODIFICATIONS

Many clockwork crafters make a living off of modifying clockwork creations rather than creating them. Each of the following modifications takes 3d6 days to complete, and the clockwork creation must remain with the clockwork crafter for the duration. Some modifications can't be applied to a creation if another, conflicting modification has already been applied to a creation.

Unless specified otherwise, a clockwork creation can't have the same modification more than once. This also applies to clockwork creations that come with modifications already built into them. For example, the clockwork gardener has the Hidden Compartment modification, which means it can't have that modification again and it can't have the Chemical Reservoir modification.

Additional Control Rod. A clockwork crafter can make a duplicate of a clockwork creation's control rod, allowing another creature to command the clockwork creation. If the clockwork creation receives conflicting commands from the creatures holding its control rods, it prioritizes the commands of the creature holding or carrying the original control rod.

At the GM's discretion, counterfeit control rods can be made that mimic the control rods of other clockwork creations. Counterfeit control rods have a 25-percent chance of failing when the creature holding or carrying it commands the creation. If the percentile dice roll is a 1, the command fails and the creation spends its next turn attacking the creature holding the counterfeit rod.

Additional Language. A clockwork crafter can install additional language gears, allowing your clockwork creation to understand another language. These gears can be difficult to create or acquire, and the crafter might not have access to language gears for exotic or rare languages, at the GM's discretion. The addition of these gears requires the expansion of the creation's internal mechanisms, which leaves an unsightly bulge in the creation's head or chest. This modification grants only the ability to understand and speak the language. If the creation can't normally speak, it still can't speak the new language. This modification can be taken more than once with the creation learning a different language for each modification.

Armor. It's not pretty, but a clockwork crafter can bolt plates of iron onto a clockwork creation, increasing its Armor Class by 1. Unfortunately, the metal plates are heavy and awkward. They decrease the creation's speed by 10 feet, and the creation has disadvantage on Dexterity (Stealth) checks. A clockwork creation with this modification can't have the Speed Boost modification.

Chemical Reservoir. This modification allows a clockwork creation to hold one use of an alchemical substance, such as a vial of alchemist's fire or a dose of poison, in a special reservoir inside of it. The clockwork creation can empty the contents of its reservoir on a creature it hits with a melee attack, causing the target to suffer the effects of the substance, provided the substance can ordinarily affect a target hit by or in contact with it. The clockwork creation doesn't suffer the effects of the substance when the reservoir is emptied in this way, but it can still take damage from an alchemical substance outside the reservoir.

Once emptied, the reservoir must be refilled before the clockwork creation can use it again. Refilling the reservoir with an alchemical substance takes 1 minute and requires one vial or dose of the appropriate substance. A clockwork creation with this modification can't have the Hidden Compartment modification.

Expanded Reservoir. The clockwork creation must have a Chemical Reservoir to take this modification, which increases the amount of alchemical substance the reservoir can hold. This modification expands the reservoir, but the reservoir remains one container. The doses placed in the reservoir must be of the same poison or alchemical substance. The expanded

reservoir's maximum number of doses is limited by the size of the clockwork creation: 2 doses (Tiny), 3 doses (Small), 5 doses (Medium), or 7 doses (Large).

Instead of emptying the reservoir when it hits with a melee attack, the clockwork creation now releases one dose of the substance. Refilling the reservoir takes 1 minute and requires the appropriate number of doses of the alchemical substance.

Familiar. This modification can be applied to only the assassin snake, clockwork kestrel, clockwork lantern, or watch owl. A clockwork creation with this modification can serve a spellcaster as a familiar. As part of the process of adding this modification, the spellcaster and the clockwork creation must spend at least 4 hours each day participating in a ritual led by the clockwork crafter. During the ritual, the spellcaster absorbs the power of the control rod, and the control rod breaks. Thereafter, the clockwork creation forms a magic, telepathic bond with the spellcaster.

While the two are bonded, the spellcaster can sense what the clockwork creation senses as long as they are within 1 mile of each other. While the clockwork creation is within 10 feet of the spellcaster, the spellcaster shares the clockwork creation's Magic Resistance trait. If the clockwork creation is damaged but not destroyed, the spellcaster can pay half the clockwork creation's purchase price to have it repaired, leaving this magical bond intact. Otherwise, the bond ends when the clockwork creation is destroyed.

Hidden Compartment. A clockwork crafter can install a hidden compartment in the clockwork creation. Locating the hidden compartment requires a successful DC 13 Intelligence (Investigation) check. The amount of material the compartment can hold is limited by the size of the clockwork creation: 1/5 a cubic foot (Tiny), 1 cubic foot (Small), 2 cubic feet (Medium), or 3 cubic feet (Large). A clockwork creation with this modification can't have the Chemical Reservoir modification.

Recounting Crystal. This modification is a small crystal, usually in the head for clockwork creations that have heads, that allows the creation to record up to 1 hour of what it sees. The creation can start or end a recording as a bonus action. A creature holding the clockwork creation's control rod can use an action to project a recording in a space within 5 feet of the creation. The projected recording is an illusion that works like the *silent image* spell. The recording is visual and doesn't include any sounds that might have occurred at the time of the recording.

The recounting crystal can retain only 1 hour of recordings at a time. A creature holding or carrying the control rod can erase any recordings on the recounting crystal, but it must either erase the entire 1 hour of recordings or erase recordings in increments of 1 minute.

Speed Boost. By removing some of the armor plating covering the clockwork creation, a clockwork crafter can increase the creation's speed by 10 feet. Unfortunately, this removes some of the protection of the creation, lowering its Armor Class by 1. A clockwork creation with this modification can't have the Armor modification.

CLOCKWORK MODIFICATIONS

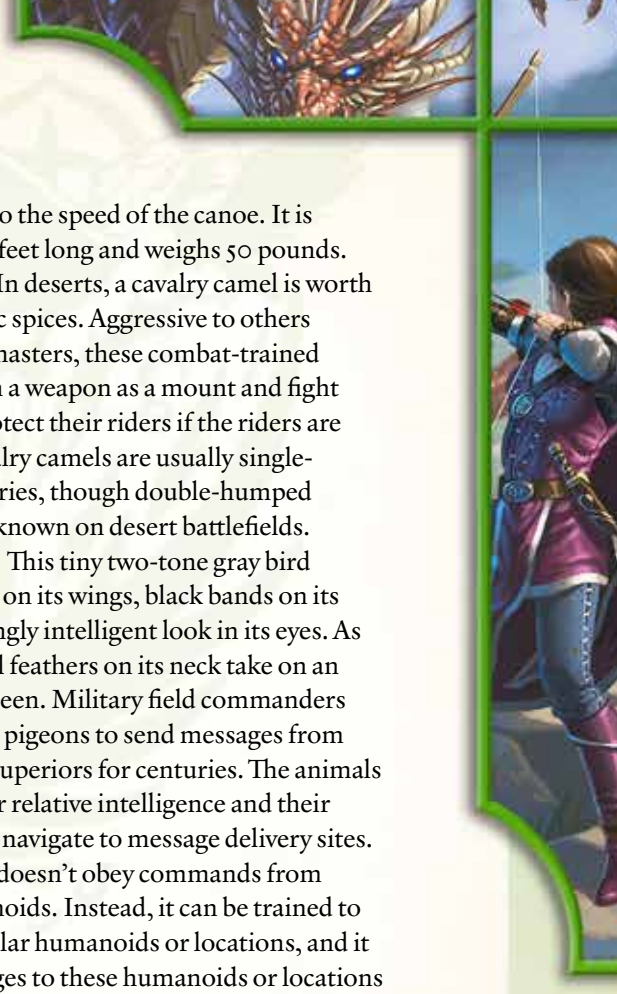
Modification	Cost
Additional control rod	1,000 gp
Additional language	500 gp
Armor	150 gp
Chemical reservoir	500 gp
Expanded reservoir	250 gp
Familiar	200 gp
Hidden compartment	50 gp
Recounting crystal	750 gp
Speed boost	150 gp

VEHICLES AND WAR ANIMALS

Beasts have been trained as implements of war since the concept of warfare was invented. Easy-to-train animals are used as mounts, messengers, weapons, and sometimes even siege engines if the creature is large enough. When a single beast isn't enough or when it would be more of a burden, people employ vehicles. The Vehicles and War Animals table shows each animal or vehicle's cost, speed, and base carrying capacity. The speed and carrying capacity of any vehicle are subject to change based on the animal pulling the vehicle or the wind or water pushing it. These variables are detailed in each vehicle's description.

War Animals. A beast trained for combat, such as a warhorse or pit terrier, doesn't get spooked or flee when it is in an area of conflict. The beast knows which humanoids are friendly to it and which ones aren't, even in a pitched battle.

Unless specified otherwise in its entry, a combat-trained beast will take commands from its designated humanoids. One such humanoid can use an action to command the beast to Attack, Dash, Disengage,



Dodge, Help, Hide, or Use an Object by succeeding on a DC 10 Wisdom (Animal Handling) check. On a failure, the beast defends itself but otherwise takes no actions. The Use an Object command can be used to deliver an object to another humanoid or to fetch an object from a willing creature or an object that isn't being worn or carried. While a combat-trained beast is being used as a mount in mounted combat, it follows the rules for a controlled mount instead.

A combat-trained beast can be trained to obey up to four humanoids. Each humanoid must spend one week training with the beast before it learns to obey that humanoid. If the beast is trained to obey a new humanoid when it already obeys four, it no longer obeys the humanoid whose most recent command to it was issued the longest amount of time ago and obeys the new humanoid instead. At the GM's discretion, a beast with a particularly strong bond with one or more humanoids might not forget those humanoids. In such cases, training the beast to obey a new humanoid when it already obeys four fails.

VEHICLE AND WAR ANIMAL DESCRIPTIONS

This section includes descriptions for each mount, vehicle, and war animal, including any special rules related to that creature or vehicle. The statistics for each mount or war animal can be found at the end of this chapter.

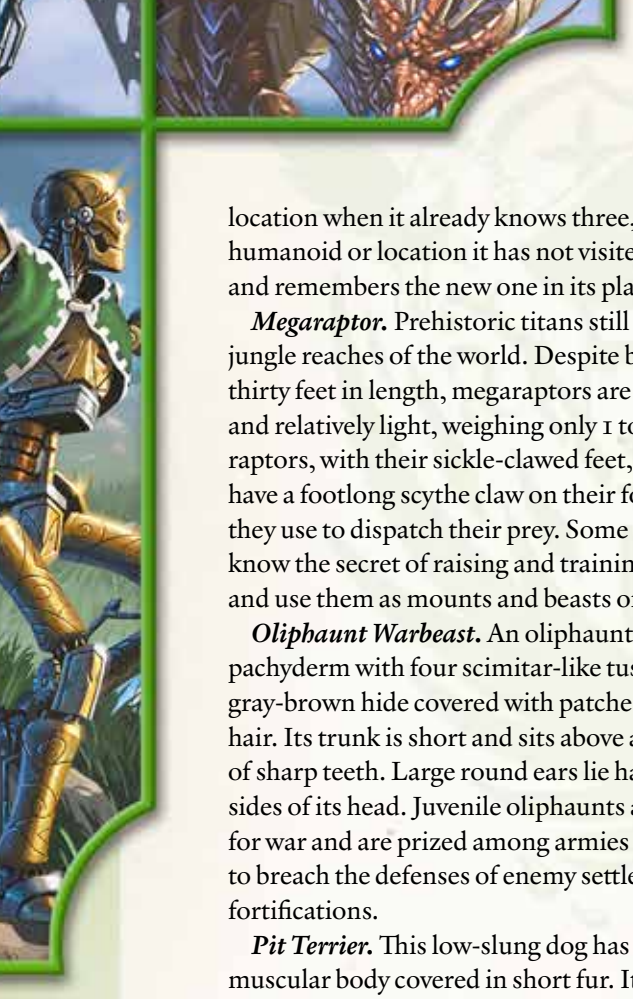
Canoe. This narrow water vehicle can hold up to two Medium creatures and is powered by rowing. If going downstream, add the speed of the current (typically 3 miles per hour) to the speed of the canoe. It is approximately 16 feet long and weighs 50 pounds.

Cavalry Camel. In deserts, a cavalry camel is worth its weight in exotic spices. Aggressive to others but loyal to their masters, these combat-trained beasts are as much a weapon as a mount and fight to the death to protect their riders if the riders are dismounted. Cavalry camels are usually single-humped dromedaries, though double-humped camels are not unknown on desert battlefields.

Homing Pigeon. This tiny two-tone gray bird has black speckles on its wings, black bands on its body, and a piercingly intelligent look in its eyes. As it moves, the small feathers on its neck take on an almost metallic sheen. Military field commanders have used homing pigeons to send messages from the front to their superiors for centuries. The animals are prized for their relative intelligence and their uncanny ability to navigate to message delivery sites. A homing pigeon doesn't obey commands from designated humanoids. Instead, it can be trained to remember particular humanoids or locations, and it can deliver messages to these humanoids or locations with its Messenger trait. Any humanoid can attach a message to a homing pigeon and send it to one of the pigeon's remembered humanoids or locations. A homing pigeon can be trained to remember up to three humanoids or locations, and it takes one week of training with a particular humanoid or in a particular location for the pigeon to remember it. If you train a pigeon to remember a new humanoid or

VEHICLES AND WAR ANIMALS

Item	Cost	Speed	Carrying Capacity
Vehicles			
Canoe	30 gp	2 mph	500 lb.
River barge	1,500 gp	1 mph	6,000 lb.
Sand skimmer	50 gp	4 mph	300 lb.
War wagon	250 gp	—	1,000 lb.
War Animals			
Cavalry camel	200 gp	40 ft.	480 lb.
Homing pigeon	10 gp	50 ft.	22 lb.
Megaraptor	800 gp	60 ft.	1,200 lb.
Oliphaunt warbeast	800 gp	40 ft.	1,560 lb.
Pit terrier	100 gp	25 ft.	210 lb.
Pygmy woolly rhinoceros	200 gp	30 ft.	210 lb.
War pig	50 gp	30 ft.	210 lb.
Wolverine	75 gp	25 ft.	210 lb.



location when it already knows three, it forgets the humanoid or location it has not visited the longest and remembers the new one in its place.

Megaraptor. Prehistoric titans still walk the hidden jungle reaches of the world. Despite being almost thirty feet in length, megaraptors are speedy, agile, and relatively light, weighing only 1 ton. Unlike other raptors, with their sickle-clawed feet, megaraptors have a footlong scythe claw on their forelimb that they use to dispatch their prey. Some jungle tribes know the secret of raising and training megaraptors and use them as mounts and beasts of war.

Oliphaunt Warbeast. An oliphaunt is a massive pachyderm with four scimitar-like tusks and a thick gray-brown hide covered with patches of coarse black hair. Its trunk is short and sits above a large maw full of sharp teeth. Large round ears lie hanging at the sides of its head. Juvenile oliphaunts are often trained for war and are prized among armies for their ability to breach the defenses of enemy settlements and fortifications.

Pit Terrier. This low-slung dog has a compact, muscular body covered in short fur. Its legs are short and widespread, giving the creature a very low center of gravity. Its head is large and somewhat flat with a pronounced underbite and sharp teeth jutting from the lower jaw. Pit terriers are bred as dogs of war. They are fiercely loyal to their masters and fight to the death to keep their masters from harm. Despite their fierce reputations, in times of peace, pit terriers are as friendly as any other species of dog, making them ideal pets.

Pygmy Woolly Rhinoceros. Primarily found in arctic climes, the pygmy woolly rhinoceros is a mastiff-sized pachyderm covered in shaggy brown, gray, or black fur. They are curious and social, though they can be aggressive when they or their offspring are threatened. Pygmy woolly rhinoceroses are as intelligent as a dog and can be trained for battle or even to perform tricks such as fetching or jumping. Some northern-dwelling halflings and dwarves use these rhinoceroses as mounts and beasts of burden.

River Barge. This wide, flat-bottomed water vehicle is designed to carry crates and barrels of trade goods on a river. Barge poles are used to maneuver and propel river barges, but the barge's speed is largely subject to the river's current (typically 3 miles per hour), which is added to the barge's speed if it is moving downstream. The barge has a crew of two and no room for passengers. It can be pulled upstream by draft animals on the shores.

Sand Skimmer. This wooden land vehicle slides atop sand, propelled by a single sail. The skimmer sits atop two narrow runners attached to a flat, wooden platform. The platform is five feet wide and ten feet long. One driver pilots the skimmer, which can also hold one passenger. The skimmer weighs 50 pounds and has a folding mast, allowing it to be transported in a cart or wagon or dragged behind a walking character. Depending on the wind, the sand skimmer can reach speeds up to 8 miles per hour.

War Pig. This muscular, human-sized swine is covered with bristly brown and gray hair. A pair of long, curved tusks juts from its lower jaw. War pigs are the bane of cavalry and other army units that make extensive use of animals. War pigs are often untrained. Officers of the army using them simply keep them penned in a dark, covered area until they are needed then set them loose on the enemy army immediately prior to their own army's advance. Some less scrupulous commanders douse their war pigs with pitch and set them aflame before spurring them toward the enemy. Such an incendiary war pig takes 1d6 fire damage each round but any creature that hits the war pig with a melee attack takes 1d6 fire damage.

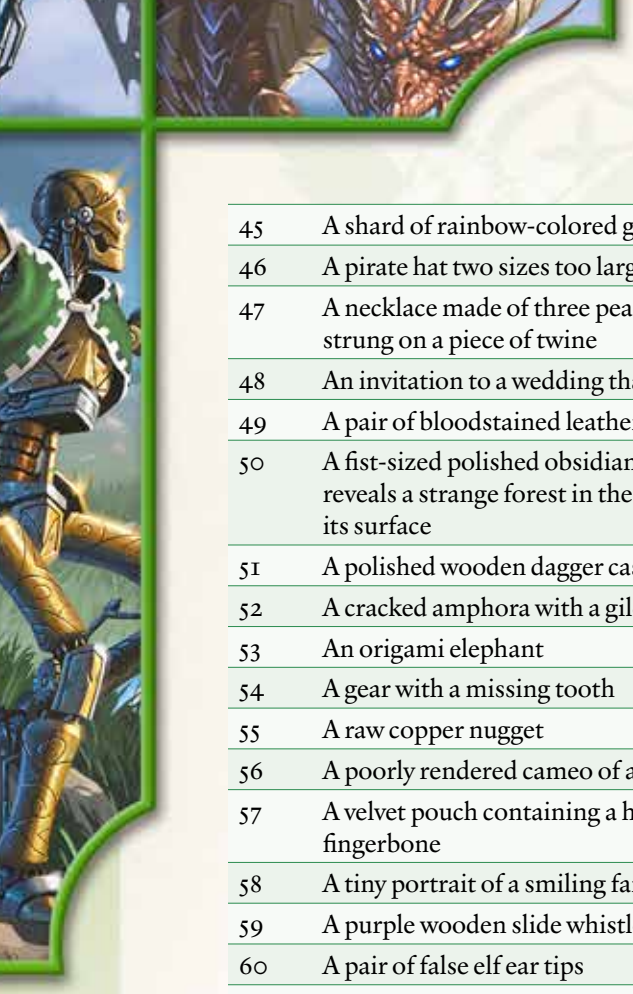
War Wagon. Designed to transport armored combatants across battlefields, this land vehicle is reinforced with metal bands and may be adorned with spikes, sturdy shields, or symbols related to the war party's cause. As a pulled vehicle, the war wagon's speed is dependent upon the speed of the horses pulling it, and it requires a team of at least two horses to move it. Multiple war wagons can be placed together in a circle to form a quick fortification, protecting those within the circle. War wagons are often designed with arrow slits or similar openings for attacking those outside the wagon. Creatures inside a war wagon or wagon circle have three-quarters cover from attacks outside the wagon or wagon circle. A war wagon has 30 hit points, an Armor Class of 17, and a damage threshold of 5. It has immunity to poison and psychic damage.

Wolverine. This shaggy, low-slung animal looks like the offspring of a badger and a grizzly bear. Its short, broad muzzle is filled with small teeth, and each paw is tipped with five long, ragged claws. Some dwarven armies use wolverines to burrow underneath enemy holdings and fortifications. Once these fierce creatures have emerged inside enemy lines, they act as shock troops, softening up the enemy while the army uses the tunnel the wolverine burrowed to move its forces into place.

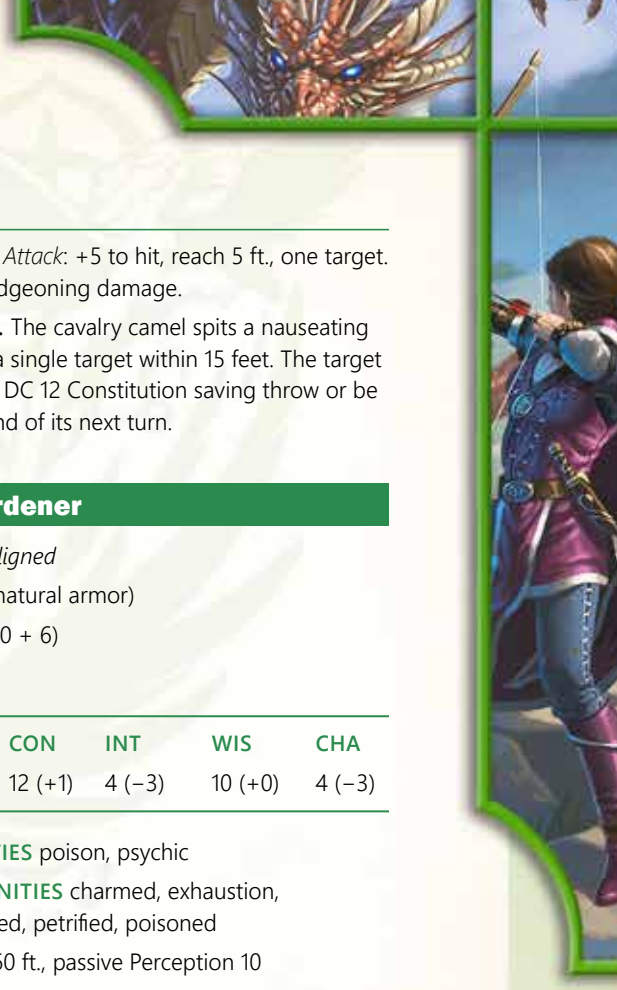
TRINKETS

When you create your character, you can roll percentile dice once and consult the Trinkets table to determine an oddity you found or inherited in your past. You can incorporate the trinket into your character's backstory, or you can work with your GM to determine how and why your character has this item. It may even be a mystery to both you and your character, a secret for you to uncover during the course of play. As a GM, you can use this table to fill shops, chests, or a creature's pockets to add fun little oddities to your game.

d100	Trinket
1	A ring set with a pearl carved in the likeness of a skull
2	A black raven feather that emits small rainbows in the sunlight
3	A pouch embroidered with symbols of good luck and prosperity
4	A coin-sized disk of wood with an unknown rune burned into it
5	A piece of twine with seven knots that are impossible to untie
6	An unlabeled map to an unknown location
7	A pair of polished malachite meditation balls in a silk-lined box
8	A tube of powdered mica suspended in oil
9	A tiny clockwork bird that sings four notes when activated
10	A pocket sundial that casts no shadow
11	A heavily patinaed copper figurine of a quasit
12	A piece of torn parchment with a fragment of a love poem written in Celestial
13	A taxidermy fox tail with a squeaker hidden inside
14	A plush owlbear
15	A ring of keys that fit no lock you've found
16	A broken arrow shaft fletched with blue feathers
17	A piece of parchment that simply reads "Do Not Open"
18	A brooch that belonged to a family member
19	A red, glazed ceramic cup with a chipped rim
20	A scrap of raw silk with an embroidered edge
21	A half-burned pillar candle with a scent that reminds you of home
22	The filigreed top half of a broken key
23	A small book of poetry in an ancient Dwarven dialect
24	A carved bone hair comb gifted by a fey
25	Three coins from a far-off land
26	A glass jar holding a cluster of pale pink mushrooms that glow faintly in the dark
27	A rat skull strung on a leather cord
28	A pink whistle only nearby dogs can hear
29	A folded strip of snake shed stored carefully in a tiny tin box
30	A bit of gray fur tucked inside a golden locket
31	A monocle that allows you to view a person's aura
32	A cracked blue marble
33	A bit of tatted lace in the shape of a cat
34	A set of iron manacles with no key
35	A child's worn and threadbare blanket
36	A velvet top hat that has been burned on one side, as if by acid
37	A charred wooden stake carved with elaborate filigree
38	A discount flyer for a shop you've never heard of
39	A sprig of tiny berries that change color according to the phases of the moon
40	A holy symbol to a god you don't worship
41	A miniature ship in a bottle
42	A black flower that always seems freshly cut
43	A red silk tassel with jade beads
44	A ceramic cupcake with gold sprinkles



45	A shard of rainbow-colored glass
46	A pirate hat two sizes too large
47	A necklace made of three pearlescent shells strung on a piece of twine
48	An invitation to a wedding that never occurred
49	A pair of bloodstained leather gloves
50	A fist-sized polished obsidian sphere that reveals a strange forest in the reflections on its surface
51	A polished wooden dagger case with no dagger
52	A cracked amphora with a gilded stopper
53	An origami elephant
54	A gear with a missing tooth
55	A raw copper nugget
56	A poorly rendered cameo of a man in profile
57	A velvet pouch containing a humanoid fingerbone
58	A tiny portrait of a smiling family
59	A purple wooden slide whistle
60	A pair of false elf ear tips
61	A sealed crystal phial filled with a clear liquid that glows blue when shaken
62	An unused party cracker
63	A swatch of deep blue velvet stitched with an unfamiliar silver constellation
64	A set of loaded gaming dice in a leather case
65	A gold ring adorned with carved skulls and a lock of red hair set beneath glass
66	A mummified otyugh tentacle
67	A torn woman's dress shirt
68	A carved statuette of a humanoid bat with folded wings
69	A knit scarf with a secret code concealed in its pattern
70	A simple pocket watch that runs backward
71	A spoke from a carriage wheel
72	A necklace strung with teeth and bones from several different creatures
73	An illustrated book of fairy stories from your youth
74	A glass orb filled with a purple liquid
75	A white cotton handkerchief embroidered with sixteen circles of varying colors
76	A jeweler's mold for casting an intricate pendant
77	A pouch of ashes from a town destroyed by a dragon
78	A twisted bronze torc with raven-head terminals
79	A thumb-sized purple crystal with a ghostly light flickering inside
80	Two matching, carved wood rings
81	A jade figurine of an aboleth
82	A bat skeleton in a shadow box
83	A fist-sized brass puzzle box that no one has been able to solve
84	A small pencil sketch of a blink dog half-emerged from nothingness
85	A bowtie with a burn mark on one corner
86	A palm-sized desiccated sapphire-blue beetle
87	A silver cuff bracelet with "to my love" etched on the inside
88	A vial of iron filings suspended in oil
89	A chunk of amber that whispers to you in your sleep
90	A porcelain plate painted with the image of three dragons locked in battle
91	A heavy gold coin you never want to spend
92	An always-green leaf with veins that eerily resemble the roads from your hometown
93	A string of colored gemstone beads
94	A rough-made iron dagger with a broken tip
95	A wooden carving of a strange and unfamiliar beast
96	A small cloth pouch containing three pungent seed pods
97	A tiny satin and down pillow containing a set of baby teeth
98	A wine-stained cork
99	A basilisk claw
100	A tiny snow globe containing a dark castle surrounded by swirling bats, butterflies, or imps (your choice)



CREATURE STATISTICS

This section contains the statistics for the clockwork companions, mounts, and war animals that appear in this chapter.

Assassin Snake

Tiny construct, unaligned

ARMOR CLASS 13 (natural armor)

HIT POINTS 7 (2d4 + 2)

SPEED 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (−4)	14 (+2)	12 (+1)	4 (−3)	10 (+0)	6 (−2)

SKILLS Perception +2, Stealth +5

DAMAGE IMMUNITIES poison, psychic

CONDITION IMMUNITIES charmed, exhaustion, frightened, paralyzed, petrified, poisoned

SENSES darkvision 60 ft., passive Perception 12

LANGUAGES understands one language (usually Common) but can't speak

CHALLENGE 1/8 (25 XP)

Chemical Reservoir. The assassin snake can store an alchemical substance in its chemical reservoir and release the substance onto a target when the snake hits with its bite attack. If the substance is ordinarily used to coat a weapon, such as basic poison, the substance coats the snake's fangs for the duration.

Immutable Form. The assassin snake is immune to any spell or effect that would alter its form.

Magic Resistance. The assassin snake has advantage on saving throws against spells and other magical effects.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Cavalry Camel

Large beast, unaligned

ARMOR CLASS 12 (light barding)

HIT POINTS 37 (5d10 + 10)

SPEED 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	15 (+2)	2 (−4)	9 (−1)	5 (−3)

SENSES passive Perception 9

LANGUAGES —

CHALLENGE 1/2 (100 XP)

ACTIONS

Bite. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

Spit (Recharge 5–6). The cavalry camel spits a nauseating wad of phlegm at a single target within 15 feet. The target must succeed on a DC 12 Constitution saving throw or be blinded until the end of its next turn.

Clockwork Gardener

Large construct, unaligned

ARMOR CLASS 13 (natural armor)

HIT POINTS 39 (6d10 + 6)

SPEED 15 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (−1)	12 (+1)	4 (−3)	10 (+0)	4 (−3)

DAMAGE IMMUNITIES poison, psychic

CONDITION IMMUNITIES charmed, exhaustion, frightened, paralyzed, petrified, poisoned

SENSES darkvision 60 ft., passive Perception 10

LANGUAGES understands one language (usually Common) but can't speak

CHALLENGE 1 (200 XP)

Immutable Form. The clockwork gardener is immune to any spell or effect that would alter its form.

Magic Resistance. The clockwork gardener has advantage on saving throws against spells and other magical effects.

Water Drizzle. As a bonus action, the clockwork gardener can release a gentle drizzle of water to nourish nearby plants. This drizzle can be a 30-foot cone or it can drip from the gardener's branches, watering everything within 10 feet of the gardener. Exposed flames in either area are extinguished. Each use of this trait expends 1 gallon of water from the gardener's internal reserves.

ACTIONS

Multiattack. The clockwork gardener makes two attacks: one with its scything blades and one with its slam.

Scything Blades. *Melee Weapon Attack*: +4 to hit, reach 10 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Slam. *Melee Weapon Attack*: +4 to hit, reach 10 ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning damage.

Water Jet. The clockwork gardener releases a jet of water in a line that is 60 feet long and 5 feet wide. Each creature in the area must succeed on a DC 12 Strength saving throw or be knocked prone. The jet extinguishes exposed flames in the area. Each use of this action expends 3 gallons of water from the gardener's internal reserves.

Clockwork Kestrel

Tiny construct, unaligned

ARMOR CLASS 14

HIT POINTS 28 (8d4 + 8)

SPEED 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
4 (–3)	19 (+4)	12 (+1)	9 (–1)	14 (+2)	7 (–2)

SKILLS Perception +6, Survival +4

DAMAGE IMMUNITIES poison, psychic

CONDITION IMMUNITIES charmed, exhaustion, frightened, paralyzed, petrified, poisoned

SENSES darkvision 120 ft., passive Perception 16

LANGUAGES understands Common but can't speak

CHALLENGE 1 (200 XP)

Aerial Reconnaissance. Designed as elite couriers, spies, and aerial observers, the clockwork kestrel has advantage on Wisdom (Perception) checks that rely on sight or hearing. While airborne, the kestrel has advantage on Wisdom (Survival) checks made to track a creature.

Flyby. The clockwork kestrel doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Immutable Form. The clockwork kestrel is immune to any spell or effect that would alter its form.

Magic Resistance. The clockwork kestrel has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The clockwork kestrel makes two wing slash attacks.

Wing Slash. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) slashing damage.

Precision Pinions (2/Day). *Ranged Weapon Attack*: +6 to hit, range 50 ft., one target. *Hit:* 9 (2d4 + 4) piercing damage.

Clockwork Lantern

Tiny construct, unaligned

ARMOR CLASS 13 (natural armor)

HIT POINTS 2 (1d4)

SPEED 0 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (–1)	10 (+0)	10 (+0)	3 (–4)	10 (+0)	2 (–4)

DAMAGE IMMUNITIES poison, psychic

CONDITION IMMUNITIES charmed, exhaustion, frightened, paralyzed, petrified, poisoned

SENSES darkvision 30 ft., passive Perception 10

LANGUAGES understands one language (usually Common) but can't speak

CHALLENGE 0 (10 XP)

Immutable Form. The clockwork lantern is immune to any spell or effect that would alter its form.

Lantern's Light. While lit, the clockwork lantern sheds bright light in a 5- to 30-foot radius and dim light for an additional number of feet equal to the chosen radius. A creature holding or carrying the lantern's control rod can alter the radius as a bonus action.

Magic Resistance. The clockwork lantern has advantage on saving throws against spells and other magical effects.

ACTIONS

Slam. *Melee Weapon Attack*: +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

Lantern's Flame. *Ranged Spell Attack*: +2 to hit, range 30 ft., one target. *Hit:* 3 (1d6) fire damage.

Clockwork Tutor

Medium construct, unaligned

ARMOR CLASS 14 (natural armor)

HIT POINTS 26 (4d8 + 8)

SPEED 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	10 (+0)	14 (+2)	16 (+3)	10 (+0)	8 (–1)

SAVING THROWS Dex +2, Con +4, Int +5

SKILLS Arcana +5, History +5, Insight +2, Nature +5, Religion +5

DAMAGE IMMUNITIES poison, psychic

CONDITION IMMUNITIES charmed, exhaustion, frightened, paralyzed, petrified, poisoned

SENSES darkvision 30 ft., passive Perception 10

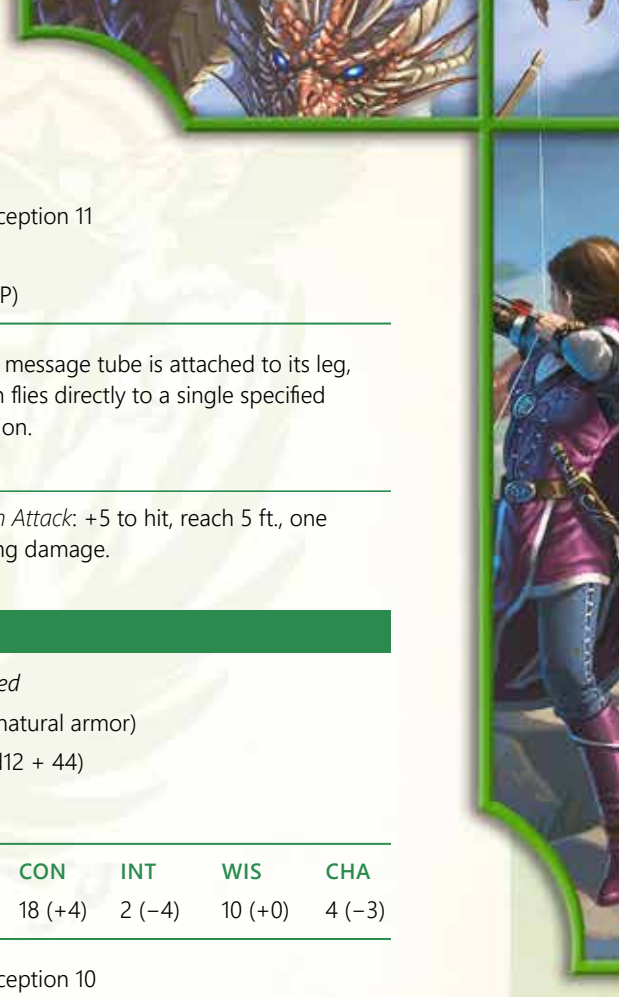
LANGUAGES Common

CHALLENGE 1/2 (100 XP)

Adaptive Teaching. The clockwork tutor decreases the time required to learn a language or tool proficiency by 25 percent. To benefit from this trait, a creature holding or carrying the tutor's control rod must work with the tutor for at least 4 hours each day, which it can do alongside training with an instructor.

Immutable Form. The clockwork tutor is immune to any spell or effect that would alter its form.

Innate Spellcasting (1/Day). The clockwork tutor can innately cast *comprehend languages*, requiring no material components. Its innate spellcasting ability is Intelligence.



Magic Resistance. The clockwork tutor has advantage on saving throws against spells and other magical effects.

Supportive Teacher. The clockwork tutor can cast the *guidance* cantrip at will without requiring spell components.

ACTIONS

Multiattack. The clockwork tutor makes two slam attacks.

Slam. *Melee Weapon Attack*: +3 to hit, reach 5 ft., one target. *Hit:* 5 (2d4) bludgeoning damage.

Clockwork Warhorse

Large construct, unaligned

ARMOR CLASS 13 (natural armor)

HIT POINTS 30 (4d10 + 8)

SPEED 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	15 (+2)	3 (–4)	7 (–2)	7 (–2)

DAMAGE IMMUNITIES poison, psychic

CONDITION IMMUNITIES exhaustion, poisoned

SENSES passive Perception 8

LANGUAGES —

CHALLENGE 1 (200 XP)

Immutable Form. The clockwork warhorse is immune to any spell or effect that would alter its form.

Magic Resistance. The clockwork warhorse has advantage on saving throws against spells and other magical effects.

Trampling Charge. If the clockwork warhorse moves at least 20 feet straight toward a creature and then hits it with a hooves attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the horse can make another attack with its hooves against it as a bonus action.

ACTIONS

Hooves. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Homing Pigeon

Tiny beast, unaligned

ARMOR CLASS 13

HIT POINTS 2 (1d4)

SPEED 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
3 (–4)	16 (+3)	10 (+0)	3 (–4)	12 (+1)	5 (–3)

SENSES passive Perception 11

LANGUAGES —

CHALLENGE 0 (10 XP)

Messenger. When a message tube is attached to its leg, the homing pigeon flies directly to a single specified humanoid or location.

ACTIONS

Peck. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

Megaraptor

Huge beast, unaligned

ARMOR CLASS 15 (natural armor)

HIT POINTS 115 (11d12 + 44)

SPEED 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	18 (+4)	2 (–4)	10 (+0)	4 (–3)

SENSES passive Perception 10

LANGUAGES —

CHALLENGE 5 (1,800 XP)

ACTIONS

Multiattack. The megaraptor makes two attacks: one with its bite and one with its scythe claw.

Bite. *Melee Weapon Attack*: +8 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage.

Scythe Claw. *Melee Weapon Attack*: +8 to hit, reach 10 ft., one target. *Hit:* 21 (3d10 + 5) slashing damage.

Oliphaunt Warbeast

Huge beast, unaligned

ARMOR CLASS 14 (natural armor)

HIT POINTS 115 (10d12 + 50)

SPEED 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	9 (–1)	20 (+5)	3 (–4)	11 (+0)	6 (–2)

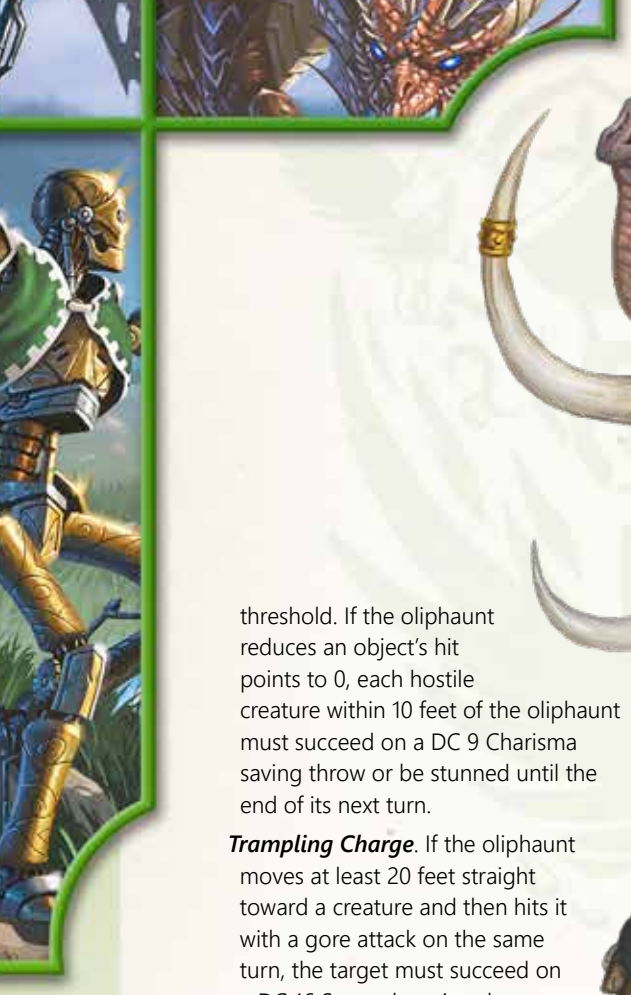
SENSES passive Perception 10

LANGUAGES —

CHALLENGE 6 (2,300 XP)

Foul Temper. All Wisdom (Animal Handling) checks made to calm down the oliphaunt have disadvantage.

Siege Beast. If the oliphaunt uses its trampling charge against an object, it ignores the object's damage



threshold. If the oliphaunt reduces an object's hit points to 0, each hostile creature within 10 feet of the oliphaunt must succeed on a DC 9 Charisma saving throw or be stunned until the end of its next turn.

Trampling Charge. If the oliphaunt moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, the target must succeed on a DC 16 Strength saving throw or be knocked prone. If the target is prone, the oliphaunt can make one stomp attack against it as a bonus action.

ACTIONS

Gore. *Melee Weapon Attack*: +11 to hit, reach 10 ft., one target. *Hit:* 26 (4d8 + 8) slashing damage.

Stomp. *Melee Weapon Attack*: +11 to hit, reach 5 feet, one prone creature. *Hit:* 30 (4d10 + 8) bludgeoning damage.

Pit Terrier

Small beast, unaligned

ARMOR CLASS 11

HIT POINTS 27 (5d6 + 10)

SPEED 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	3 (−4)	10 (+0)	5 (−3)

SKILLS Athletics +4

SENSES passive Perception 10

LANGUAGES —

CHALLENGE 1/4 (50 XP)

Keen Hearing and Smell. The pit terrier has advantage on Wisdom (Perception) checks that rely on hearing or smell.

ACTIONS

Bite. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage, and the target is grappled (escape DC 12). Until this grapple ends, the pit terrier can't attack another target.

Pygmy Woolly Rhinoceros

Medium beast, unaligned

ARMOR CLASS 12 (natural armor)

HIT POINTS 27 (5d8 + 5)

SPEED 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	13 (+1)	3 (−4)	12 (+1)	6 (−2)

SENSES passive Perception 11

LANGUAGES —

CHALLENGE 1/4 (50 XP)

Hustle. The pygmy woolly rhinoceros can Dash as a bonus action.

ACTIONS

Gore. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage.

War Pig

Medium beast, unaligned

ARMOR CLASS 10

HIT POINTS 32 (5d8 + 10)

SPEED 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	14 (+2)	3 (−4)	12 (+1)	7 (−2)

SENSES passive Perception 11

LANGUAGES —

CHALLENGE 1/2 (100 XP)

Charge. If the war pig moves at least 20 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 3 (1d6) piercing damage. If the target is a creature, it must succeed on a DC 12 Strength saving throw or be knocked prone.

Frightful Squeal. As a bonus action, the war pig can emit a loud, high-pitched squeal. Each beast within 15 feet of the war pig must succeed on a DC 11 Wisdom saving throw or be frightened until the end of its next turn. Once a beast has made the saving throw, it is immune to all war pigs' Frightful Squeals for 24 hours.

ACTIONS

Gore. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage.

Watch Owl

Tiny construct, unaligned

ARMOR CLASS 13 (natural armor)

HIT POINTS 10 (4d4)

SPEED 5 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
3 (−4)	13 (+1)	10 (+0)	4 (−3)	12 (+1)	8 (−1)

SKILLS Perception +3, Stealth +3

DAMAGE IMMUNITIES poison, psychic

CONDITION IMMUNITIES charmed, exhaustion, frightened, paralyzed, petrified, poisoned

SENSES darkvision 120 ft., passive Perception 13

LANGUAGES understands one language (usually Common) but can't speak

CHALLENGE 1/8 (25 XP)

Flyby. The watch owl doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Immutable Form. The watch owl is immune to any spell or effect that would alter its form.

Innate Spellcasting (1/Day). The watch owl can innately cast alarm, requiring no material components. Its innate spellcasting ability is Wisdom.

Keen Hearing and Sight. The watch owl has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Magic Resistance. The watch owl has advantage on saving throws against spells and other magical effects.

ACTIONS

Talons. *Melee Weapon Attack*: +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) slashing damage.

Wolverine

Medium beast, unaligned

ARMOR CLASS 12 (natural armor)

HIT POINTS 39 (6d8 + 12)

SPEED 25 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	14 (+2)	2 (−4)	12 (+1)	4 (−3)

SENSES passive Perception 11

LANGUAGES —

CHALLENGE 1 (200 XP)

ACTIONS

Multiattack. The wolverine makes two claw attacks. If the wolverine hits the same target with both attacks, the target takes an extra 3 (1d6) slashing damage.

Claw. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

5 Adventuring Rules

In this chapter, you'll find new downtime options, group themes, and alternate ways to use your weapons. All of the rules in this chapter are optional and in addition to the standard rules. For players, as with any new or optional rules, consult with your GM before using any of the options presented in this chapter. For game masters, you can choose to use only one optional rule, one section of optional rules, or all of the optional rules in this chapter, whichever you prefer. We encourage you to use whatever fits best in your world and the story you and your players want to tell in it.

DOWNTIME

The characters aren't always adventuring, saving the world, or looting ancient tombs. Sometimes they are raising and caring for the pegasus colt they found, cultivating a garden of magic plants, or tending to the manor they received as a reward from the local authorities after a recent adventure. Here, you'll find a variety of new downtime activities for the characters to showcase their hobbies, create useful items for the group's next big adventure, or make money on the side when they aren't raiding dragon hoards.

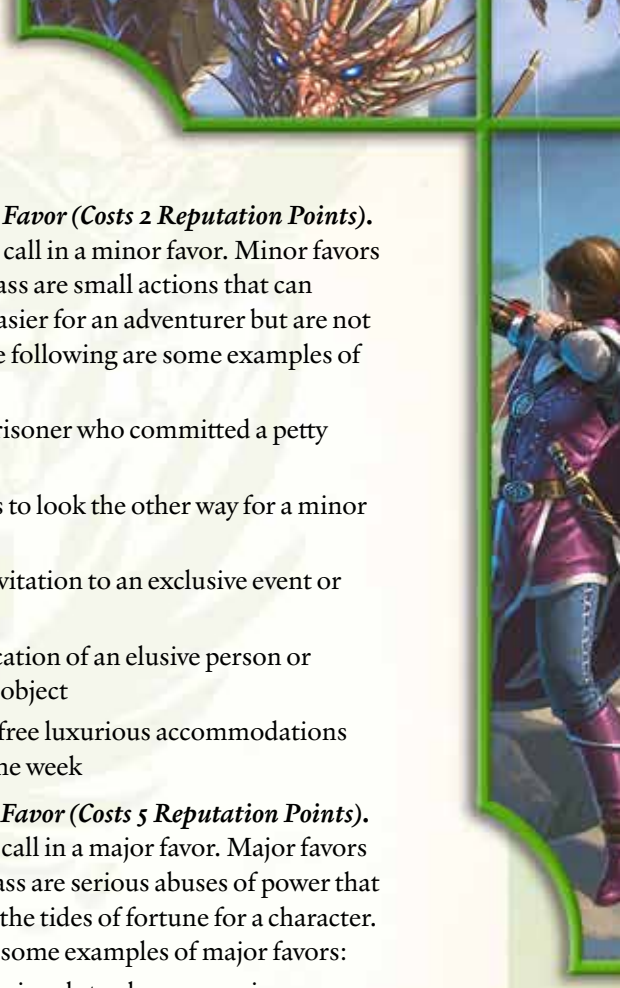
COURT REPUTATION

Court reputation represents how a character is viewed by the upper classes and nobility within a society. To increase this reputation and garner favor with the upper class, a character must spend free time between adventures with society's elite, making sure to be seen at the events and locales they frequent.

Increasing court reputation covers a workweek of social activities. A character must spend one workweek in a well-populated settlement and at least 250 gp attending musical performances, tournaments, the unveiling of new works of art, poetry readings, courtly dances, hunting parties, and other high-society events.

Reputation Points

After a workweek of increasing court reputation, a character makes a Charisma (Persuasion) check using the Court Reputation table to determine the number



of reputation points acquired that week. If a character already has reputation points when making this check, add the reputation point total to the check.

COURT REPUTATION

Check Total	Result
1-5	You unwittingly committed an egregious social error. You lose 1 reputation point. If you have no reputation points when you roll this result, you have disadvantage on the next Charisma (Persuasion) check you make to determine reputation points.
6-10	Your presence was unremarkable at best. You gain no reputation points.
11-15	You played the courtly "game" proficiently. You gain 1 reputation point.
16-20	Your charms have created quite the buzz. You gain 2 reputation points.
21+	Your social maneuvering was magnificent, and everyone is talking about you. You gain 3 reputation points.

Reputation points represent a character's popularity and influence with the upper class. A character can spend one or more reputation points to use the following features.

Advantage (Costs 1 Reputation Point). The character has advantage on the next Charisma (Persuasion) or Charisma (Intimidation) check made to influence a humanoid. The humanoid must be familiar with the society where the character gained this court reputation. At the GM's discretion, this might not work on certain humanoids, such as bandits seeking to overthrow the current nobility.

Acquire A Loan (Costs 1 or more Reputation Points). The character can acquire a loan from a wealthy contact. Upon acquiring a loan, the character receives 1,000 gp x the number of reputation points spent. The character must pay back the entire sum of the loan within 30 days of its initial acquisition, or the character loses 1 reputation point. A character who continues to forgo payments loses 1 reputation point for each week that passes beyond the due date. If a character is reduced to 0 reputation points in this manner, that character can no longer gain the benefits of the Court Reputation downtime activity in the settlement where the loan was borrowed until it is repaid. A character must be in a populated settlement and can't have any other unpaid loans to acquire a loan.

Call in A Minor Favor (Costs 2 Reputation Points). The character can call in a minor favor. Minor favors from the upper class are small actions that can make life a little easier for an adventurer but are not strictly illegal. The following are some examples of minor favors:

- Pardoning a prisoner who committed a petty crime
- Bribing guards to look the other way for a minor offense
- Securing an invitation to an exclusive event or gathering
- Getting the location of an elusive person or especially rare object
- Securing cost-free luxurious accommodations and food for one week

Call in A Major Favor (Costs 5 Reputation Points). The character can call in a major favor. Major favors from the upper class are serious abuses of power that dramatically turn the tides of fortune for a character. The following are some examples of major favors:

- Sending professionals to clean up a crime scene or dispose of a body
- Ensuring a particular noble shows up at a designated place and time
- Securing a pardon for a major crime
- Locating a specific magic item (but not covering its cost)
- Gifting a single nonmagical object worth 5,000 gp or less
- Securing cost-free luxurious accommodations and food for 6 months

Complications

Characters who build a court reputation risk becoming embroiled in scandal, attracting the ire of jealous nobles, or losing wealth to frivolous pursuits. A character has a 10 percent chance of triggering a complication for each workweek spent increasing court reputation. When a complication is triggered, the GM can create a complication or roll a d8 and consult the Court Reputation Complications table.

COURT REPUTATION COMPLICATIONS

d8	Complication
1	A noble asks you for help with some financial trouble. Lose an additional 100 gp this week but gain 1 extra reputation point this week.
2	You have become the subject of courtly gossip, and vicious rumors are circulating. You can't gain reputation points this week.
3	A jealous noble has declared you to be their rival. You now have a wealthy individual constantly looking for ways to make your life difficult.
4	Your activities garner a little too much attention. You attract a series of hopeful suitors.
5	Another rising socialite has taken credit for your activities. Lose 1 reputation point.
6	An artist admires you. They insist on following you around until you inspire their next masterpiece.
7	You accidentally offend an influential socialite. You have disadvantage on the check to determine your reputation points this week.
8	Gossip has named you this week's courtier to watch. You have advantage on the check to determine your reputation points this week.

CRAFTING A MASTERPIECE

A character can spend free time between adventures creating a piece of art. Whether the character's medium is dance, painting, sculpture, epic poetry, or anything in between, crafting a masterpiece requires appropriate materials and time.

Craft masterpiece covers a workweek of advancing an art project. A character must spend one workweek and at least 100 gp working on the project, connecting with patrons, and securing resources necessary to continue the work of art.

Expression Points

After a workweek of crafting a masterpiece, a character makes a Charisma (Performance) check (or an ability check relevant to the tools used in making the art) using the Craft Masterpiece table to determine the number of expression points acquired that week. If a character has expression points when making this check, add the expression point total to the check.

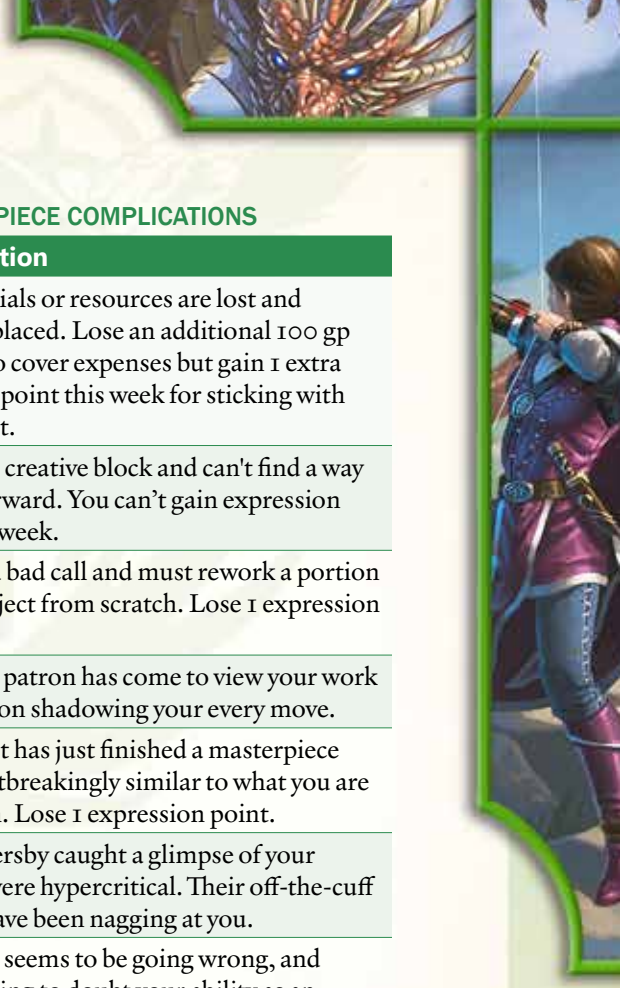
CRAFT MASTERPIECE

Check	Result
1-5	After a series of missteps, you start to doubt your project. You lose 1 expression point. If you have no expression points when you roll this result, you have disadvantage on the next check you make to determine expression points.
6-10	Other responsibilities got in the way of creativity, and you made no significant progress. You gain no expression points this week.
11-15	You made solid progress on your masterpiece. You gain 1 expression point.
16-20	Your creativity was kindled, and you feel incredible about the work you did. You gain 2 expression points.
21+	You had a true flash of inspiration, and your project has radically changed for the better. You gain 3 expression points.

Expression points represent the character's personal satisfaction with artistic pursuits and how much that satisfaction affects other creatures. A character can spend one or more expression points to use the following features.

Advantage (Costs 1 Expression Point). The character has advantage on the next Charisma (Performance) check or ability check using tools related to the artistic pursuit.

Secure Patronage (Costs 1 or more Expression Points). The character can attempt to secure a patron. When a character attempts to secure a patron, the character must make a Charisma (Performance or Persuasion) check, adding the amount of spent expression points to the check. The DC is equal to 10 + the number of patrons the character currently possesses. On a success, the character acquires a new patron. A character can have a total number of patrons equal to half the character's level (minimum of 1). The character receives 50 gp per patron at the beginning of each week. If the character doesn't spend at least one workweek performing the Create Masterpiece downtime activity every 30 days, the character loses one patron. The character continues to lose one additional patron for each week thereafter that the character doesn't perform this downtime activity. A patron might have other demands of a character to continue being a patron, such as performing at the patron's summer party or painting a portrait of the patron's family free of charge. At the



GM's discretion, these activities can appease patrons and potentially win back a lost patron or substitute for a month of not performing this downtime activity.

Token of Admiration (Costs 2 Expression Points). The character can call in a minor favor from a patron or admirer. Minor favors are small actions that can make life a little bit easier for an adventurer. The following are some examples of minor favors:

- Securing a performance, rehearsal, or studio space to use for one week
- Receiving a gift of a nonmagical object worth 500 gp or less
- Bribing guards to look the other way for a minor offense
- Securing an invitation to an exclusive event or gathering
- Getting access to rare or hard-to-find materials (but not necessarily covering the cost)

Complete Masterpiece (Costs 5 Expression Points). The character can complete a masterpiece, provided the character hasn't completed a masterpiece in the past year. Completing a masterpiece is an extraordinary achievement, and it can net the character great satisfaction or great profit. The character doesn't need to roll for complications when spending expression points to finish a masterpiece. The character can choose whether to sell the masterpiece for 10,000 gp or to gain Inspiration (or some other boon determined by the GM) after every long rest for 100 days. The character must be in a populated settlement with wealthy individuals to sell a masterpiece.

Complications

Characters who spend their time creating a masterpiece take on the burdens and challenges common to creative work. A character has a 10 percent chance of triggering a complication for each workweek spent crafting a masterpiece. When a complication is triggered, the GM can create a complication or roll a d8 and consult the Crafter Masterpiece Complications table.

CRAFT MASTERPIECE COMPLICATIONS

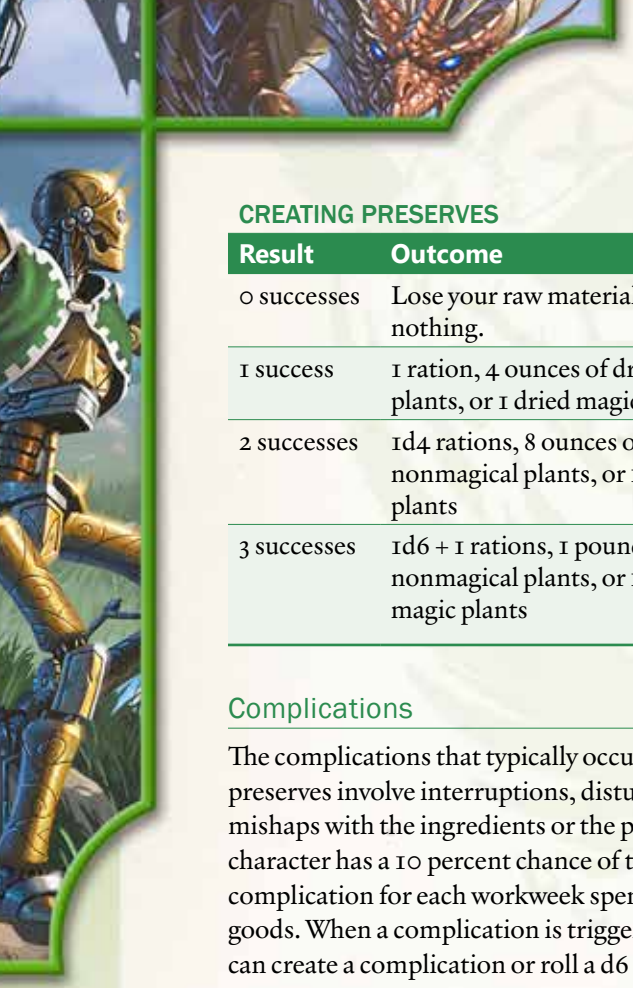
d8	Complication
1	Your materials or resources are lost and must be replaced. Lose an additional 100 gp this week to cover expenses but gain 1 extra expression point this week for sticking with your project.
2	You've hit a creative block and can't find a way to move forward. You can't gain expression points this week.
3	You made a bad call and must rework a portion of your project from scratch. Lose 1 expression point.
4	A potential patron has come to view your work and insists on shadowing your every move.
5	A rival artist has just finished a masterpiece that is heartbreakingly similar to what you are working on. Lose 1 expression point.
6	Some passersby caught a glimpse of your work and were hypercritical. Their off-the-cuff opinions have been nagging at you.
7	Everything seems to be going wrong, and you're starting to doubt your ability as an artist. You have disadvantage on the check to determine your expression points this week.
8	You received high praise and encouragement about your work from someone you admire. You have advantage on the check to determine your expression points this week.

CREATING PRESERVES

Heroes with an enterprising spirit can take extra resources they have on hand such as perishable food or plants, flowers, herbs and salt, or magic plants and preserve them for later use, as gifts, or even to trade. Possible items include rations, dried magic plants, jellies and jams, dried herbs or flowers, jerky, pickles, and other preserved delicacies.

Creating preserves requires no more than 1 pound of raw food or nonmagical plants or 6 magic plant cuttings per workweek, and cook's utensils, if preserving food, or an herbalism kit, if preserving plants.

A character makes three skill checks using the appropriate set of tools, and the skill checks are made with one each of Dexterity, Intelligence, and Wisdom. For nonmagical goods, the DC for each of the checks is 5 + 2d6; generate a separate DC for each one. For magical goods, the DC for each of the checks is 5 + 2d8; generate a separate DC for each one. Consult the Creating Preserves table to see how well the process went.



CREATING PRESERVES

Result	Outcome
0 successes	Lose your raw materials and gain nothing.
1 success	1 ration, 4 ounces of dried nonmagical plants, or 1 dried magic plant
2 successes	1d4 rations, 8 ounces of dried nonmagical plants, or 1d4 dried magic plants
3 successes	1d6 + 1 rations, 1 pound of dried nonmagical plants, or 1d6 + 1 dried magic plants

Complications

The complications that typically occur from creating preserves involve interruptions, disturbances, or mishaps with the ingredients or the process. A character has a 10 percent chance of triggering a complication for each workweek spent preserving goods. When a complication is triggered, the GM can create a complication or roll a d6 and consult the Creating Preserves Complications table.

CREATING PRESERVES COMPLICATIONS

d6	Complication
1	A rival tries to steal your recipes.
2	Your preserving methods attract pests that threaten to ruin your work.
3	An unexpected visitor takes keen, and disruptive, interest in your preserving methods.
4	A noteworthy community member spreads rumors about your work hygiene practices.
5	You accidentally burned, damaged, or otherwise spoiled your ingredients and lose half of what you produced this week.
6	A pushy acquaintance wants to enter you into a local preserves competition.

CREATURE CARE

A character can perform creature care by spending free time between adventures taking care of, raising, and training creatures. To successfully rear creatures, the character must spend time with them and keep them housed in a properly attended stable.

Creature care requires access to a stabling facility equipped to care for the creatures. The weekly cost of stabling creatures depends on the size and number of creatures. Consult the Creature Care Expenses table to determine the weekly cost of feeding and stabling the creatures in a character's care. Gaining any creature care benefits (other than meeting basic survival needs) requires a character to spend one workweek training, handling, or otherwise personally caring for the creatures. At the GM's discretion, a character can stable creature types other than beasts or monstrosities. For example, a GM might allow a character to stable a pegasus (a celestial) or a clutch of pseudodragons. Keep in mind, stabling unique or intelligent creatures might come with additional complications or needs, such as a special diet for the pegasus or a small library for the pseudodragons.

CREATURE CARE EXPENSES

Weekly Cost (Per Creature)	Creature Type and Size
5 sp	Tiny or Small Beast
1 gp	Medium or Large Beast
5 gp	Huge Beast
15 gp	Large or smaller Monstrosity
30 gp	Huge or larger Monstrosity

Husbandry Points

After a workweek of hands-on creature care, a character makes a Wisdom (Animal Handling) check using the Creature Care table to determine the number of husbandry points acquired that week. If a character has husbandry points before making this check, add the husbandry point total to the check.

CREATURE CARE

Check	Result
1-5	You unintentionally frightened your creatures or otherwise earned their ire. You lose 1 husbandry point. If you have no husbandry points when you roll this result, you have disadvantage on the next Wisdom (Animal Handling) check you make to determine husbandry points.
6-10	You tried your best, but your relationship with your creatures hasn't deepened. You gain no husbandry points.
11-15	You had a small breakthrough and managed to connect a little more with your creatures. You gain 1 husbandry point.
16-20	The bond with your creatures has deepened significantly. You gain 2 husbandry points.
21+	Your relationship with your creatures has grown into true friendship. You gain 3 husbandry points.

Husbandry points represent the strength of a character's bond with the creatures under the character's care. A character can spend one or more husbandry points to use the following features.

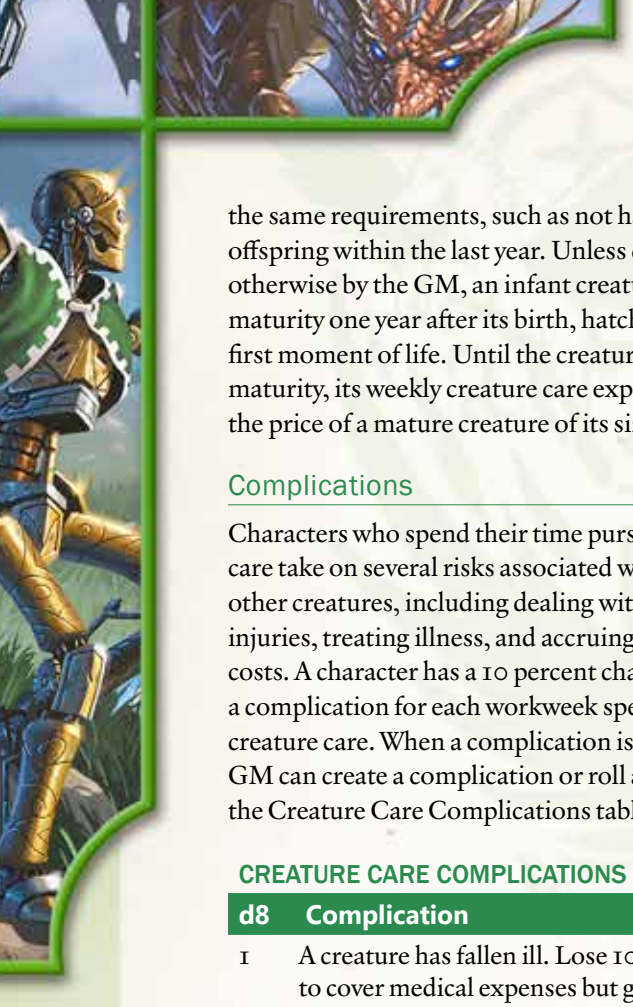
Advantage (Costs 1 Husbandry Point). The character has advantage on a Wisdom (Animal Handling) check made to influence a non-humanoid creature with an Intelligence of 10 or less.

Training (Costs 2 or more Husbandry Points). The character can attempt to train a creature. The creature must be mature, and the character must have the creature stabled in an adequate facility. To train a creature, the character must make a Wisdom (Animal Handling) check, adding the amount of spent husbandry points to the check. The DC is equal to the creature's highest ability score. At the GM's discretion, the creature's type or intelligence might increase or decrease this DC by up to 3. For example, an ape might easily pick up on training cues, while an owlbear might stubbornly resist training. On a success, the creature is trained to do one of the following:

- As long as you have the appropriate equipment and the creature is of the appropriate size, you can ride the creature as a mount. A creature can receive this training only once.
- The creature gains proficiency in one of the following skills: Acrobatics, Athletics, Intimidation, Investigation, Perception, Performance, Sleight of Hand, or Stealth.
- The creature's hit point maximum increases by 10. A creature can receive this training only once.
- The creature's base movement speed increases by 5 feet. A creature can receive this training only once.

Sell (Costs 3 Husbandry Points). The character can sell a creature that has been in the character's care for at least 30 days. Due to the character's expertise and connections, the creature sells for half again its standard cost. For example, a riding horse raised by the character sells for 112 gp instead of 75 gp. If the character has trained the creature, it sells for twice its standard cost. The GM determines the costs and sell values of creatures without standard costs.

Breed (Costs 5 Husbandry Points). The character can breed a mature creature that has been in the character's care for at least 30 days. The selected parent creature must have reasonable conditions to breed, such as access to a mate, materials to nest, or similar, and it can't have already produced offspring within the last year. If the mate is also in the character's care, the husbandry point cost for the breeding is only 5, but the mate must still meet all



the same requirements, such as not having produced offspring within the last year. Unless determined otherwise by the GM, an infant creature reaches maturity one year after its birth, hatching, or other first moment of life. Until the creature reaches maturity, its weekly creature care expenses are half the price of a mature creature of its size and type.

Complications

Characters who spend their time pursuing creature care take on several risks associated with caring for other creatures, including dealing with potential injuries, treating illness, and accruing unexpected costs. A character has a 10 percent chance of triggering a complication for each workweek spent providing creature care. When a complication is triggered, the GM can create a complication or roll a d8 and consult the Creature Care Complications table.

CREATURE CARE COMPLICATIONS

d8	Complication
1	A creature has fallen ill. Lose 100 gp this week to cover medical expenses but gain 1 extra husbandry point this week.
2	Facility maintenance and other routine chores prevent you from spending enough quality time with your creatures. You can't gain husbandry points this week.
3	One of your creatures damaged the stabling facility. You must pay double your standard creature care expenses this week.
4	An animal trainer is jealous of your success. You now have someone looking for ways to sabotage your efforts.
5	A particularly disastrous training session has put all your creatures on edge. Lose 1 husbandry point.
6	The locals are impressed with your efforts. You receive repeated requests to purchase your creatures.
7	Bad weather or poor environmental conditions have stressed out your creatures. You have disadvantage on the check to determine your husbandry points this week.
8	Lovely weather and ideal environment conditions have relaxed your creatures. You have advantage on the check to determine your husbandry points this week.

CRIMINAL ENTERPRISE

A character creating and running a criminal enterprise spends free time between adventures orchestrating and performing crime for profit. Running a successful criminal enterprise requires gathering information, forging connections with criminal contacts, and greasing the appropriate wheels.

Criminal enterprise covers a workweek of planning punctuated by one major operation. A character must spend one workweek in a well-populated area and put forward at least 25 gp gathering resources to pull off a criminal operation.

Infamy Points

After a workweek of planning, a character makes an ability check using the Criminal Enterprise table to determine the number of infamy points acquired that week. If a character has infamy points when making this check, add the infamy point total to the check. The type of ability check a character makes depends on that character's role in the criminal operation.

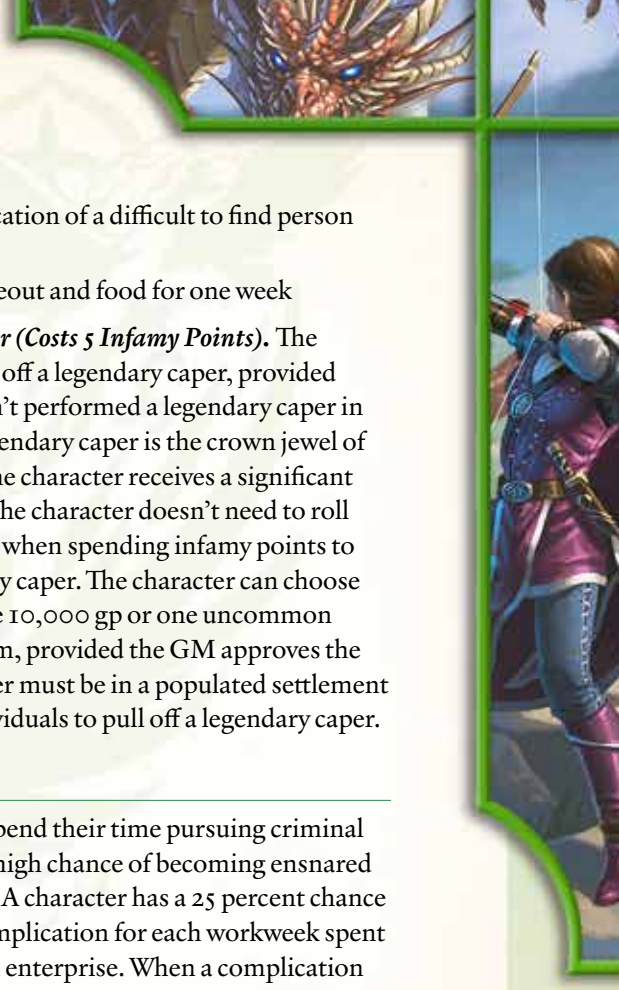
The Brains. The brains role is the mastermind behind the operation. The brains is rarely present when the operation goes down. A character filling this role makes an Intelligence (Investigation) check.

The Lookout. The lookout role is the eyes and ears of the operation. The lookout is responsible for standing guard while the rest of the team completes the job. A character filling this role makes a Wisdom (Perception) check.

The Face. The face role is the inside agent that uses charm to their advantage. The face has gathered valuable information and deployed resources critical to the success of the operation. A character filling this role makes a Charisma (Deception) check.

The Thief. The thief role is the one getting their hands dirty. The thief is the team member that quietly slips in or out of whatever bars access to the operation's target. A character filling this role makes a Dexterity (Stealth) check.

The Muscle. The muscle role is the bruiser that backs up the team. The muscle is the team member that goes out swinging if the operation goes sideways. A character filling this role makes a Strength (Athletics) check.



CRIMINAL ENTERPRISE

Check	Result
1-5	The operation was a disaster. People got caught, things went wrong. It was a total embarrassment. You lose 1 infamy point. If you have no infamy points when you roll this result, you have disadvantage on the next check you make to determine infamy points.
6-10	The operation fell apart. No one got caught, but no one got paid. You gain no infamy points this week.
11-15	You hit a few snags, but you pulled off the operation in the end. You gain 1 infamy point.
16-20	The operation was a success. It went exactly to plan. You gain 2 infamy points.
21+	You pulled off the perfect crime, the operation went flawlessly, and you even picked up a little extra. You gain 3 infamy points.

Infamy points represent a character's successful crime streak and street credit with the criminal underworld. A character can spend one or more infamy points to use the following features.

Acquire Crew Members (Costs 1 or more Infamy Points). The character can call on others to help in an operation, reducing the chance for complications. Each point spent represents one extra crew member who helped performed the operation. The chance for a character to experience a complication after the operation is reduced by 5 percent for each point spent on extra crew members.

Get Paid (Costs 1 or more Infamy Points). The character can fence stolen goods or otherwise get a payout for the committed crimes. The character receives 250 gp × the number of infamy points spent. The character must be in a populated settlement to use this feature.

Grease the Wheels (Costs 2 Infamy Points). The character can call in a minor favor. Minor favors from the underworld are small actions that can make life a little easier for a criminal. The following are some examples of minor favors:

- Making sure a particular door at a particular place is left unlocked
- Ensuring a package is delivered quickly and quietly
- Bribing guards to look the other way for a minor offense
- Getting the location of a difficult to find person or object
- Securing a hideout and food for one week

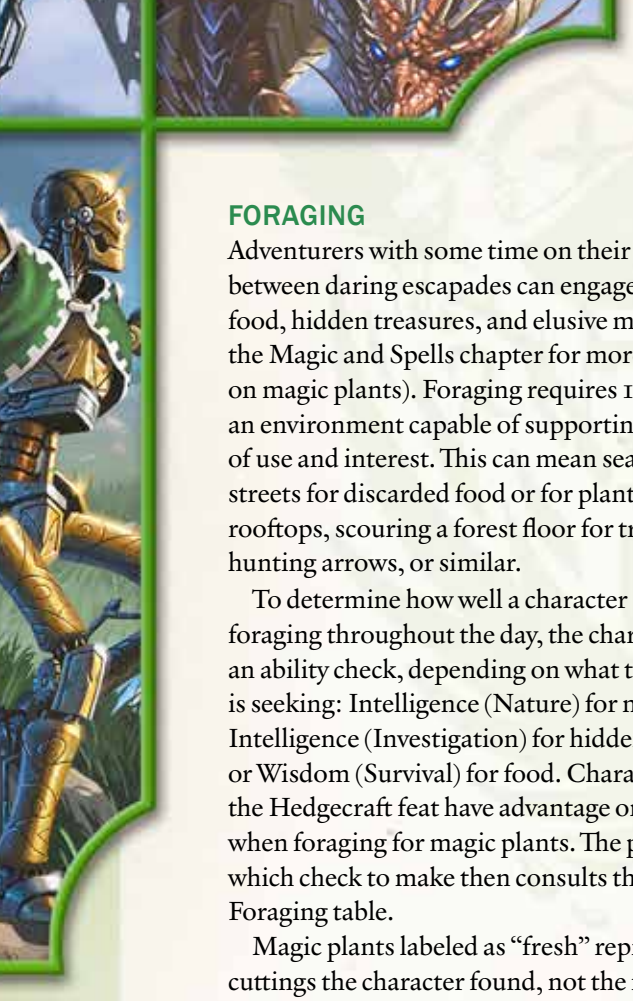
Legendary Caper (Costs 5 Infamy Points). The character can pull off a legendary caper, provided the character hasn't performed a legendary caper in the last year. A legendary caper is the crown jewel of operations, and the character receives a significant amount from it. The character doesn't need to roll for complications when spending infamy points to pull off a legendary caper. The character can choose whether to receive 10,000 gp or one uncommon or rarer magic item, provided the GM approves the item. The character must be in a populated settlement with wealthy individuals to pull off a legendary caper.

Complications

Characters who spend their time pursuing criminal enterprise have a high chance of becoming ensnared by complications. A character has a 25 percent chance of triggering a complication for each workweek spent pursuing criminal enterprise. When a complication is triggered, the GM can create a complication or roll a d8 and consult the Criminal Enterprise Complications table.

CRIMINAL ENTERPRISE COMPLICATIONS

d8	Complication
1	One of your accomplices was caught. Either pay 250 gp to bail them out of jail or lose 2 infamy points.
2	Your information was bad, and the merchandise was worthless. You can't gain infamy points this week.
3	There's a new sentry or watchman in town, and they've become obsessed with bringing you down.
4	A new thieves guild has popped up, and their blundering mistakes are bringing heat down on the whole underworld.
5	Another criminal is taking credit for your operations. Lose 1 infamy point.
6	You were sold out by one of your own. Either pay 100 gp for each infamy point you currently have or spend a week in jail for each infamy point you have.
7	You intruded on a crime boss's turf. You have disadvantage on the check to determine your infamy points this week.
8	You caught word of a golden opportunity. You have advantage on the check to determine your infamy points this week.



FORAGING

Adventurers with some time on their hands in between daring escapades can engage in foraging for food, hidden treasures, and elusive magic plants (see the Magic and Spells chapter for more information on magic plants). Foraging requires 1 day of searching an environment capable of supporting life for things of use and interest. This can mean searching city streets for discarded food or for plants clinging to rooftops, scouring a forest floor for truffles or lost hunting arrows, or similar.

To determine how well a character succeeded at foraging throughout the day, the character makes an ability check, depending on what the character is seeking: Intelligence (Nature) for magic plants, Intelligence (Investigation) for hidden treasures, or Wisdom (Survival) for food. Characters with the Hedgecraft feat have advantage on the check when foraging for magic plants. The player chooses which check to make then consults the appropriate Foraging table.

Magic plants labeled as "fresh" represent the fresh cuttings the character found, not the full plant itself. Similarly, "dried" magic plants represent preserved or mostly lifeless magic plant cuttings, such as fallen leaves, that are good for using only the plants' minor worts. See Hedge Magic in the Magic and Spells chapter for more information on magic plant cuttings and what a character can do with them. Food labeled as "perishable" lasts 7 days before decaying.

At the GM's discretion, the character might not be able to forage for some types of goods in certain areas. For example, a character might be able to forage for hidden treasures in a town, but the town might not contain any magic plants.

FORAGING: MAGIC PLANTS

Result	Magic Plants Found
5	Spell components worth up to 10 gp
10	1 uncommon magic plant (dried)
15	1d2 uncommon magic plants (fresh)
20	1 rare plant (dried)
25	1d2 rare plants (fresh)
30	1 very rare plant (dried)

FORAGING: FOOD

Result	Magic Plants Found
5	1 day's worth of perishable food
10	1 day's worth of rations
15	1d4 day's worth of perishable food
20	1d4 day's worth of rations
25	1 week's worth of perishable food
30	1 week's worth of rations

FORAGING: HIDDEN TREASURES

Result	Magic Plants Found
5	1d4 intact arrows or bolts or 1d4 unlit torches
10	1 crudely fashioned simple weapon or wooden musical instrument
15	Half of the tools from an artisan's tool kit (GM's choice)
20	1 item from the Trinkets table*
25	1 backpack or pouch containing 1d4 items from the Trinkets table*
30	1d6 gp worth of random coins

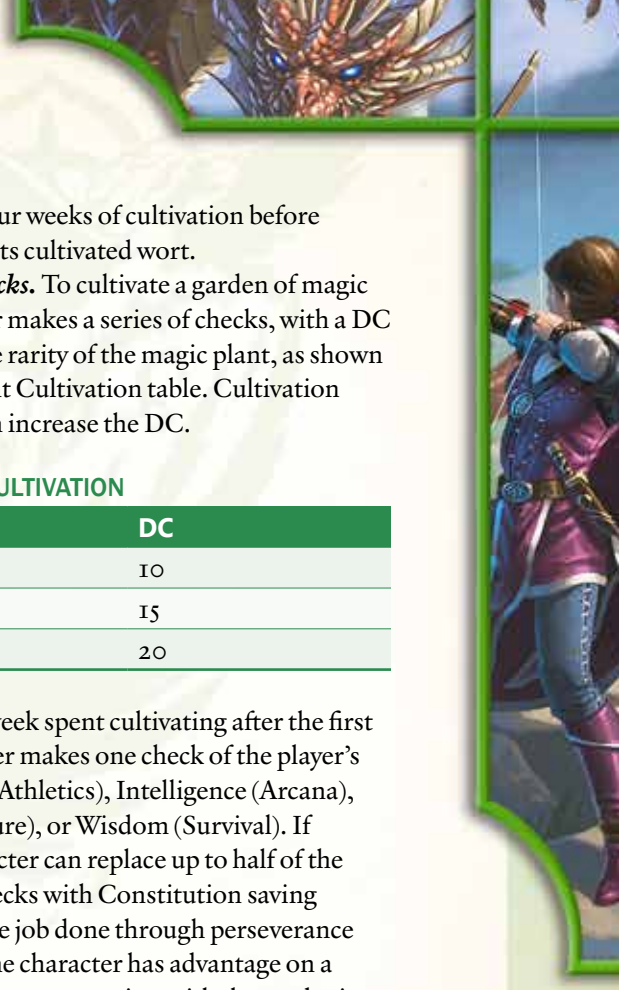
*see the Adventuring Gear chapter

Complications

Foraging is a low-risk way to spend time, and complications that arise from it are generally mild. A character has a 5 percent chance of triggering a complication for each day spent foraging. When a complication is triggered, the GM can create a complication or roll a d6 and consult the Foraging Complications table.

FORAGING COMPLICATIONS

d6	Complication
1	You encounter a child who is having bad luck collecting herbs for a sick parent.
2	A fey creature offers to show you their private garden of magic plants. For a price.
3	A grove of trees asks for your help in lifting a curse placed upon them.
4	You accidentally trespass on private property, earning the ire of the owner.
5	A group of foraging cultists invites you to join in their next midnight ritual.
6	You uncover a hidden cavern entrance but awaken something big within it.



MAGIC PLANT GARDENING

Taking the time to nurture a large supply of magical plants is an extensive project that produces truly special results. By spending considerable time and effort, a dedicated gardener can draw out the most powerful effects hidden deep in root and stem. This is not a task to be taken lightly and requires skill, commitment, and patience. Only one type of magical plant can be cared for by one character at a time, as the process is intensive and the needs of each magic plant are different. For more details on using magic plants, see the Magic and Spells chapter.

Magic plant gardening is divided into two aspects: cultivating and maintaining. Cultivating involves the downtime necessary to create a new garden filled with a particular type of magic plant, while maintaining involves the downtime necessary to ensure the health and safety of that garden in the long-term.

Cultivating a Magic Garden

Cultivating a garden of magic plants requires a character to have the Hedgecraft feat, the appropriate tools for gardening, and the ability to perform consecutive workweeks of gardening, with an outlay of 25 gp in expenses per workweek. In addition, the character must have at least ten fresh, mature magic plants of the same type and a suitable plot of land to start cultivating. A fresh, mature magic plant includes its roots and is capable of reproducing. A character can't start a garden with only a magic plant's cuttings. Each type of magic plant has a different cultivation time requirement, as detailed in the cultivated wort section of each plant's entry in the Magic and Spells chapter. Once a magic plant garden has been cultivated, it produces fresh cuttings each day, and creatures in the garden gain access to its cultivated magical effects, as long as the garden remains maintained.

Assistance. If the character has an assistant to tend the garden while the character is away, the cultivating weeks don't need to be consecutive. The character must still spend the requisite number of workweeks cultivating the garden and spend the required funds before the garden's cultivated magical effects can be used. The assistant doesn't need the Hedgecraft feat to tend the garden. For example, a character begins cultivating a garden of chaunic clover, spending two workweeks doing so. The character's assistant then tends the garden for three weeks while the character spends time adventuring. After the adventure, the character must spend two more workweeks cultivating the garden to fulfill the clover's requirement of four weeks of cultivation before gaining access to its cultivated wort.

Cultivation Checks. To cultivate a garden of magic plants, a character makes a series of checks, with a DC determined by the rarity of the magic plant, as shown on the Magic Plant Cultivation table. Cultivation complications can increase the DC.

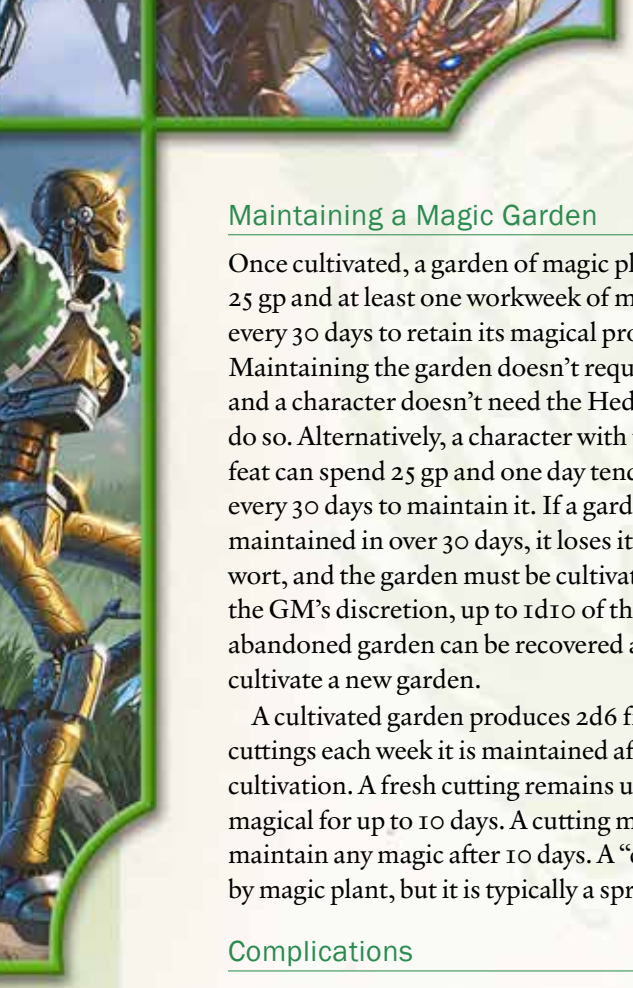
MAGIC PLANT CULTIVATION

Rarity	DC
Uncommon	10
Rare	15
Very rare	20

For each workweek spent cultivating after the first week, the character makes one check of the player's choice: Strength (Athletics), Intelligence (Arcana), Intelligence (Nature), or Wisdom (Survival). If desired, the character can replace up to half of the necessary skill checks with Constitution saving throws, getting the job done through perseverance and hard work. The character has advantage on a check if another character assists with the gardening that week. The assistant doesn't need the Hedgecraft feat to aid the gardening character.

A failure means the character made no real progress that week, and that workweek doesn't count toward fulfilling the requisite number of cultivating weeks for that magic plant (funds are still spent normally for the week). If the character fails three checks, there is a 50 percent chance the magic plants are ruined, and the character must acquire more before attempting to cultivate a garden again.

A success means the character made progress that week, and that workweek counts toward fulfilling the requisite number of cultivating weeks for that magic plant. If the character succeeds on three checks, the magic plants are healthy enough that they can't be ruined, regardless of how many failures the character has afterward. If the character successfully cultivates the garden, the cultivated wort immediately becomes available at the end of the final requisite workweek, and the garden provides the benefits described in the plant's cultivated wort entry. The cultivated wort lasts for as long as the garden is maintained. If the character isn't of a high enough level to activate the magic plant's cultivated wort, the garden remains healthy as long as it is maintained, and the cultivated wort can be activated with one week of work any time after the character reaches the appropriate level.



Maintaining a Magic Garden

Once cultivated, a garden of magic plants requires 25 gp and at least one workweek of maintenance every 30 days to retain its magical properties. Maintaining the garden doesn't require a skill check, and a character doesn't need the Hedgecraft feat to do so. Alternatively, a character with the Hedgecraft feat can spend 25 gp and one day tending the garden every 30 days to maintain it. If a garden hasn't been maintained in over 30 days, it loses its cultivated wort, and the garden must be cultivated anew. At the GM's discretion, up to 1d10 of the plants in the abandoned garden can be recovered and used to cultivate a new garden.

A cultivated garden produces 2d6 fresh plant cuttings each week it is maintained after the initial cultivation. A fresh cutting remains usable and magical for up to 10 days. A cutting must be dried to maintain any magic after 10 days. A "cutting" varies by magic plant, but it is typically a sprig or bloom.

Complications

Cultivating large quantities of magic plants can sometimes attract unwanted and even dangerous attention, and growing anything comes with the risks of exposure to the elements or natural disasters. A character has a 10 percent chance of triggering a complication for each workweek spent cultivating a magic garden. When a complication is triggered, the GM can create a complication or roll a d6 and consult the Cultivating Complications table. Maintaining a magic garden doesn't trigger a complication, but, at the GM's discretion, inclement weather, thieves, or other events might reduce the number of clippings the garden produces each week.

MANAGING A TRADING COMPANY

One or more players can choose to have their characters spend funds and time running a mercantile trading operation as a part of their downtime activities. The funds they spend in most cases return a profit, while the time invested increases the potential of that profit. This downtime activity provides in-depth guidance for running a regional or even world-spanning trading company and is not for players who want to run a single smithy, bakery, or similar small, local business where they practice their profession. Use this downtime if your players want to jointly run a large business, have an impact on local economies, or build up a region through trade.

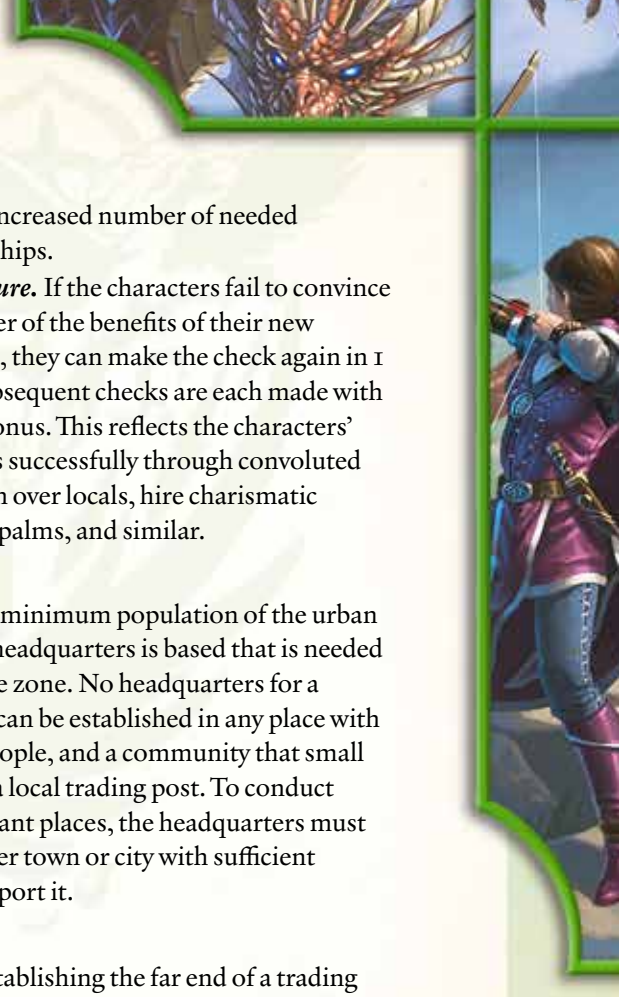
Founding the Company

To establish a company and begin trading, the characters must first establish a headquarters. This locale functions as a central hub for their trade routes as well as a local point of sales and the center of the business's financial dealings. The size of the community in which the headquarters resides plays an important role in how large the company can eventually grow.

For the characters to build an initial hub where they can begin their foray into the trade business, they must visit the locale, succeed on a DC 10 Charisma (Persuasion) check to convince the locals of the benefits of the new business, and provide 5,000 gp to construct the physical building and hire employees to operate it. At that point, the characters have an established trading company, but it operates only locally, buying goods wholesale from other traders to sell. If the characters want to expand their enterprise, they must establish trade zones.

CULTIVATING COMPLICATIONS

d6	Complication
1	Swarms of pest insects attack your plants. Increase the DC of this workweek's cultivating check by 5.
2	A group of pixies moves into your garden and begins to play pranks and disruptive tricks on you.
3	Someone or something has broken into your garden while you are away and has stolen your tools, forcing you to buy new ones.
4	Another hedgecrafter or druid arrives and demands that you cease your efforts, claiming that you are upsetting the natural order.
5	A disease has swept through your plants, ravaging a large portion and setting you back 1 workweek. No cuttings are available this week.
6	Inclement weather or other natural disaster damages your plants, setting you back 1d4 workweeks. No cuttings are available this week.



Expanding the Company

Expanding the business by adding trade zones to and from more distant locales broadens the scope of goods available—and the potential profits. Each zone they wish to establish requires the characters to construct hubs, as shown on the Trade Zones table. For the purposes of this downtime, "trade zone" refers to the movement of goods within a type of region and not a specific road, river, or sea lane. For example, a kingdom trade zone might involve three cities and the myriad of roads and rivers that carry trade between them.

ZONE TYPE

The trade zone indicates how far afield trade takes place.

Local. Trade that takes place at a single site, like a market or trading post.

Provincial. Trade routes that cover only short distances within a single province or similar. Travel times between markets or trading posts are typically 2 to 5 days each way.

Kingdom. Trade that connects hubs across an entire kingdom. Travel times between hubs are usually 10 to 15 days each way.

Continental. Trade that connects hubs across an entire continent. Travel times for these trade routes can last 30 to 50 days or longer each way and may be via road, river, or coastal ship routes.

World. Trade that crosses oceans and connects the most distant known points of the world. Travel times vary greatly based on the world's geography and are usually measured in months.

DC CHECK

The Charisma (Persuasion) check needed to establish the trade zone. This assumes the efforts made to convince local governments to grant charters and licenses, local merchants to sell or buy the goods to the characters' company rather than to competitors, and similar. The difficulty increases the greater the distance the zone covers due to shifts in cultural norms, lack of familiarity with officials, language barriers, and the increased number of needed business relationships.

Persuasion Failure. If the characters fail to convince a population center of the benefits of their new business presence, they can make the check again in 1 month's time. Subsequent checks are each made with a cumulative +5 bonus. This reflects the characters' efforts to progress successfully through convoluted bureaucracies, win over locals, hire charismatic managers, grease palms, and similar.

HQ CITY SIZE

This indicates the minimum population of the urban center where the headquarters is based that is needed to establish a trade zone. No headquarters for a trading company can be established in any place with fewer than 500 people, and a community that small can support only a local trading post. To conduct trade to more distant places, the headquarters must be placed in a larger town or city with sufficient population to support it.

HUB COST

The expense of establishing the far end of a trading zone from the headquarters. The local zone is also the site of the headquarters. It costs 5,000 gp to set up the initial headquarters hub, as described at the beginning of this downtime, and only local trade can occur there. To expand to provincial trade, a second hub must be established for an additional 2,500 gp. At the GM's discretion, additional hubs can be specific urban centers within the campaign world, but for the purposes of the downtime activity, it is enough to establish the zone at the listed costs without specifying the location of each trade route destination. If the characters choose to relocate their headquarters—perhaps to a larger city with more distant trade potential—it costs 2,500 gp each time they relocate it.

TIME

The trading company collects whatever profits are made at the end of each listed timeframe. Larger trading companies often run multiple shipments

TRADE ZONES

Zone Type	DC Check	HQ City Size	Hub Cost	Time	Trade Limit
Local	10	Min. 500	5,000 gp	30 days	50 units
Provincial	15	Min. 1,000	2,500 gp	30 days	100 units
Kingdom	20	Min. 5,000	5,000 gp	30 days	200 units
Continental	25	Min. 10,000	7,500 gp	90 days	350 units
World	30	Min. 25,000	10,000 gp	180 days	500 units

TRADE SHEET

Zone						
Time						
Vehicles						Capacity
Trade Good	**Units**	**Cost/Unit**	**Expense**	**Participation Modifier**	**Profit Percentage**	**Return**

within the same zone type with staggered departure times for the lengthier trips so that cost and profits can be spread out more evenly.

TRADE LIMIT

This column indicates the maximum amount of trade, in units of goods, that can occur within the timeframe listed in the Time column. For example, a provincial trade zone can handle only 100 units of goods, in any combination, traded in a given month. This reflects the limits of what the markets can bear within a given area.

Trade Infrastructure

For a trading company to expand, it must establish a second hub within a zone type and have one or more vehicles for moving goods between those hubs. The Trade Infrastructure table lists each type of vehicle (or group of vehicles), the cost to build and staff it, and the units of cargo it can hold. Trade zones can be made up of combinations of vehicles.

Wagon. A single vehicle with horses used to transport cargo along overland routes.

Caravan. A group of wagons that can operate more efficiently together.

Barge. A riverboat that can haul large amounts of cargo along the interior of a landmass with minimal crew.

Ship. A seagoing vessel that can make coastal trips as well as cross oceans to islands and other continents.

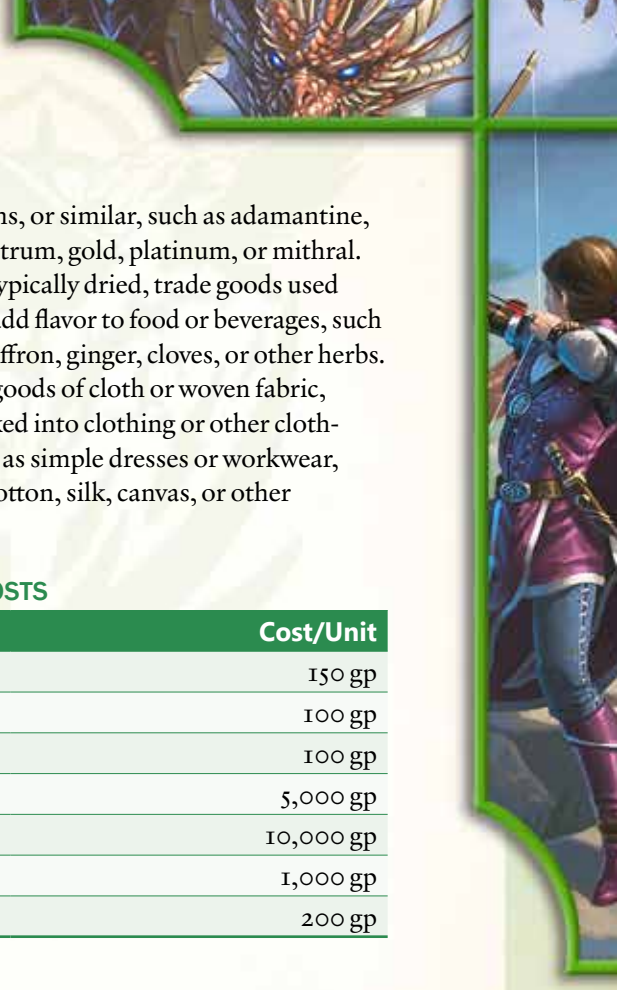
Fleet. A group of ships that operate more efficiently together.

TRADE INFRASTRUCTURE

Vehicle	Cost	Capacity
Wagon	100 gp	1 unit
Caravan	400 gp	5 units
Barge	2,000 gp	15 units
Ship	10,000 gp	20 units
Fleet	40,000 gp	100 units

Trade Runs

Once the trading company is set up (or expanded), the company must conduct trade runs to make a profit. Each run can be tracked on the Trade Sheet where all the details of the cargo and potential earnings are recorded. A trade run represents the movement of all trade goods along all routes within a particular zone in the given timeframe (as detailed in the Time column of the Trade Zone table). The characters can't conduct trade runs outside of their trade zone. For example, a trading company that has been expanded to continental can't do a provincial trade run because provincial trade is already assumed to be included in the continental trade run. This means the characters must track fewer trade runs and receive profit less frequently the larger the company gets, but the profits are potentially much higher as the company grows.



ZONE TYPE

This is a spot to record whether the trade is local, provincial, kingdom, continental, or worldwide. If the company has more than one trade run occurring within the allotted timeframe, some additional identifying information—such as the name of the NPC caravan master—could also be included.

TIME

This is the timeframe listed in the Time column of the Trade Zone table and represents the amount of time the trade run takes for that zone.

VEHICLES AND CAPACITY

Record the types and numbers of vehicles included in the trade run here, followed by the total capacity of all the vehicles together. The number of units of various types of trade goods can't exceed the total capacity of the vehicles holding the goods. The number of units also can't exceed the trade limit for the trade zone, even if the characters have enough money to move more units.

UNITS, COST/UNIT, AND EXPENSE

Record the number of units the characters purchased, the cost of those units, and the financial expense (calculated by multiplying cost/unit by number of units) here.

TRADE GOODS

A variety of goods can be bought, transported, and sold. Some are very common and safe investments—but with more limited profitability—while others can be moved great distances to locales where they would be considered valuable exotic goods. Each kind of good to be traded should be entered onto its own line on the Trade Sheet. The cost per unit for each trade good can be found on the Trade Good Costs table and includes normal fees, taxes, and other expenses related to that trade good.

Durable Goods. Trade goods that have longevity and can easily withstand travel, such as lumber, iron, tools, furniture, armor, or weapons.

Foodstuffs. Perishable, edible trade goods, such as grain, flour, fruits and vegetables, cheese, fish, or meats.

Livestock. Living trade goods, such as horses, sheep, cattle, oxen, goats, or chickens.

Luxury Goods. Extravagant trade goods that are valued highly, especially to the social elite, such as jewelry, art, edible delicacies, luxurious dresses, or rare spices.

Precious Metals. Raw metals are valuable due to their use as coinage, for jewelry, for high-quality armor and weapons, or similar, such as adamantine, copper, silver, electrum, gold, platinum, or mithral.

Spices. Edible, typically dried, trade goods used medicinally or to add flavor to food or beverages, such as salt, peppers, saffron, ginger, cloves, or other herbs.

Textiles. Trade goods of cloth or woven fabric, either raw or worked into clothing or other cloth-based goods, such as simple dresses or workwear, wool, furs, sails, cotton, silk, canvas, or other clothing.

TRADE GOOD COSTS

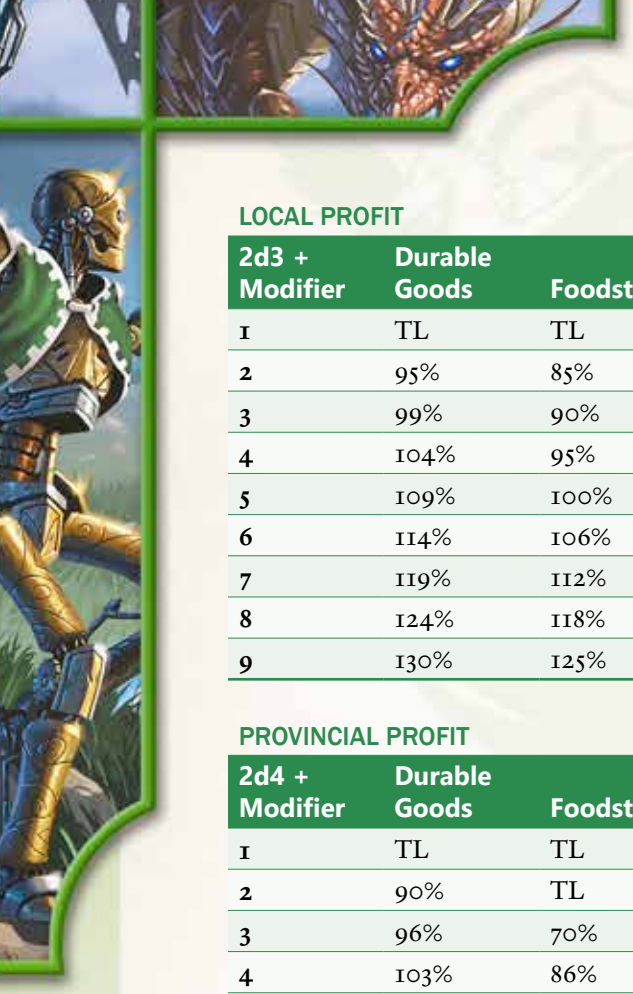
Trade Good	Cost/Unit
Durable goods	150 gp
Foodstuffs	100 gp
Livestock	100 gp
Luxury Goods	5,000 gp
Precious metals	10,000 gp
Spices	1,000 gp
Textiles	200 gp

PARTICIPATION MODIFIER

The likelihood of profitability is influenced by how much time the characters devote to operating the trading company they created. Character participation involve negotiating favorable prices, interviewing and hiring shipping agents, caravan masters, and ship captains, inspecting equipment, picking up the latest trade news and gossip, or similar. Characters can participate in managing the trading company by spending one or more workdays at the company's headquarters. Character participation is calculated as a percentage of days spent managing during a trade run, as detailed in the Character Participation table. This means characters must spend more days managing a larger company to receive the same participation benefit they would from spending fewer days managing a smaller company.

CHARACTER PARTICIPATION

Percentage of Days	Modifier
0%	–1
5%	+0
10%	+1
15%	+2
20% or more	+3



LOCAL PROFIT

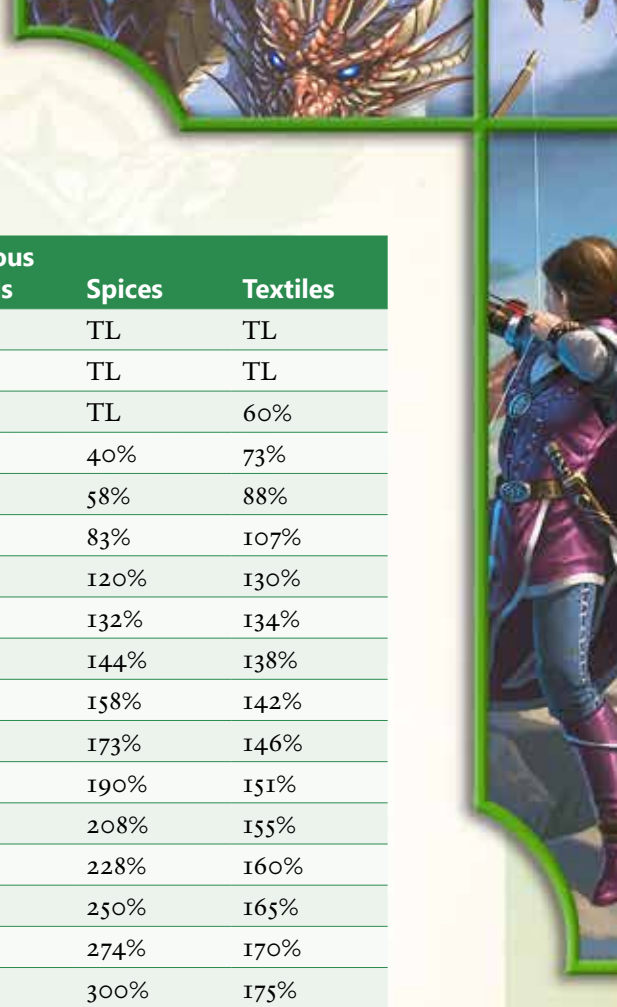
2d3 + Modifier	Durable Goods	Foodstuffs	Livestock	Luxury Goods	Precious Metals	Spices	Textiles
1	TL	TL	TL	TL	TL	TL	TL
2	95%	85%	70%	95%	98%	95%	90%
3	99%	90%	77%	98%	100%	98%	94%
4	104%	95%	84%	100%	101%	100%	98%
5	109%	100%	93%	103%	103%	103%	102%
6	114%	106%	102%	106%	105%	106%	106%
7	119%	112%	112%	109%	106%	109%	111%
8	124%	118%	123%	112%	108%	112%	115%
9	130%	125%	135%	115%	110%	115%	120%

PROVINCIAL PROFIT

2d4 + Modifier	Durable Goods	Foodstuffs	Livestock	Luxury Goods	Precious Metals	Spices	Textiles
1	TL	TL	TL	TL	TL	TL	TL
2	90%	TL	TL	75%	85%	60%	80%
3	96%	70%	60%	84%	91%	72%	88%
4	103%	86%	81%	94%	97%	87%	98%
5	110%	105%	110%	106%	103%	105%	108%
6	114%	109%	115%	112%	106%	109%	111%
7	118%	113%	119%	119%	110%	114%	113%
8	122%	117%	124%	126%	113%	119%	116%
9	126%	121%	129%	134%	117%	124%	119%
10	130%	125%	134%	142%	121%	129%	122%
11	135%	130%	140%	150%	125%	135%	125%

KINGDOM PROFIT

2d6 + Modifier	Durable Goods	Foodstuffs	Livestock	Luxury Goods	Precious Metals	Spices	Textiles
1–2	TL	TL	TL	TL	TL	TL	TL
3	80%	TL	TL	70%	65%	TL	70%
4	89%	60%	TL	80%	74%	50%	79%
5	98%	73%	50%	92%	85%	65%	90%
6	108%	90%	76%	105%	96%	85%	102%
7	120%	110%	115%	120%	110%	110%	115%
8	123%	113%	121%	126%	117%	119%	119%
9	127%	117%	128%	132%	124%	128%	123%
10	130%	120%	135%	138%	131%	138%	127%
11	134%	124%	142%	145%	139%	148%	131%
12	138%	128%	150%	152%	147%	160%	136%
13	142%	132%	158%	159%	156%	172%	140%
14	146%	136%	166%	167%	165%	186%	145%
15	150%	140%	175%	175%	175%	200%	150%

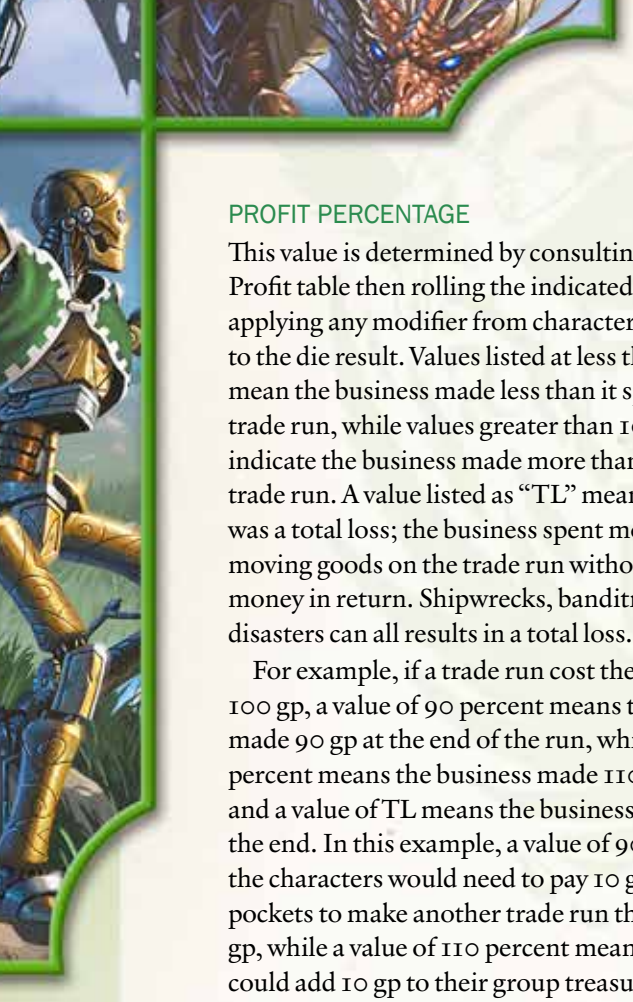


CONTINENTAL PROFIT

2d8 + Modifier	Durable Goods	Foodstuffs	Livestock	Luxury Goods	Precious Metals	Spices	Textiles
1–3	TL	TL	TL	TL	TL	TL	TL
4	70%	TL	TL	60%	75%	TL	TL
5	79%	TL	TL	69%	84%	TL	60%
6	90%	50%	TL	79%	93%	40%	73%
7	101%	65%	TL	91%	104%	58%	88%
8	115%	85%	40%	104%	116%	83%	107%
9	130%	110%	130%	120%	130%	120%	130%
10	133%	113%	136%	126%	137%	132%	134%
11	136%	117%	142%	133%	145%	144%	138%
12	138%	121%	148%	140%	153%	158%	142%
13	141%	125%	154%	147%	162%	173%	146%
14	144%	128%	161%	155%	171%	190%	151%
15	147%	132%	168%	163%	181%	208%	155%
16	150%	137%	176%	172%	191%	228%	160%
17	153%	141%	183%	181%	202%	250%	165%
18	157%	145%	192%	190%	213%	274%	170%
19	160%	150%	200%	200%	225%	300%	175%

WORLD PROFIT

2d10 + Modifier	Durable Goods	Foodstuffs	Livestock	Luxury Goods	Precious Metals	Spices	Textiles
1–4	TL	TL	TL	TL	TL	TL	TL
5	60%	TL	TL	50%	60%	TL	TL
6	69%	TL	TL	59%	70%	TL	50%
7	80%	TL	TL	69%	81%	30%	62%
8	92%	TL	TL	81%	95%	44%	78%
9	106%	TL	TL	95%	111%	65%	97%
10	122%	40%	TL	111%	129%	95%	120%
11	140%	120%	140%	130%	150%	140%	150%
12	144%	125%	149%	143%	166%	162%	161%
13	149%	131%	159%	157%	183%	187%	173%
14	153%	136%	169%	172%	203%	216%	185%
15	158%	142%	180%	189%	224%	250%	199%
16	162%	148%	192%	208%	248%	289%	214%
17	167%	155%	205%	228%	274%	335%	229%
18	172%	162%	218%	250%	303%	387%	246%
19	178%	169%	233%	275%	335%	447%	264%
20	183%	176%	248%	302%	370%	517%	283%
21	188%	184%	264%	332%	409%	598%	304%
22	194%	192%	282%	364%	452%	692%	326%
23	200%	200%	300%	400%	500%	800%	350%



PROFIT PERCENTAGE

This value is determined by consulting the zone's Profit table then rolling the indicated dice and applying any modifier from character participation to the die result. Values listed at less than 100 percent mean the business made less than it spent on the trade run, while values greater than 100 percent indicate the business made more than it spent on the trade run. A value listed as "TL" means that trade run was a total loss; the business spent money buying and moving goods on the trade run without making any money in return. Shipwrecks, banditry, and natural disasters can all results in a total loss.

For example, if a trade run cost the characters 100 gp, a value of 90 percent means the business made 90 gp at the end of the run, while a value of 110 percent means the business made 110 gp in the end, and a value of TL means the business made 0 gp in the end. In this example, a value of 90 percent means the characters would need to pay 10 gp out of their pockets to make another trade run that costs 100 gp, while a value of 110 percent means the characters could add 10 gp to their group treasury and could spend the other 100 gp on another trade run that costs 100 gp. A total loss means the characters would have to pay the full 100 gp to send goods on that trade run again.

Profit Tables. As the trading company grows, it faces risks associated with transporting goods over greater distances and through more hostile terrain, fees and exchange rates in foreign lands, complications related to changing laws or political atmospheres as the goods cross borders, and so forth. The profit tables are divided by zone to reflect these varying challenges.

Unlike most downtime activities, which often include complications—either adverse or beneficial—as part of the results, this downtime provides such developments abstractly through profits and losses, represented by the profit percentages on the profit tables. When a shipment of goods pays out only a fraction of the initial coin spent, or when the trading company experiences a huge windfall, the details of such results are left to the GM and players to determine. Perhaps bandits struck a caravan and made off with part of the shipment, or maybe demand for commodities has risen during a wartime economy. Such events can become part of the ongoing dynamics of the campaign and can be the seeds of a new adventure for the characters.

RETURN

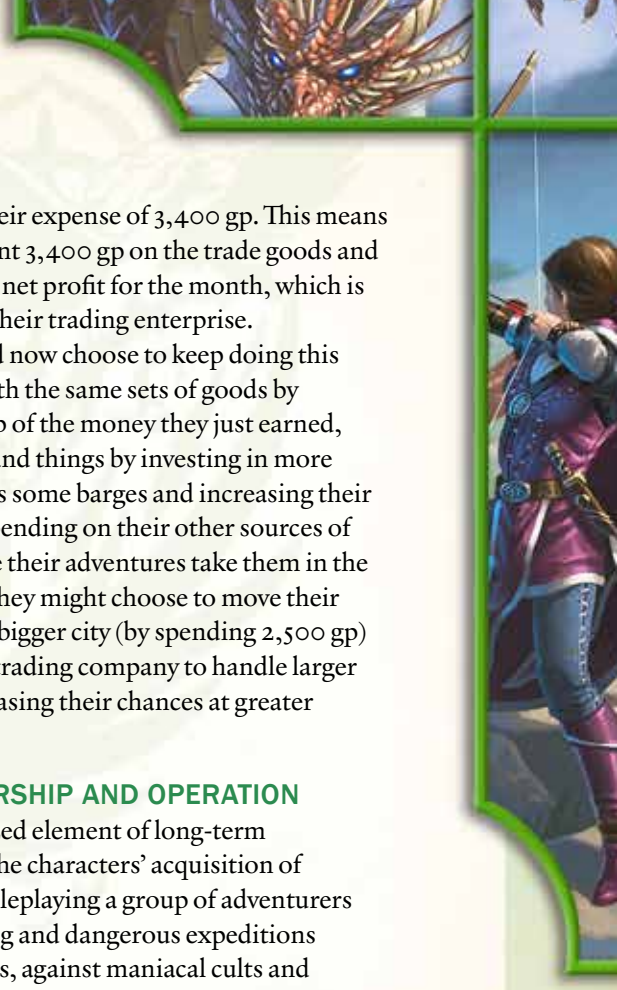
Multiply the Total Expense by the Profit Percentage and enter the result in this column. This is the amount of coin earned from selling that trade good in this trade run. Add together all of the results in this column to get the total earnings from this trade run. By also adding together the expenses in the Expense column, the characters can compare their total expenses and total return to discover how lucrative (or not) this trade run was for them, giving them insight into what changes they might want to make for the next trade run, such as more or less participation, changing the goods they trade, or even expanding their trade zone.

Example of Managing a Trading Company

The characters decide to start up a trading company using 12,000 gp of accumulated wealth, intending to start off conservatively, with lower-risk commodities. They sink 5,000 gp into establishing a trade company headquarters in the local town (population 1,500) where they spend most of their time between adventures. They then spend another 2,500 gp to establish a hub in order to create a provincial trade zone. Though setting up the headquarters in a larger city would allow for greater future business growth, they decide to place the headquarters closest to where they are adventuring, allowing them to spend downtime participating in the business. This means they can conduct trade only within the province for now.

With the hubs established, they begin the process of convincing the authorities and merchants of the value of their trade plans. The group's bard, with the aid of the paladin using the Help action, rolls a Charisma (Persuasion) check with advantage, resulting in a 19—exceeding the DC 15 required to succeed for provincial trade. (If the check had failed, the group could try again after a month, gaining a +5 bonus to the check. If *that* roll failed, the next check would be made another month later with a +10 bonus, and so on, until they finally manage to work through all the bureaucracy and glad-handing necessary to establish the zone.)

Now that the zone is established, the group needs transportation and goods. They invest in two caravans, spending 800 gp and gaining a load capacity of 10 units. This leaves the fledging business with 3,700 gp to buy trade goods. They purchase 4 units of durable goods (600 gp), 4 units of textiles (800 gp), and 2 units of spices (2,000 gp) for a total cost of 3,400 gp, leaving them with 300 gp in the group treasury for the future.



The caravans are ready to go, and the group figuratively waves goodbye to them as they depart. Over the next month, the group strikes out on other excursions, but each time the members return to the town from their adventuring, they take a day or two to check on the business, making sure operations are running smoothly and that any unexpected challenges or set-backs are handled. Over the 30 days of the provincial trade run, they devote 6 days toward managing the trading company, enough to gain the +3 Participation Modifier.

At the end of the month, it's time to see what kind of success they garnered from the trading. Because the trade route is at the provincial level, the players use that table to determine what kind of profits or losses they incur for the month. The Provincial Profit table indicates the die roll is 2d4 + the modifier, which in this case is +3 due to their participation. Each kind of trade good gets its own roll. For the durable goods, the final result is 9 (3 and 3 on the d4s plus 3 for the modifier) and, reading across the row marked "9" to the column where Durable Goods results are listed, the income shown is 126 percent. They record this value on their Trade Sheet. For textiles, the players roll another 9, resulting in 119 percent return, and the result for spices is only 6 with a 109 percent return.

Now that they have recorded their investment returns, they multiply the total expenses for each trade good by its profit percentage (for the durable goods, that's 600 gp times 126 percent, which equals 756 gp), then record each result in the Return column, as shown in the Trade Sheet Example. Adding the values in the Return column together shows a total of 3,888 gp. Adding the values in the Expense column together shows their expense of 3,400 gp. This means the characters spent 3,400 gp on the trade goods and received 488 gp of net profit for the month, which is not a bad start to their trading enterprise.

The group could now choose to keep doing this same trade run with the same sets of goods by spending 3,400 gp of the money they just earned, or they could expand things by investing in more wagons or perhaps some barges and increasing their load capacity. Depending on their other sources of income and where their adventures take them in the coming months, they might choose to move their headquarters to a bigger city (by spending 2,500 gp) and expand their trading company to handle larger trade zones, increasing their chances at greater profits—or losses.

MANOR OWNERSHIP AND OPERATION

One seldom-utilized element of long-term campaign play is the characters' acquisition of land and titles. Roleplaying a group of adventurers engaged in exciting and dangerous expeditions into the wilderness, against maniacal cults and secret societies, or among the cunning and shady machinations of the political class can and should be the focus of any game. But with success comes power—in the form of greater prowess (leveling up), wealth, contacts, and sometimes property.

Such property can exist in many forms, including as a village workshop, a ship, a guild hall, a palace, or even as an underground cavern kingdom, but the traditional medieval fantasy campaign setting practically begs to see the heroes gain title to a rural manor or castle. Of course, not every campaign

TRADE SHEET EXAMPLE

Zone	Provincial					
Time	30 days					
Vehicles	2 caravans				**Capacity**	10
Trade Good	**Units**	**Cost/Unit**	**Expense**	**Participation Modifier**	**Profit Percentage**	**Return**
Durable	4	150 gp	600 gp	+3	126%	756 gp
Textiles	4	200 gp	800 gp	+3	119%	952 gp
Spices	2	1,000 gp	2,000 gp	+3	109%	2,180 gp
		Total	***3,400 gp***		***Total***	***3,888 gp***

takes place in a medieval fantasy world. This downtime activity uses the term "manor," but the idea of the "manor" should be stretched to include other kinds of resource-producing properties set in different regions and climates. A vast swath of open, temperate plains featuring a ranch filled with livestock, a vineyard set among the hills, terraced mountains covered in coffee, or a tropical island teeming with fish, mussels, and rare bird eggs could each easily serve as titled property for characters of status and wealth. Ultimately, it doesn't really matter what form the manor takes, as long as you and your players have fun putting it together and running it as a lucrative downtime activity.

Creating a Manor

When rewarding your player's characters with a manor, you must first determine the size and nature of the property. Then you must determine what kind of input and output is possible to maintain and reap from the property. This downtime presents a range of options for various facets of a manor. Though the tables presented here can help you and your players generate a reasonable set of criteria for a manor (or for you to quickly create an NPC's estate), characters owning property is more fulfilling when you and your players spend time considering and selecting appropriate outcomes that suit both the particulars of the campaign and the players' goals for their characters.

This system makes several assumptions, but much of the flavor and personality of the manor are left to you and the players to flesh out and make your own. It is up to you, as the GM, to determine the kinds of crops, livestock, and other resources available on a manor's grounds or in the region where the manor is located.

The Manor Sheet

The Manor Sheet functions very much like a character sheet, where the players can record all the pertinent information regarding the nature of the manor.

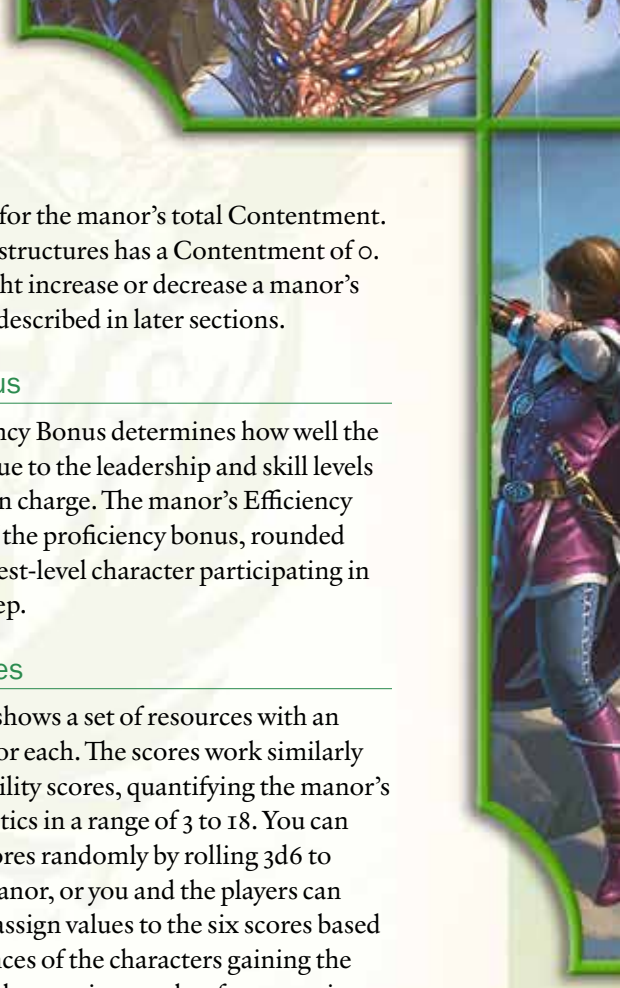
SIZE

This measures the total acreage of the manor as shown in the Manor Size table. The size of the manor determines the total potential yield of its resources, and the size sets the maximum number of structures possible on the property.

As the GM, you determine the size of the plot of land based on the type and flavor of the campaign, your long-term goals for the campaign, the acreage's location in the world, the characters' levels and accumulated wealth, and how and why the characters gained possession of the property. Each size description includes examples of properties that fit that size category as well as what might be found on the property.

MANOR NAME:

Bonuses		Resource Scores					
Size		**Cropland** (2 gp/acre)	**Forest** (2 gp/acre)	**Minerals** (20 gp/acre)	**Pasture** (2 gp/acre)	**Services** (10 gp/acre)	**Water** (5 gp/acre)
Defense	**Score**						
Contentment	**Bonus**						
Efficiency Bonus	**Acres**						
Structures:							



MANOR SIZE

Size Category	Total Acres	Total Structure Points
Tiny	1–9	1
Small	10–99	3
Medium	100–499	7
Large	500–2,000	12
Huge	2,001+	20

Tiny. Often a simple cottage and garden with a few animals that can be managed by a single household. It might have one additional structure, such as a chapel or roadside market.

Small. Primarily a farm tended by a single household with an extended family. As with the Tiny manor, it typically consists of a cottage or larger farmhouse plus a small structure or two.

Medium. A large plot of acreage for a lord and his or her family plus numerous servants, farmers, and craftsmen. There is often some type of fortified resident structure, plus one or two others.

Large. The demesne of a well-off lord plus farmers and craftsmen. A fortified structure typically houses the lord and family, and the acreage often includes a small hamlet or village nearby made up of several additional structures.

Huge. A manor for wealthy nobility that typically includes a sizeable, fortified structure for the lord, family, and staff, plus one or two hamlets, villages, or even a small town comprised of numerous additional structures.

Defense

A manor's Defense is a measure of its ability to withstand violent events (see the Complications section) with wild creatures or hostile foes. A manor's Defense is determined by the structures on the manor. If multiple structures provide Defense, add the Defense bonuses together for the manor's total Defense. A manor without structures has a Defense of 1. Other factors might increase or decrease a manor's Defense, as described in later sections.

Contentment

A manor's Contentment measures the serenity and well-being of the residents of the manor. Like the manor's Defense, Contentment is determined by the structures on the manor. If multiple structures provide Contentment, add the Contentment bonuses together for the manor's total Contentment. A manor without structures has a Contentment of 0. Other factors might increase or decrease a manor's Contentment, as described in later sections.

Efficiency Bonus

A manor's Efficiency Bonus determines how well the manor operates due to the leadership and skill levels of the characters in charge. The manor's Efficiency Bonus equals half the proficiency bonus, rounded down, of the highest-level character participating in the manor's upkeep.

Resource Scores

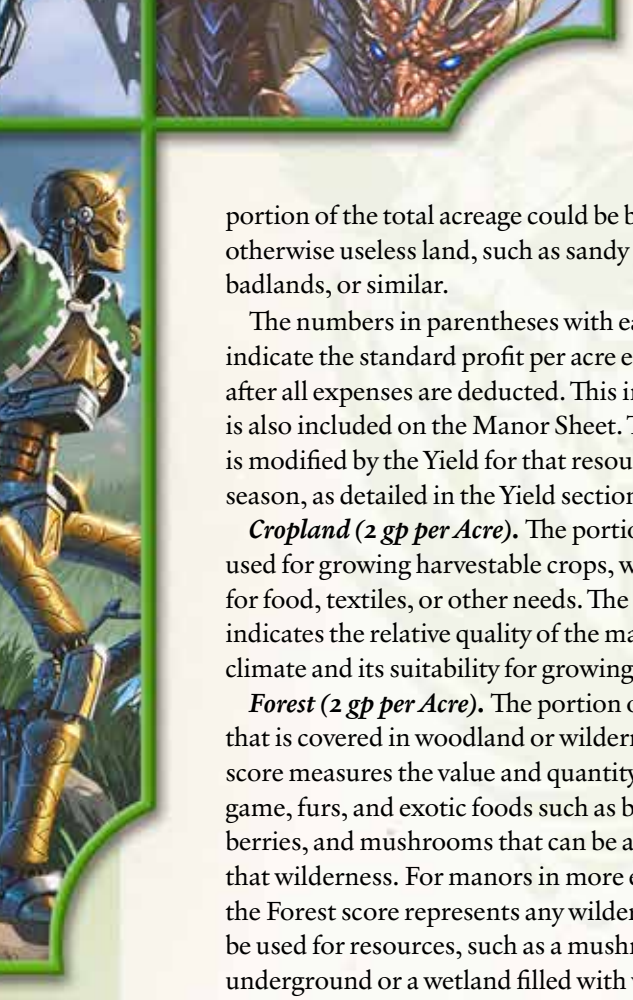
The manor sheet shows a set of resources with an associated score for each. The scores work similarly to a character's ability scores, quantifying the manor's innate characteristics in a range of 3 to 18. You can generate these scores randomly by rolling 3d6 to create a unique manor, or you and the players can work together to assign values to the six scores based on the circumstances of the characters gaining the manor, details of the terrain, or other factors unique to your campaign. No resource score can be higher than 18. Once the six scores are determined, each score generates a penalty or bonus (identical to Ability Score penalties and bonuses).

This penalty or bonus is included when rolls are made to determine the Yield of each resource category each season (see the Yield section).

Score	Modifier
3	−4
4–5	−3
6–7	−2
8–9	−1
10–11	0
12–13	+1
14–15	+2
16–17	+3
18	+4

RESOURCE TYPES AND SIZES

The total acreage (size) of the manor is broken down across the six types of resources, with Minerals and Services taking up specific ratios of land area. Divide the remaining resources across the land as you and the players see fit, based on the physical characteristics of the land. Keep in mind, some



portion of the total acreage could be barren or otherwise useless land, such as sandy desert, rocky badlands, or similar.

The numbers in parentheses with each score indicate the standard profit per acre each season after all expenses are deducted. This information is also included on the Manor Sheet. This number is modified by the Yield for that resource in a given season, as detailed in the Yield section.

Cropland (2 gp per Acre). The portion of a manor used for growing harvestable crops, whether they be for food, textiles, or other needs. The Cropland score indicates the relative quality of the manor's soil and climate and its suitability for growing crops.

Forest (2 gp per Acre). The portion of the manor that is covered in woodland or wilderness. The Forest score measures the value and quantity of timber, wild game, furs, and exotic foods such as bird eggs, truffles, berries, and mushrooms that can be acquired from that wilderness. For manors in more exotic locations, the Forest score represents any wilderness that can be used for resources, such as a mushroom field underground or a wetland filled with wild game.

Minerals (20 gp per Acre). The presence of any mines or quarries for extracting precious metals, salt, and stone on the property. The Mineral score represents the presence and purity of minable resources and the ease with which they can be mined. A mine or quarry can take up no more than 5 percent of the total acreage of the manor.

Pasture (2 gp per Acre). The portion of the manor used for raising livestock. Similar to Cropland, the score indicates the relative quality of the grasses and climate suitability for livestock.

Services (10 gp per Acre). The specialized labor and goods available on the property due to an inn, a blacksmith, a tannery, a brewery, a tailor, and so forth. The Services score is a measure of the quality and scarcity of such goods and services, along with any trade passing through that benefits the manor. The area required for service buildings can take up no more than 10 percent of the total acreage of the manor.

Water (5 gp per Acre). Any rivers, lakes, or oceans where the manor is located. The Water score indicates the relative value of resources that can be harvested, such as fish, shellfish, pearls, pelts, or pure spring water, along with the potential for trade.

RESHAPING RESOURCES

The characters can't change the total acreage of a manor without additional titles, deeds, conquering their neighbors, or similar ways of increasing the manor's size. However, the characters can reshape the distribution of resources with some work if the manor's distribution of resources isn't to their liking. For example, characters who want more cropland might spend a season cutting down some trees, reducing the acres of forest and increasing the acres of cropland by the same amount. No resource's acreage can be reduced below 5 percent of its original, starting acreage without losing all benefits of that resource type (in other words, if the characters cut down all the trees of the forest, they eliminate the ability to harvest any timber, furs, or similar). The acreage distributed to services and minerals can't be changed.

The number of acres the characters can reshape each season is up to you, but keep in mind the manor's potential for natural resources and reshaping. The characters might be unable to reshape some resources due to the lay of the land, climate, or other factors. Characters that spend time reshaping the manor's resources are considered to be participating in the manor for those days (see the Character Participation section).

Structures

A manor's structures function much like a character's equipment and magic items, granting bonuses to the manor's ability to thrive. A manor without structures is merely property with a hamlet, collection of cottages and farms, or other very small gathering of local residents.

Each structure has a structure point cost, which represents the portion of the manor's property it occupies. A manor's size determines the maximum number of structure points it can support. Unless noted otherwise, a manor can have only one of each type of structure. For example, a manor can have only one castle, but it can have a tavern and a theater.

The ten structures listed are general types of structures that might exist on a property. If you or your players want to create new structures that don't fit into one of these categories, go for it! Use these structures as guidelines for building your own unique structures for the players' characters to own or build.

Structure	Point Cost	Defense	Contentment
Castle	5	+5	+2
Chapel	1	—	+1
Entertainment	2	—	+2
Garrison	1	+2	—
Housing	1	+1	+1
Keep	4	+4	+2
Market	1	+1	+2
Palace	3	+2	+1
Temple	4	+1	+3
Tower	2	+3	—

Castle. A large defensive structure with multiple layers of fortifications, such as walls made of stone or ice, ditches or crevasses, water barriers, and so forth.

Chapel. A small place of worship such as a shrine, grove, or menhir. This type of structure can be added to a manor more than once.

Entertainment. A gathering place where performances occur, such as a tavern, theater, or fighting pit. This type of structure can be added to a manor more than once.

Garrison. A lightly fortified structure that houses a troop of militia or soldiers, like a fort or outpost. This type of structure can be added to a manor more than once.

Housing. Homes for the citizenry that goes beyond the bare minimum shelter to include creature comforts such as fireplaces, furnishings, small gathering halls, and similar. This structure represents an increase in quality of housing and community resources for the residents, not a specific building or set of buildings.

Keep. A smaller defensive structure similar to a castle that includes only a single layer of fortifications.

Market. A trade hub where goods and services are bought and sold. This could be a covered market hall, guild hall, flea market, business-lined wharf, or similar.

Palace. Any opulent dwelling with many creature comforts that house lords, their families, and their attendants. It isn't as fortified as a keep or castle.

Temple. A large place of worship where holy leaders reside, teach, and hold services.

Tower. A singular fortified building designed for one or a few residents to conduct research and experiments or for military leaders, such as guard captains, who might train local militia in an adjoining yard.

How it Works

A manor operates as a self-sustaining entity, producing goods and services contributing to the health and well-being of the occupants, maintenance of the structures, and so forth. Thus, good cropland on a manor produces vegetables and grains that feed the lord, family, and tenants, while stone from a quarry contributes to the building of new structures, and furs from creatures trapped in the woodland are made into clothing or sold for coin to further aid in supply and upkeep. In this way, a subsistence cycle continues season after season, with banner seasons producing bumper crops and poor seasons forcing the lord to dig into the financial coffers to cover shortfalls.

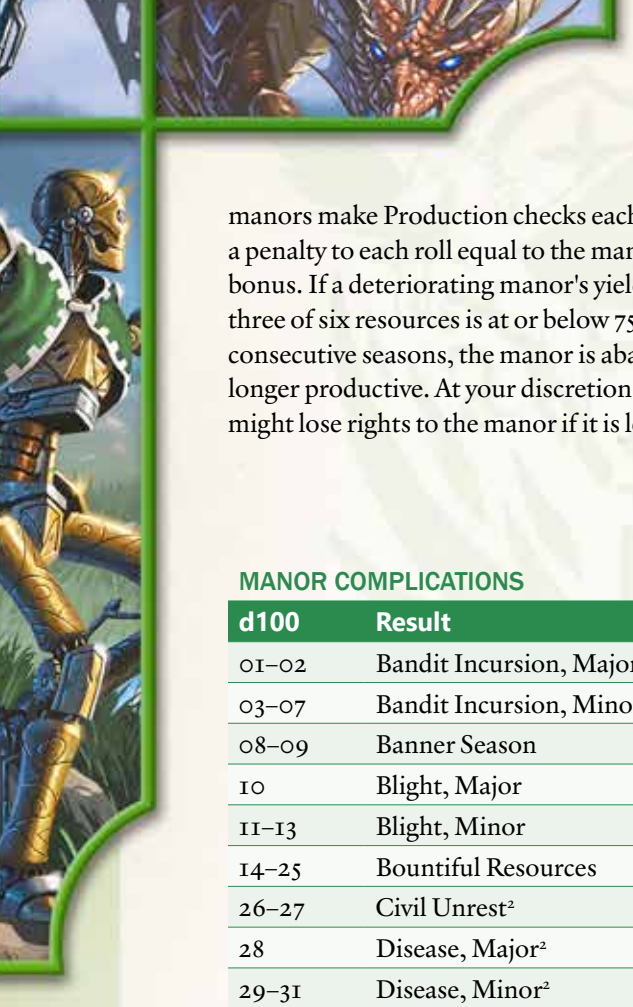
To emulate this cycle, take these five steps to determine what kind of production occurs, as follows:

1. Determine the season (Winter, Spring, Summer, or Fall). The yield for a season is determined at the end of that season.
2. Determine Character Participation by calculating how much time the characters spent at the manor during that season. Note any efficiency bonuses and expertise benefits the manor gained from the characters.
3. Determine any Complications that happen that season and their effects.
4. Make Production checks (see the Manor Production section) to determine the Yield Percentage of each resource, applying all pertinent modifiers and cross-referencing the result on the season's Yield table.
5. Calculate the total profit for each resource that season using the Yield Percentage, as described in the Manor Production section.

Character Participation

Determine whether the characters have spent enough time at the manor to help in its production efficiency. If no characters spent time at the manor during a season, the manor makes Production checks without the efficiency bonus.

No Participation. If a full cycle of seasons (typically 1 year) passes without any character participating in the production of the manor, the manor no longer makes Production checks and remains self-sufficient enough to sustain itself for another full cycle of seasons. If a second full cycle of seasons passes without any character participating in the production of the manor, it begins to deteriorate, losing staff, crops, livestock, and other resources. Deteriorating



manors make Production checks each season with a penalty to each roll equal to the manor's efficiency bonus. If a deteriorating manor's yield percentage for three of six resources is at or below 75 percent for two consecutive seasons, the manor is abandoned and no longer productive. At your discretion, the characters might lose rights to the manor if it is left to deteriorate.

Partial Participation. If at least one of the characters spent at least 10 percent of the season's days on the premises, it is assumed the character was overseeing the operations to a limited but significant degree, helping the manor run smoothly. In this case, each of the six Production checks gains the benefits of the manor's efficiency bonus. The time a character spends on-site doesn't need to be consecutive days, but it can't include non-managerial activities, like scribing scrolls, crafting, or recuperating.

MANOR COMPLICATIONS

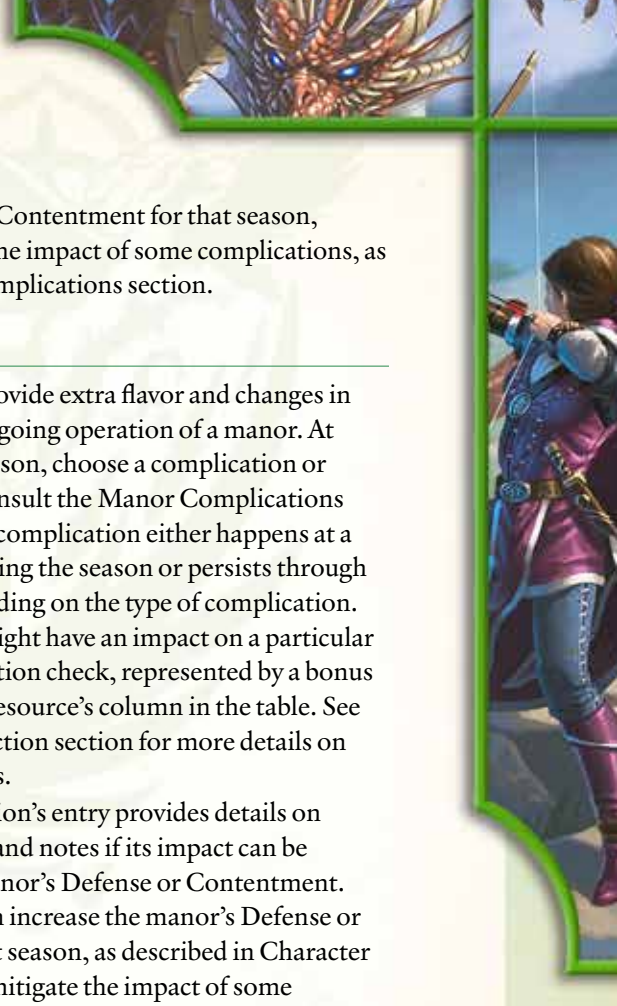
d100	Result	Cropland	Forest	Mineral	Pasture	Services	Water
01–02	Bandit Incursion, Major[1]	—	—	—	–5	–5	–2
03–07	Bandit Incursion, Minor[1]	—	—	—	–2	–2	–1
08–09	Banner Season	+3	+3	+3	+3	+5	+3
10	Blight, Major	–5	—	—	—	—	—
11–13	Blight, Minor	–2	—	—	—	—	—
14–25	Bountiful Resources	—	—	+2	—	+3	+2
26–27	Civil Unrest[2]	–2	—	–2	—	–3	—
28	Disease, Major[2]	—	—	—	–5	–5	–2
29–31	Disease, Minor[2]	—	—	—	–2	–2	–1
32	Drought, Major	–5	–3	—	–3	—	–5
33–35	Drought, Minor	–3	–1	—	–2	—	–3
36	Earthquake, Major	—	–3	–5	—	—	–3
37–38	Earthquake, Minor	—	–1	+3	—	—	–1
39	Fire (or Frost), Major	–3	–5	—	—	—	—
40–42	Fire (or Frost), Minor	+2	–2	—	—	—	—
43–44	Flood, Major	–3	–2	–5	–3	—	–5
45–47	Flood, Minor	–1	–1	—	–1	—	–3
48	Fouled Water	—	—	—	–5	–5	–5
49–60	Gentle Season	+5	+3	—	+3	—	+2
61–62	Monster Infestation, Major[1]	—	—	–3	–5	–5	–2
63–67	Monster Infestation, Minor[1]	—	—	—	–2	–2	–1
68	Plague, Major[2]	—	–5	—	–5	–5	—
69–71	Plague, Minor[2]	—	–2	—	–2	–2	—
72	Rebellion[3]	–5	–2	–3	—	–5	—
73–74	Storm, Major	–3	–5	—	—	–2	—
75–78	Storm, Minor	–1	–2	—	—	–1	—
79–81	Tainted Water	—	—	—	–2	–3	–3
82–97	Uneventful Season	—	—	—	—	—	—
98–99	Roll Two Times*	—	—	—	—	—	—
00	Roll Three Times*	—	—	—	—	—	—

*When rerolling, ignore results of 82–00 and roll again

[1]The manor's Defense Bonus mitigates these penalties

[2]The manor's Contentment Bonus mitigates these penalties

[3]The manor's Defense and Contentment bonuses added together mitigate these penalties



Complete Participation. If at least one of the characters spent at least 25 percent of the season's days on the premises, then that character has thoroughly overseen operations. In this case, each of the six Production checks gains the benefits of both the efficiency bonus and the character's expertise benefits, as shown on the Character Expertise Benefits table. Again, the days don't need to be consecutive, but they can't include other, non-participating activities. Only characters who each spent at least 25 percent of the season's days on the premises can contribute expertise benefits to the manor.

Expertise Benefits

A resource listed as an expertise benefit indicates an area where a character class's particular skills come in handy for improving the production of that resource. For example, a druid is quite useful for tending crops and livestock, a bard of some renown increases contentment in the local inn, and a wizard can use magic to aid any number of efforts.

If a character's expertise benefit includes a resource, that resource has advantage on the Production check at the end of the season. As versatile spellcasters, wizards are unique and can choose which resource gains an expertise benefit that season.

Any character that had complete participation in the manor that season contributes expertise benefits. If multiple characters contribute Defense and Contentment benefits, add the bonuses together for the total character participation bonuses to Defense and Contentment. These bonuses increase the manor's base Defense and Contentment for that season, which can lessen the impact of some complications, as detailed in the Complications section.

CHARACTER EXPERTISE BENEFITS

Class	Benefit
Barbarian	+1 Defense and Forest or Pasture
Bard	+1 Contentment and Services
Cleric	+2 Contentment or +1 Contentment and Water
Druid	+1 Contentment and Cropland, Pasture, or Water
Fighter	+2 Defense or +1 Defense and Minerals
Monk	Cropland and +1 Defense or +1 Contentment
Paladin	+1 Defense and +1 Contentment
Ranger	+1 Defense and Forest or Pasture
Rogue	+1 Defense and Services
Sorcerer	+1 Contentment and Pasture
Warlock	+1 Contentment and Minerals
Wizard	Choice

Complications

Complications provide extra flavor and changes in fortunes to the ongoing operation of a manor. At the start of the season, choose a complication or roll a d100 and consult the Manor Complications table. The chosen complication either happens at a random point during the season or persists through the season, depending on the type of complication. A complication might have an impact on a particular resource's Production check, represented by a bonus or penalty in the resource's column in the table. See the Manor Production section for more details on Production checks.

Each complication's entry provides details on the complication and notes if its impact can be reduced by the manor's Defense or Contentment. The characters can increase the manor's Defense or Contentment that season, as described in Character Participation, to mitigate the impact of some complications. Regardless of a manor's total Defense or Contentment, a penalty can be reduced only to 0 and can't be turned into a bonus.

Expertise benefits represent the characters' contributions to resolving complications and increasing the manor's productivity. However, some characters might want to take direct action or roleplay particularly clever solutions to complications. Feel free to award the characters an extra bonus or reduce a complication's penalty in these situations. It is up to you to determine the exact impact the characters have on the complication beyond contributing expertise benefits, but no bonus or penalty should be more than 5.

MANOR COMPLICATIONS AS STORY HOOKS

Instead of simply applying a complication's penalties or bonuses to that season's Production check, you can use the complication as a jumping-off point for adventure hooks and roleplay the events of the complication. The characters can then contribute their participation bonuses (or even rid the manor of the complication altogether, at your discretion) as part of the campaign rather than merely through downtime recordkeeping.

In some circumstances, a given complication might make no sense. For example, a storm is highly unlikely in an underground environment. In these instances, either ignore the result, select (or roll) again, or develop an unusual version of the complication that applies to the environment.

Bandit Incursion. Outlaws have taken refuge on or near the manor and are stealing livestock, harassing trade, and generally causing a disruption to the operations of the manor. Mitigated by Defense.

Banner Season. The entire season has perfect weather and bumper harvests of every resource type.

Blight. A fungus, parasite, or pest has infected the season's crop and is badly damaging the harvest.

Bountiful Resources. Favorable conditions result in a particularly rich season of mining, trading, and fishing.

Civil Unrest. The political landscape nearby has grown unstable, and the locals fret and worry about war, corruption, or rebellion. This, in turn, has reduced their ability to operate at peak efficiency. Mitigated by Contentment.

Disease. A sickness affects the populace, livestock, or fish. It might even be magical in origin. The illness

WINTER PRODUCTION

Cropland	Forest	Minerals	Pasture	Services	Water	Yield
<6	<4	<2	<5	<3	<10	25%
6–7	4–8	2–4	5–6	3–4	10–14	50%
8–11	9–13	5–7	7–13	5–9	15–19	75%
12–17	14–17	8–14	14–18	10–16	20–25	100%
18–19	18–21	15–17	19–21	17–18	26+	110%
20+	22+	18+	22+	19+		125%

SPRING PRODUCTION

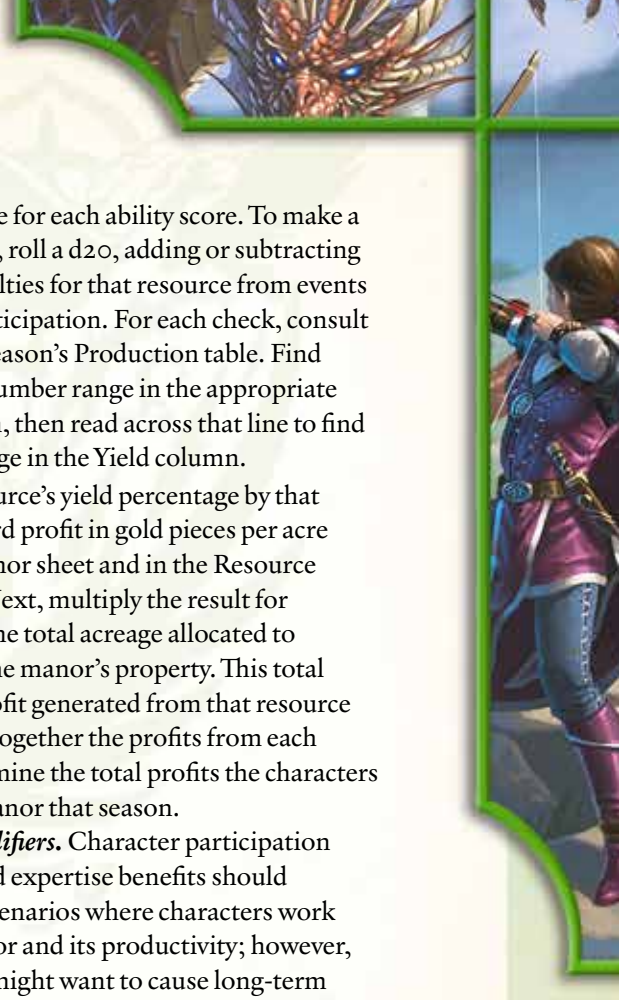
Cropland	Forest	Minerals	Pasture	Services	Water	Yield
<4	<3	<2	<2	<2	<6	25%
4–5	3–7	2–4	2–3	2–3	6–8	50%
6–8	8–12	5–7	4–6	4–7	9–11	75%
9–12	13–16	8–14	7–15	8–13	12–16	100%
13–17	17–20	15–17	16–19	14–17	17–19	110%
18+	21+	18+	20+	18+	20+	125%

SUMMER PRODUCTION

Cropland	Forest	Minerals	Pasture	Services	Water	Yield
<3	<2	<2	<1	<1	<2	25%
3–4	3–5	2–4	1	1–2	2–3	50%
5–7	6–7	5–7	2–5	3–5	4–5	75%
8–11	8–12	8–14	6–12	6–12	6–10	100%
12–16	13–15	15–17	13–17	13–16	11–13	110%
17+	16+	18+	18+	17+	14+	125%

FALL PRODUCTION

Cropland	Forest	Minerals	Pasture	Services	Water	Yield
<1	<3	<2	<4	<1	<6	25%
1–2	3–7	2–4	4–5	1	6–8	50%
3–6	8–12	5–7	6–12	2–4	9–11	75%
7–10	13–16	8–14	13–17	5–11	12–16	100%
11–14	17–20	15–17	18–20	12–15	17–19	110%
15+	21+	18+	21+	16+	20+	125%



means less productivity and the loss of animals. Mitigated by Contentment.

Drought. Particularly dry weather reduces the water supply. Everything from crops to fishing declines.

Earthquake. A temblor shakes the manor, knocking over trees, damaging buildings, causing landslides and mine collapses (possibly exposing rich new veins), or even rerouting watercourses.

Fire (or Frost). A lightning strike or embers ignites a fire that sweeps through both woodland and cropland, ruining acres of the property. Alternatively, a severe cold snap has similar effects during winter.

Flood. Heavy rains flood the land, causing widespread damage to crops, flooding mines and quarries, and disrupting trade. In spring this might be flooding caused by snow melt.

Fouled or Tainted Water. A natural or magical pollutant has seeped into the water system, poisoning it for humans and livestock and killing fish.

Gentle Season. A season of good weather provides the ideal growing conditions for crops, pastures, woodland, and waterways.

Monster Infestation. A dangerous creature (or creatures) has appeared near the manor, threatening the residents and damaging property. Mitigated by Defense.

Plague. Similar to disease, a sickness infects the creatures of the manor, though it afflicts the woodland animals rather than aquatic species. Mitigated by Contentment.

Rebellion. The folk of the realm are angry about perceived injustices, war, famine, or similar, and rise up in rebellion. They refuse to work, disrupting the operations of the manor. Mitigated by a combination of Defense and Contentment (add both together to determine the impact of this complication).

Storm. Severe weather including damaging winds or icy cold sweeps through the manor, ruining crops, toppling trees, and damaging buildings.

Roll Multiple Times. Two or more events occur in a single season. When rolling multiple times, ignore subsequent results of 82–00 and re-roll until the required number of events are selected. Once the complications are decided, add the bonuses and penalties together to determine these complications' total modifiers to the Production checks.

Manor Production

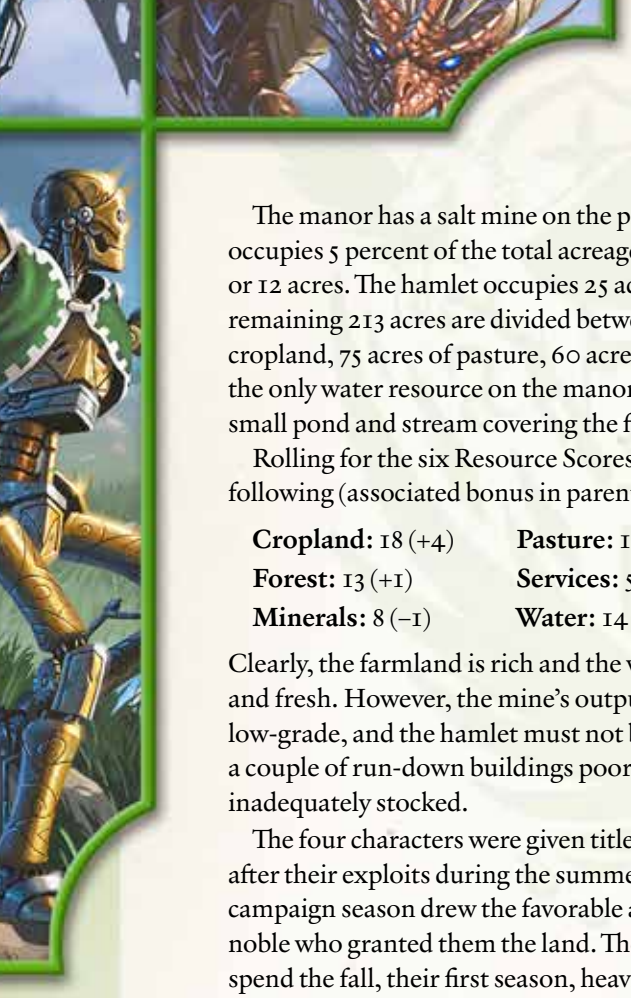
Once all bonuses and penalties are determined for the six resources, make one Production check for each resource type, for a total of six Production checks. This is similar to a character making a series of skill checks, one for each ability score. To make a Production check, roll a d20, adding or subtracting bonuses and penalties for that resource from events and character participation. For each check, consult the appropriate season's Production table. Find the result in the number range in the appropriate resource's column, then read across that line to find the yield percentage in the Yield column.

Multiply a resource's yield percentage by that resource's standard profit in gold pieces per acre (found on the manor sheet and in the Resource Scores section). Next, multiply the result for that resource by the total acreage allocated to that resource in the manor's property. This total represents the profit generated from that resource that season. Add together the profits from each resource to determine the total profits the characters made from the manor that season.

Additional Modifiers. Character participation and the associated expertise benefits should represent most scenarios where characters work to better the manor and its productivity; however, some characters might want to cause long-term changes. For example, a druid might cast the *plant growth* spell over 8 hours on the manor, doubling the yield of plants in the area for 1 year, or a fighter might dig irrigation channels through the manor, increasing accessibility of water throughout the property for multiple seasons or until a complication erodes or destroys them. At your discretion, such an activity from a character can grant that resource a multi-season bonus to the Production check, provided the character continues to at least partially participate in the manor to maintain the bonus.

AN EXAMPLE OF MANOR PRODUCTION

Suppose a group of four characters—a fighter, a cleric, a rogue, and a wizard, all of 5th level—are given title to a mid-sized manor of 250 acres. Since the property falls into the Medium category, it can support no more than 7 points of structures. It already has a noble estate built upon it ("Palace" on the Structure table), consuming 3 Structure points, plus a small hamlet of free folk that includes a small inn ("Entertainment," 2 points) and trading post ("Market," 1 point). Only 1 more point's worth of structures could be built by the characters if they wished to add to the property. The estate, inn, and trading post provide a total +3 Defense Bonus and +5 Contentment Bonus. The characters' level provides a +1 Efficiency Bonus.



The manor has a salt mine on the premises, which occupies 5 percent of the total acreage of the property, or 12 acres. The hamlet occupies 25 acres. The remaining 213 acres are divided between 75 acres of cropland, 75 acres of pasture, 60 acres of forest, and the only water resource on the manor in the form of a small pond and stream covering the final 3 acres.

Rolling for the six Resource Scores results in the following (associated bonus in parentheses):

Cropland: 18 (+4) **Pasture:** 11 (+0)
Forest: 13 (+1) **Services:** 5 (–3)
Minerals: 8 (–1) **Water:** 14 (+2)

Clearly, the farmland is rich and the water is clean and fresh. However, the mine's output is a bit low-grade, and the hamlet must not be more than a couple of run-down buildings poorly tended and inadequately stocked.

The four characters were given title in late summer, after their exploits during the summer military campaign season drew the favorable attention of the noble who granted them the land. They decide to spend the fall, their first season, heavily tending to the operation of their new manor. They thus gain the benefits of Complete Participation, resulting in an overall +1 Efficiency Bonus, and decide to provide a +2 to the Defense Bonus (fighter), +1 to the Contentment Bonus and advantage on the Water check (cleric), advantage on the Services check (rogue), and advantage on the Minerals check (wizard's choice).

The fighter's +2 Defense Bonus added to the estate's +3 Defense Bonus means a +5 total Defense during the fall season. Similarly, the cleric's +1 Contentment Bonus coupled with the estate's +5 Contentment Bonus provides an overall +6 Contentment for the manor. Both of those bonuses are good enough to offset potential penalties due to certain applicable complications.

With those values established, it's time to roll on the Complications Table, which results in a 25, Bountiful Resources. There is no need to apply either the Defense or Contentment bonuses, and when the six Yield rolls are made, the Minerals Production check gains a +2 bonus, the Services Production check gains a +3 bonus, and the Water Production check gains a +2 bonus to Water due to the complication. In addition, each of the six rolls gains +1 bonus due to the characters providing an Efficiency Bonus this season plus the normal bonus from the resource's score.

For example, the cropland's score of +4, plus the Efficiency Bonus of +1 from the characters, provides a total bonus of +5 to the Cropland Production check. The d20 is rolled for Cropland and results in a 16, for a total of 21. Looking at the Fall Production table and reading down the Cropland column reveals that any result of 15 or higher grants 125 percent yield for the season.

The other five rolls are made, with the following results (where advantage was applicable, the two results are shown separated by a slash) and with the Yield Percentage in parenthesis (determined using the Fall Table):

Cropland: 16 + 5 = 21 (125%)
Forest: 17 + 2 = 19 (110%)
Minerals: 10/12 + 0 = 12 (100%)
Pasture: 8 + 1 = 9 (75%)
Services: 6/11 – 2 = 9 (100%)
Water: 4/11 + 3 = 14 (100%)

The results suggest the manor harvested a bumper crop and reaped good resources from the forest, while the livestock from the pasture fared a bit more poorly (perhaps the market value of goat's milk fell). It's also clear the rogue's efforts at negotiating better deals (even some underhanded ones) made the hamlet more prosperous than expected.

The last step requires the Yield percentages to be applied to standard yield values and multiplied by the number of acres for each resource type. These are summarized in the following table:

	Yield Multiplier	Profit per Acre	Acres	Profit
Cropland	1.25	2 gp	75	187.5 gp
Forest	1.1	2 gp	60	132 gp
Minerals	1	25 gp	12	300 gp
Pasture	0.75	2 gp	75	112.5 gp
Services	1	10 gp	25	250 gp
Water	1	2 gp	3	6 gp
			Total	***988 gp***

Yield Multiplier. The Yield percentage rolled for each resource, converted into decimal format.

Profit per Acre. Value listed in the Resource Types and Sizes section and on the Manor Sheet.

Acres. The number of acres established at the beginning of this example.

Profit. The product derived by multiplying the yield multiplier, profit per acre, and acres together.

Total Profit. All in all, the four characters make a tidy sum of 988 gp during the fall. The characters could divide their shares among themselves, invest the coin back into future structures (perhaps a shrine would be useful), pay taxes or tithes to the noble who granted them the land, and so forth.

Example Manors

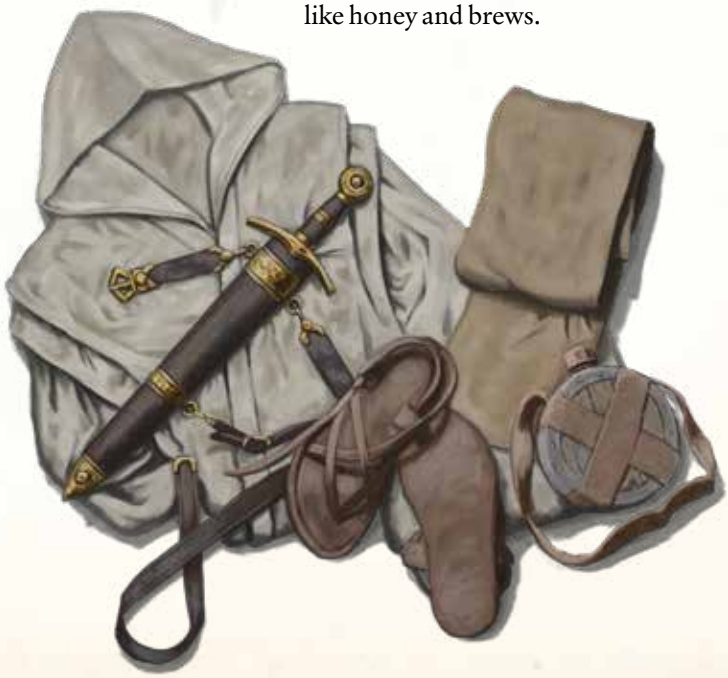
Here are examples of different types of manors the characters might be granted. You can give the characters a completely blank manor to build however they want, or you can use one of these as a starting point for rewarding them with property in your campaign. Alternatively, you can use these examples as quick manors for NPCs.

Desert Caravanserai

Tiny manor

SIZE: 5 acres (2 pasture, 1 minerals, 1 services, 1 water)
DEFENSE: +1
CONTENTMENT: +1
RESOURCE SCORES: Cropland —, Forest —, Minerals 12 (+1), Pasture 7 (–2), Services 16 (+3), Water 18 (+4)
STRUCTURES: Housing (1)

This strategic plot of land sits on an oasis in the desert and provides a stopover locale for traveling caravans. It supports itself primarily through access to water and shelter plus the availability of salt and grassland for beasts of burden to graze.



High Country Ranch

Huge manor

SIZE: 2,500 acres (2,000 pasture, 290 forest, 200 water, 9 minerals, 1 services)
DEFENSE: +4
CONTENTMENT: +2
RESOURCE SCORES: Cropland —, Forest 10 (+0), Minerals 14 (+2), Pasture 16 (+3), Services 8 (–1), Water 15 (+2)
STRUCTURES: Chapel (1), garrison (1), palace (3), plus 13 more points' worth

This large estate's main source of income is derived from livestock and a small iron mine. It includes a large ranch house, a small chapel, an outpost to house additional ranch hands or soldiers, and other structures of the characters' choice.

Mountain Fortress

Large manor

SIZE: 1,500 acres (1,000 forest, 75 minerals, 20 water, 10 services, 400 barren)
DEFENSE: +9
CONTENTMENT: +6
RESOURCE SCORES: Cropland —, Forest 14 (+2), Minerals 12 (+1), Pasture —, Services 16 (+3), Water 10 (+0)
STRUCTURES: Castle (5), chapel (1), garrison (1), housing (1), market (1), plus 3 more points' worth

This manor consists of a strong defensive fortress nestled within high, rocky terrain surrounded by forest at its lower elevations. It derives most of its income from a quarry, timber, and artisanal goods like honey and brews.

Pirate's Island

Small manor

SIZE: 80 acres (50 forest, 16 water, 10 pasture, 4 minerals)

DEFENSE: +4

CONTENTMENT: +1

RESOURCE SCORES: Cropland —, Forest 16 (+3), Minerals 13 (+1), Pasture 11 (+0), Services —, Water 18 (+4)

STRUCTURES: Housing (1), tower (2)

This manor could be granted to the characters by a local pirate captain as a peace offering or equitable division of pirating waters or by a local magistrate after authorities caught and imprisoned the island's former lord. It includes a single tower high up the side of volcanic slopes, plus numerous tree houses secluded in the jungle canopy, and it sustains itself from fishing, fresh fruits and nuts, and produces income from obsidian and pearl-diving.

Underground Citadel

Small manor

SIZE: 50 acres (38 forest, 5 services, 5 water, 2 minerals)

DEFENSE: +3

CONTENTMENT: +2

RESOURCE SCORES: Cropland —, Forest 13 (+1), Minerals 17 (+3), Pasture —, Services 14 (+2), Water 6 (–2)

STRUCTURES: Garrison (1), market (1)

This manor is a cave system within a larger underground realm. It features mines that produce precious metals and gems and a trade center where finished jewelry is sold. It sustains itself on harvesting food from the mushroom forest and the subterranean lake found within its boundaries.

GROUP THEMES

One of the most difficult challenges a group of players faces when embarking on a new campaign is deciding how their characters end up in the same party. This section provides optional rules for linking your disparate characters by utilizing a group theme. Each of these themes poses a way a party might be linked to each other from the very beginning of their adventures together. The purpose of a group theme is to give each character a backstory commonality that provides a logical reason to join forces.

When deciding to use a group theme, be sure to collectively select one before or during character creation. Each theme's section provides a description of the commonalities each character shares, backstory questions for the players to answer together, and mechanical benefits of the theme. It is important that every player agrees to use the group theme rules and approves which theme the group uses, as each theme poses a specific situation that needs to be accepted by each character and incorporated into their individual stories and personalities.

Group Themes in a Campaign. Creating and Running Group Theme Adventures (p. 247) provides guidance and relevant quest hook suggestions for each theme to help the game master build stories related to the players' chosen theme. Though this section has guidance for fitting these group themes into a campaign, as the GM, be sure to check with your players before introducing story elements that might be uncomfortable for the players, even if the element fits the theme they chose. A group theme is a great way to get characters together, but a group theme can be "completed" or abandoned at any time—imprisoned characters might drift apart from each other after escaping, a homeward bound group might feel resolved in that theme after reaching home even if they continue traveling together, or a group of wardens might fulfill the terms of their duty. You shouldn't feel beholden to the theme for the entire length of the campaign if the story moves in a different direction.

Custom Group Themes. Though the following sections present several group themes, your group might find that none fit the characters they want to play or the stories they want to tell. You can modify the themes presented here to better fit the characters and your campaign, or you can use these themes as guidance for creating your own group theme. If you decide to create a custom theme, be sure to work with your players to incorporate a compelling thread that links the characters and that fits the characters they want to play.

IMPRISONED

Characters who choose the imprisoned group theme share one commonality: for whatever reason, you all were imprisoned together for a substantial period of time. The exact causes and circumstances of your character's imprisonment are up to you and your group to decide by answering the questions in the next section. Whatever the circumstances, each character is intimately familiar with the tolls of incarceration and can relate to one another because of that shared experience.

Creating an Imprisoned Group

There are many reasons why characters might be imprisoned and consequently meet each other through the experience. When you choose this theme, be sure to decide the answers as a group to the following questions:

- Why were we imprisoned?
- Who imprisoned us?
- Where were we imprisoned?
- How long were we imprisoned?
- How did we communicate with each other while imprisoned?
- How did our imprisonment end?

For inspiration for your group's imprisonment circumstances, choose a circumstance or roll a d6 and consult the Imprisoned Circumstances table.

IMPRISONED CIRCUMSTANCES

d6	Result
1	You were all (justly or unjustly) convicted of crimes and met while serving time in prison.
2	You were all members of the same criminal organization until your headquarters was raided, and you all ended up in prison together.
3	You were captured as prisoners of war and met while imprisoned behind enemy lines.
4	You were all abducted by some type of creature and met while imprisoned in its lair. You managed to escape together.
5	You were all imprisoned by a hostile magical effect and suddenly freed from its grasp at the same moment.
6	You were all lab experiments, captured and kept by an evil mage. You met in these circumstances and escaped upon the wizard's death.

Imprisoned Group Benefits

Your past experiences as prisoners have forced your life perspectives to change. You have survived something that most creatures fear more than anything, and while that haunts you, it has also made you stronger. An Imprisoned group gains the following features.

We've Been Through Worse. As an action, one member of this group can touch another member of this group and end one condition currently affecting that character. The condition can be blinded, deafened, paralyzed, or poisoned. When at least half the members of this group reach 9th level, the condition can also be charmed, petrified, or stunned. Once a character has been cured in this way, that character can't be cured with this feature again until it finishes a long rest.

Tale of Woe. Your story deeply moves those who have not experienced what you have. People you encounter react differently to your history of incarceration, but you can use their feelings to your advantage, whether they react with sympathy, fear, or something in between. Once every 28 days, the group can acquire one nonmagical item or service up to a value of 1,000 gp free of charge. To use this feature, the entire group must spend at least 24 hours in a locale with the resources that could reasonably accommodate the request.

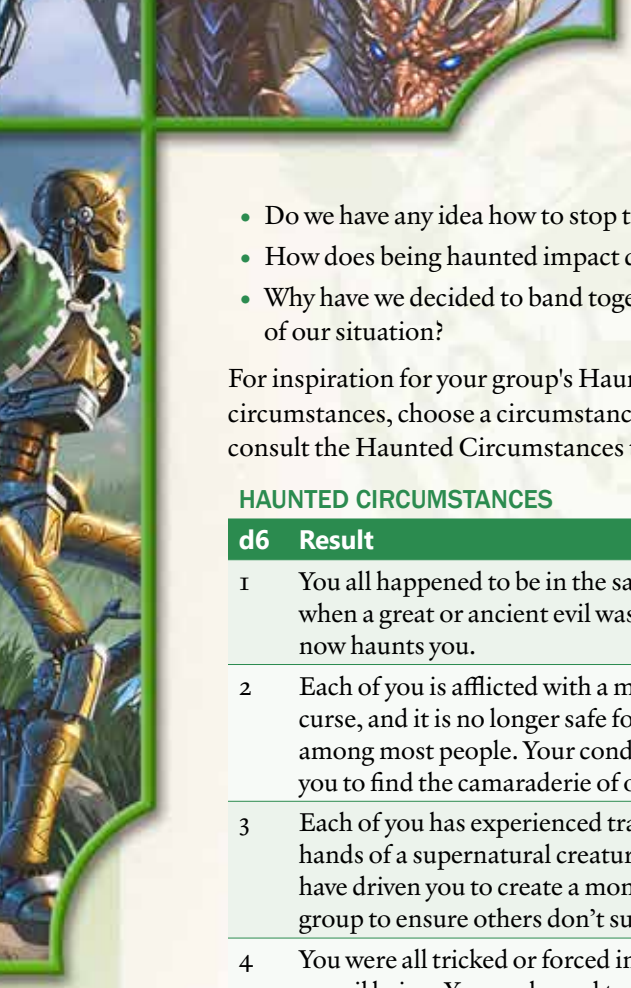
HAUNTED

Characters who choose the Haunted theme are all bound to a supernatural force that they either can't control or can only control sporadically. While all the members of a haunted group don't have to be plagued by the same supernatural problem, they are all deeply affected by their daily struggle. A haunted character recognizes that the other people in this group are the only ones who can truly understand the horror of living under the thumb of the supernatural. The exact nature of your character's hauntings and how they brought the characters together is up to you and your group to decide by answering the questions in the next section.

Creating a Haunted Group

Several circumstances could bring your characters together in the shared nightmare of being haunted. When you choose this group theme, be sure to decide the answers as a group to the following questions:

- Are we all haunted by the same thing?
- What haunts us?
- What has drawn this haunting force to us?



- Do we have any idea how to stop this force?
- How does being haunted impact daily life?
- Why have we decided to band together in the face of our situation?

For inspiration for your group's Haunted circumstances, choose a circumstance or roll a d6 and consult the Haunted Circumstances table.

HAUNTED CIRCUMSTANCES

d6	Result
1	You all happened to be in the same location when a great or ancient evil was awoken. It now haunts you.
2	Each of you is afflicted with a monstrous curse, and it is no longer safe for you to remain among most people. Your condition has driven you to find the camaraderie of others like you.
3	Each of you has experienced tragedy at the hands of a supernatural creature. Your pasts have driven you to create a monster-slaying group to ensure others don't suffer as you have.
4	You were all tricked or forced into the service of an evil being. You are bound to do its bidding if you have any chance of one day regaining your freedom.
5	A magical event pulled you all into a plane ruled by evil. You must face the darkness together or meet a brutish end.
6	An ancient prophecy names each of you as agents in the war against darkness. Fate has declared you the slayers of some ultimate evil, but the road before you is not an easy one.

Haunted Group Benefits

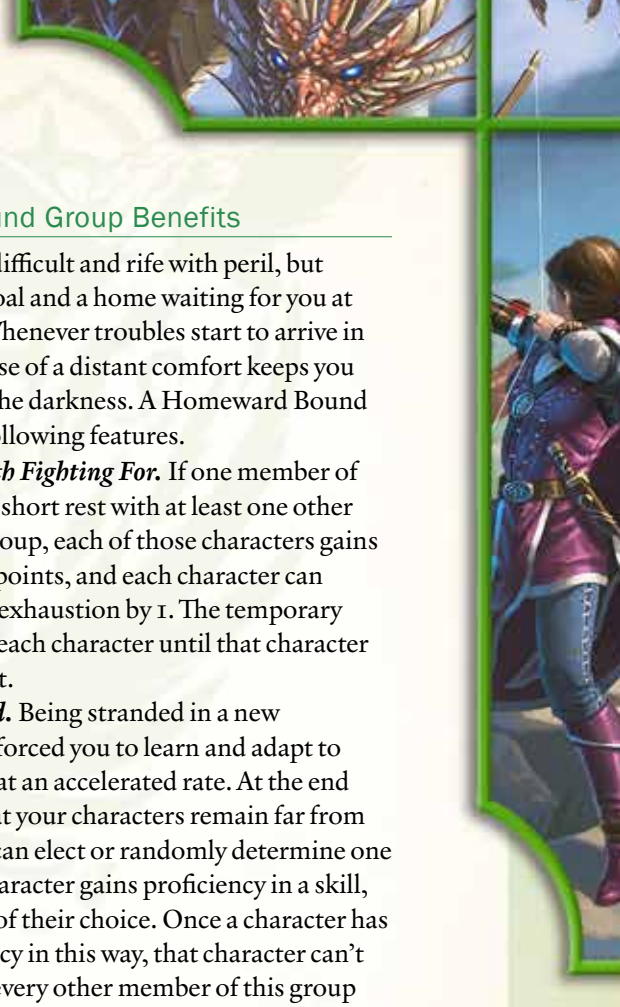
Your life as a haunted group is fraught with struggle and peril. You wrestle daily with the darkness that preys on you in your weakest moments, but that struggle has taught you hard-won lessons about yourself and the world around you. A Haunted group gains the following features.

Strength in Numbers. If one member of this group is within 30 feet of another member of this group, each of those characters can't be surprised, and each of those characters has advantage on saving throws against being frightened.

Forbidden Knowledge. While your life is rife with suffering and peril because of your haunting, your experiences also put you in contact with a world of dark magic. You are a cog in a great and terrible machine, riddled with forbidden power of the darkest sort. Once every 28 days, the group can call on this eldritch knowledge to perform a magic ritual. The

specifics of this ritual and its thematic consequences are up to the GM, but everyone in the haunted group must be present. Performing the ritual takes 1 hour, after which time the group can achieve one of the following options (or another option at the GM's discretion):

- One member of this group, or a dead creature touched by all members of this group as part of the ritual, returns to life as if it was the target of the *resurrection* spell. Casting the spell in this way doesn't require material components.
- The ritual grants each member and up to five other creatures of this group's choice within 30 feet of the ritual immunity to a specific spell or other magical effect for 8 hours. For example, the ritual could make each target immune to the *bane* spell or to a lich's paralyzing touch attack.
- The ritual binds a celestial, an elemental, a fey, or a fiend to this group's service as if the creature failed the saving throw of the *planar binding* spell. Casting the spell in this way doesn't require material components.
- The ritual creates a magical restraint to hold a creature within a circle formed by the members of this group as if the creature failed the saving throw of the *imprisonment* spell. The group decides the type of imprisonment. Casting the spell in this way doesn't require material components.



HOMEWARD BOUND

Characters who choose the Homeward Bound group theme have been dropped into an unknown place and are motivated by a singular desire to return home. Both the circumstances that lead your characters so far away from a familiar world and the exact location you end up are up to you and your group to decide by answering the questions in the next section, but your characters are bonded to each other by necessity.

Creating a Homeward Bound Group

There are many ways for adventurers to suddenly be flung from home into an unfamiliar locale in a fantasy world. When you choose this group theme, consider answering the following questions as a group:

- What left us stranded so far from home?
- Are we all from the same home?
- Where is our home?
- What is waiting for us back home?
- Do we know each other, or are we strangers?
- Do we know anything about where we are?

For inspiration for your group's Homeward Bound circumstances, choose a circumstance or roll a d6 and consult the Homeward Bound Circumstances table.

HOMEWARD BOUND CIRCUMSTANCES

d6	Result
1	You were all swept up in a magical storm and landed in a faraway land.
2	You were the crew of a vessel that accidentally sailed through a planar gateway. Most of your crew is dead, and you are the remaining survivors trapped in a different plane of existence.
3	You all found a magical artifact that sent you hurtling centuries into the past (or future).
4	A mage placed a sleeping curse upon your region, and you are all trapped in a world of dreams (or nightmares).
5	You all woke up in a strange place, your memories foggy, but you remember being captured and brought here by a bizarre creature.
6	As a result of a magical accident, you were all put into stasis and left behind. Years or decades have passed, and you suddenly have control of your faculties again. You have no idea what became of those who left you behind, but you are determined to find them.

Homeward Bound Group Benefits

Your situation is difficult and rife with peril, but you have a clear goal and a home waiting for you at the end of it all. Whenever troubles start to arrive in droves, the promise of a distant comfort keeps you moving through the darkness. A Homeward Bound group gains the following features.

Something Worth Fighting For. If one member of this group takes a short rest with at least one other member of this group, each of those characters gains 10 temporary hit points, and each character can reduce its level of exhaustion by 1. The temporary hit points last for each character until that character finishes a long rest.

Lessons Learned. Being stranded in a new environment has forced you to learn and adapt to new information at an accelerated rate. At the end of each month that your characters remain far from home, the group can elect or randomly determine one character. That character gains proficiency in a skill, language, or tool of their choice. Once a character has gained a proficiency in this way, that character can't do so again until every other member of this group has gained a proficiency in this way.

WARDENS

Characters who choose the Warden group theme are all tasked with protecting something. The exact nature of what your characters are bound to protect and why each of your characters was chosen as its guardian is up to you and your group to decide by answering the questions in the next section, but your characters are duty-bound to this task and can rely on each other to put the best interests of your mutual charge first. Though the following sections refer to the subject the characters are bound to protect as the characters' "ward," the characters can protect a person, location, magic item, piece of knowledge, or anything else that others might want to harm or find.

Creating a Warden Group

There are a great number of reasons your group could be duty-bound to guard something as a unit. When you choose this group theme, be sure to decide the answers as a group to the following questions:

- What is it that we are bound to protect?
- Why is our ward so important?
- What threats does our ward face?
- Why were we chosen to be its protectors?
- How long have we had this responsibility?
- Were there wardens who protected this ward before us? If so, what happened to them?

For inspiration for your group's Warden circumstances, choose a circumstance or roll a d6 and consult the Warden Circumstances table.

WARDEN CIRCUMSTANCES

d6	Result
1	You were all trained from birth to protect a holy site.
2	You all grew up in a magical community hidden from the rest of the world. When this community came under threat, you swore to defend it.
3	You each belong to ancient bloodlines sworn to guard a dangerous artifact sealed away long ago.
4	A magical gateway was opened long before any of you were born, allowing dangerous creatures to pour into the world. You are all sworn to seek out these creatures wherever they may be and stop them.
5	As a group, you accidentally found an infant creature that is the last of its kind. You now feel compelled to guard it against those who would harm or imprison it.
6	A military force trained each of you to serve as personal guards for an important noble, diplomat, or other political figure. It is your job to accompany and protect them as they carry out their purpose.

Warden Group Benefits

Your dedication to protecting something important has defined much of your lives and forged your characters into something remarkable. A Warden group gains the following features.

Sworn Defender. If one member of this group is reduced to 0 hit points but not killed outright while within 30 feet of another member of this group, it is reduced to 10 + its proficiency bonus hit points instead. Once a character has used this feature, it can't do so again until it finishes a long rest.

Token of Favor. Being a warden means defending something vulnerable, and your efforts don't go unnoticed. At the end of each month that your characters remain wardens, the group's ward—or the creature who bestowed your characters' duties—grants the group a magical gift. As a group, you must decide on one uncommon magic item to receive as a gift for your characters' continued service. At the GM's discretion, your characters might receive a different magic item or a magic item of a higher rarity, if it is thematically appropriate.

CREATING AND RUNNING GROUP THEME ADVENTURES

Story arcs and campaigns built around a theme chosen by the players for their characters can feel more potent given the collective experiences shared by the characters. When creating and running the game, you can regularly include story threads, encounters, or plot points related to the shared group history supported by the theme. This section includes suggested overarching story or campaign themes for each group theme as well as tables filled with quest hooks to inspire the group's next adventure.

Imprisoned Group Adventures

Stories involving imprisoned groups typically include elements related to oppression, redemption, or revenge, depending on how and why the characters were imprisoned. The characters' imprisonment has shaped their past and could shape their future: were the characters wrongfully incarcerated, were they rightfully incarcerated and seek atonement, or are they seeking revenge on those who imprisoned them, even if the imprisonment was justified? Keep in mind, these story elements can arise even if they aren't directly related to the character's imprisonment. For example, characters who were wrongfully incarcerated by a corrupt lord might want to help others they encounter who are being oppressed by corrupt leaders.

Here are suggested story elements and quest hooks to inspire adventures centered around imprisoned characters. For quest hooks, you can choose a hook or roll a d6 and consult the table.

Oppression. Adventures involving incarceration, particularly wrongful incarceration, inherently deal with the exchange of power and its abuse. A group of characters with the Imprisoned theme might be interested in stopping the force that imprisoned them, freeing others that remain trapped, or helping other victims of the oppressive force.

Redemption. Adventures featuring a group with the Imprisoned theme can easily be about the characters trying to make amends for whatever they did to be imprisoned in the first place. These stories are incredibly relatable, and pop culture is rife with examples of stories where villains become heroes in the end.

Revenge. Adventures centered on a group of characters with the Imprisoned theme lend themselves well to revenge stories, particularly if the imprisonment was unjustified. Stories built on the need to get even are compelling, but they can easily cross into darker themes.

IMPRISONED QUEST HOOKS

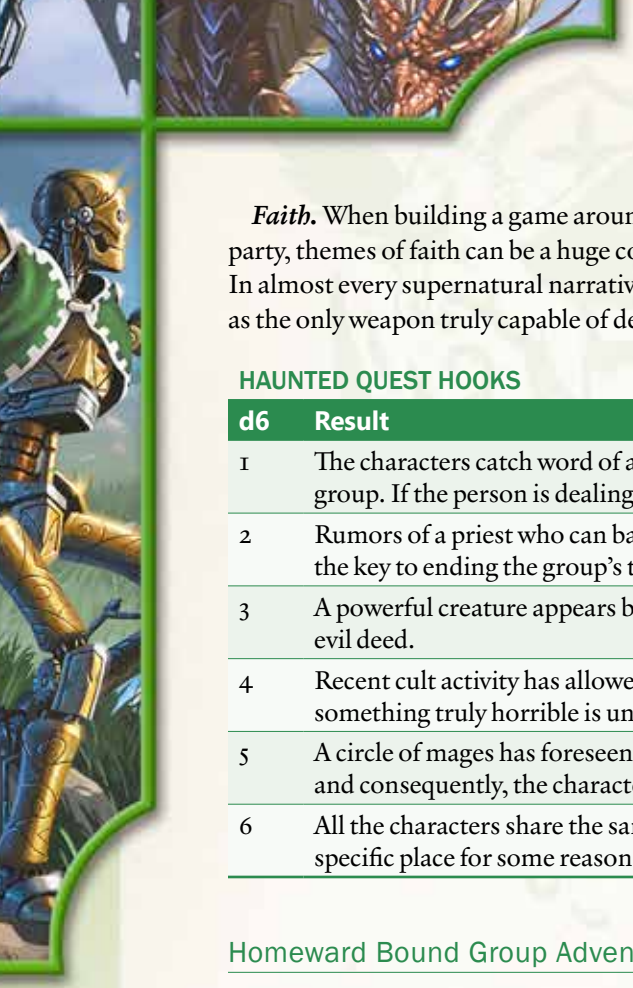
d6	Result
1	The characters hear rumors that the creature or force that imprisoned them has started incarcerating others in large numbers.
2	Someone else has been freed from the prison that once held the characters, and that person reaches out to them for aid.
3	A dangerous creature has escaped the prison that once held the characters, and their knowledge makes them the only suitable candidates for hunting down the creature.
4	One of the characters' jailors has come to regret what they did and reaches out to the characters with a gesture of goodwill. The characters must decide how to deal with their former jailor.
5	The force that once held the characters is now determined to imprison them once again.
6	Someone the characters care for has been imprisoned by the same force that held them. They are the only ones with the knowledge to break out the captive.

Haunted Group Adventures

Stories involving haunted groups typically include elements related to control (both internal and external) or faith, depending on each character's relationship with what is haunting them. The characters' hauntings should linger in the background of each quest or story arc, a constant reminder of the forces they can't quite shake. Keep in mind, these story elements can arise even if they aren't directly related to the force haunting the characters. For example, characters haunted by ghosts might be eager to help grave keepers or priests who ensure the peaceful rest of the dead, knowing well what can happen when the dead don't find eternal rest.

Here are suggested story elements and quest hooks to inspire adventures centered around haunted characters. For quest hooks, you can choose a hook or roll a d6 and consult the table.

Control. The terror inherent in the supernatural is especially powerful when its forces don't play by measurable or understandable rules. This never-ending terror leads to struggles that never really end. They can simply be managed or minimized. Haunted characters must constantly wrestle with controlling external forces and themselves to achieve some degree of normalcy.



Faith. When building a game around a haunted party, themes of faith can be a huge cornerstone. In almost every supernatural narrative, faith exists as the only weapon truly capable of defeating the darkness. Since the supernatural is wholly unknowable, finding an equally unknowable force, such as faith, to challenge it is compelling.

HAUNTED QUEST HOOKS

d6	Result
1	The characters catch word of another person suffering the same supernatural affliction as someone in their group. If the person is dealing with this alone, the characters might need to help.
2	Rumors of a priest who can banish the supernatural are circulating in a nearby town. Perhaps the priest has the key to ending the group's troubles.
3	A powerful creature appears before the characters and offers to end their suffering in exchange for some evil deed.
4	Recent cult activity has allowed the supernatural to tighten its grip. These cults must be stopped before something truly horrible is unleashed.
5	A circle of mages has foreseen the awakening of an evil creature. This creature is not entirely of this world, and consequently, the characters are the only ones who have a chance of bringing it down.
6	All the characters share the same strange dream night after night. Something is trying to draw them to a specific place for some reason.

Homeward Bound Group Adventures

Stories involving homeward bound groups typically include elements related to camaraderie or perseverance as the group fights to return home. Unless you and your players decide otherwise, the characters were stranded in an unknown location relatively recently. The entire campaign doesn't have to be focused on the characters making their way home (after all, the story of what happens after long-absent characters return home can also be compelling), but at least the beginning of the story should feature this shared goal.

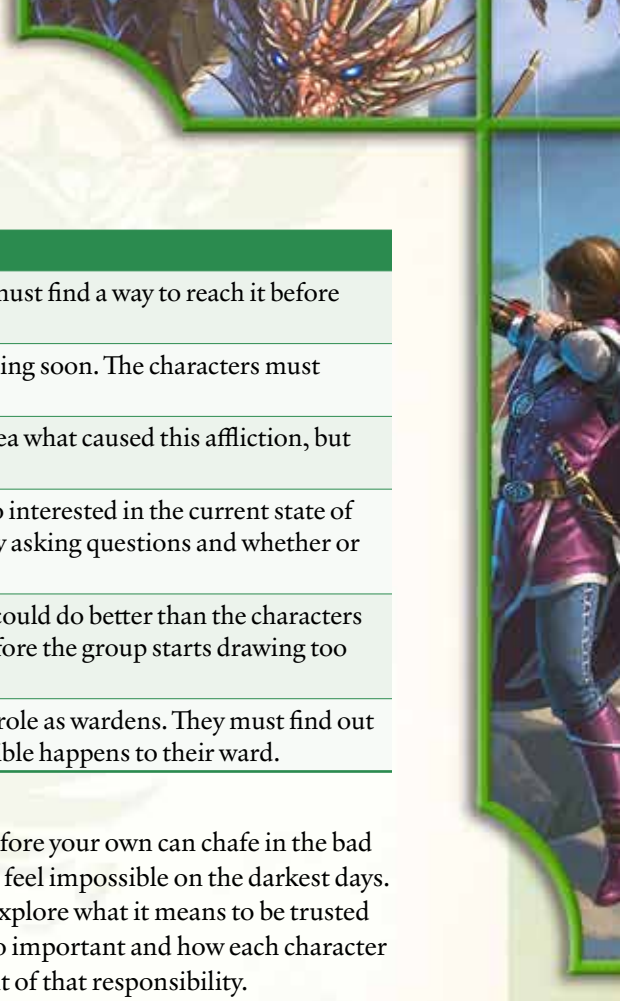
Here are suggested story elements and quest hooks to inspire adventures centered around homeward bound characters. For quest hooks, you can choose a hook or roll a d6 and consult the table.

Camaraderie. There are few things more terrifying than being stranded in a completely unfamiliar place, but being stranded alone is one of them. Stories exploring the relationship of a group of people flung into an unknown land emphasize the importance of teamwork, trust, and reliance on one another.

Perseverance. From time to time, long journeys might seem impossible and shake the faith of even the most stalwart of travelers. Campaigns featuring Homeward Bound groups can tell stories of hope and what it means to persevere through the worst of circumstances.

HOMEWARD BOUND QUEST HOOKS

d6	Result
1	The characters hear tales of a legendary creature that can travel across vast distances in the blink of an eye. If they can track it down, it might be their way home.
2	A creature of questionable motives offers the characters a deal: the creature will give the characters access to a power that can help their group, but first they must do something dangerous for the creature.
3	The force that originally transported the characters has appeared again, close to where they are. If they confront it again, perhaps they can discover how they were transported in the first place.
4	The characters find an object that might be able to get them home, but it works only once and for only one character. They must decide if it's worth the risk and if any are willing to leave the rest of the group behind.
5	The characters have almost run out of a resource that is critical to their survival. They must find a new supply or replacement in this strange new world. And they have to do it fast.
6	The characters are contacted by a creature who claims to have come from their world many years ago in the exact same way as the characters. Perhaps comparing notes with can help the characters, but the creature's story seems a little off...



WARDEN QUEST HOOKS

d6	Result
1	The characters' ward suddenly disappears, or they lose access to it. They must find a way to reach it before something terrible happens.
2	An ally delivers a critical warning just in time. An organized attack is coming soon. The characters must prepare the defenses they have to weather the impending assault.
3	The characters' ward suffers from some magical ailment. They have no idea what caused this affliction, but they have to find a cure soon before their charge is lost.
4	A previous warden suddenly contacts the characters and seems a little too interested in the current state of their charge. They have to figure out why this previous warden is suddenly asking questions and whether or not to trust them.
5	A different group of wardens contacts the characters, claiming that they could do better than the characters at defending their ward. The characters must deal with the rival group before the group starts drawing too much attention.
6	The characters are falsely accused of a grave mistake and fired from their role as wardens. They must find out who is actually responsible and reclaim their titles before something terrible happens to their ward.

Wardens Group Adventures

Stories involving warden groups typically include elements related to preservation or duty, depending on the characters' ward and the circumstances of their appointment as its wardens. These story elements emphasize the constant tightrope of duty and personal desire that a group of wardens is bound to feel. Keep in mind, the characters' ward doesn't need to be in direct danger to challenge the characters or for them to be invested in a quest or story arc. For example, characters whose ward is a diplomat might be challenged with adapting to the different cultures the diplomat visits or with overcoming environmental hazards as they escort the diplomat across the land or sea. Similarly, characters whose ward is a location might have to deal with those who want to besmirch the storied location's history or defame the wardens themselves.

Here are suggested story elements and quest hooks to inspire adventures centered around warden characters. For quest hooks, you can choose a hook or roll a d6 and consult the table.

Preservation. Wardens are tasked with guarding something, often defying interference or any change affecting their ward. However, the entropic nature of the world demands that all things must change, fade, or fall apart eventually. Wardens tasked with protecting something ancient or aging might struggle with the effort to preserve it (or even question if it is worth the effort) against astronomical odds.

Duty. Unlike many adventuring groups who meet under random circumstances, wardens begin their adventures with an enormous responsibility already guiding their actions. Having to put the needs of something else before your own can chafe in the bad moments and can feel impossible on the darkest days. Such stories can explore what it means to be trusted with something so important and how each character handles the weight of that responsibility.

WEAPON OPTIONS

A weapon is more than the damage it deals. In combat, skilled warriors use their weapons to confuse, disorient, and disadvantage their enemies before moving in for the kill. This section offers unique options for using weapons in ways other than dealing damage, giving different weapons distinct impacts on the battlefield.

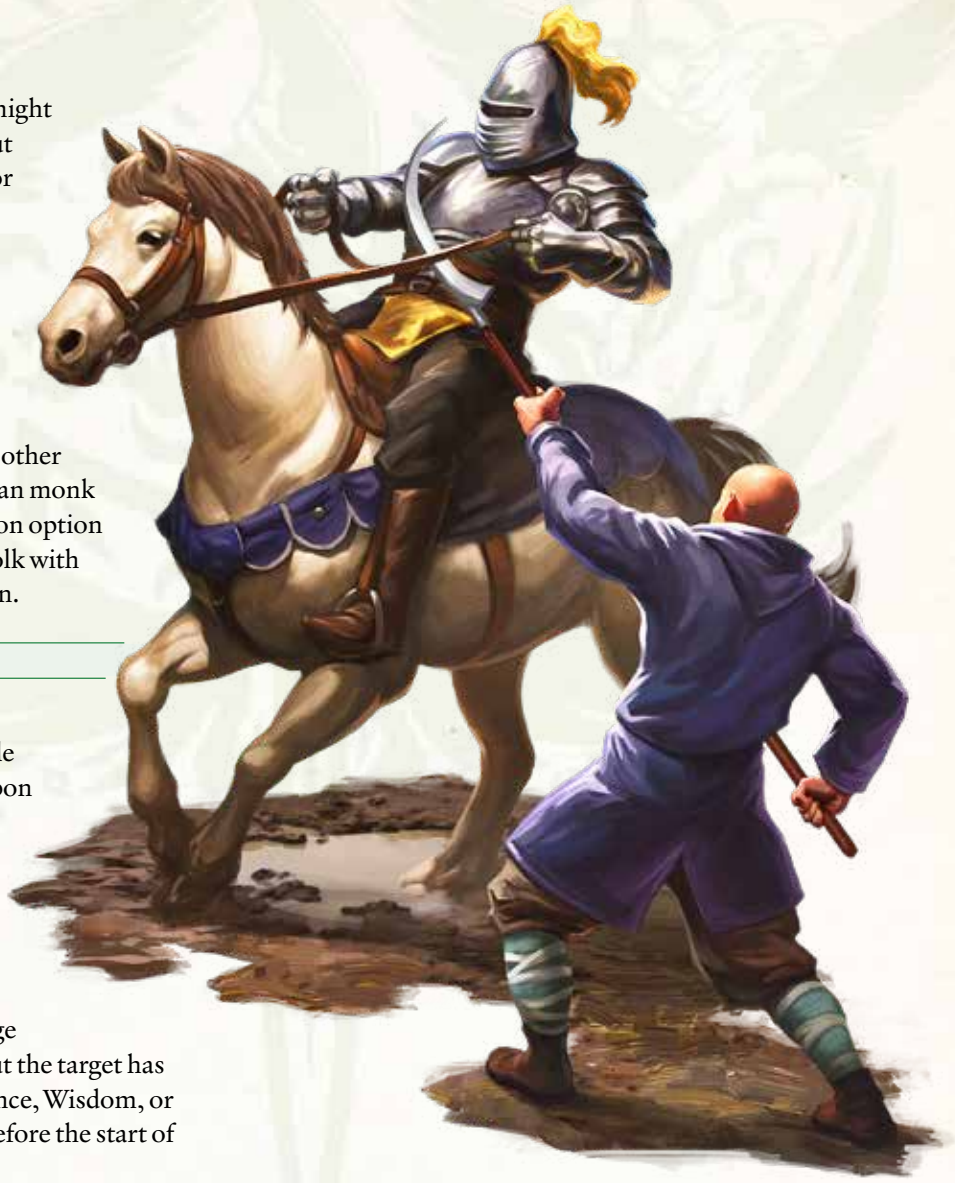
A character can use a weapon option only if the character is wielding and is proficient with a weapon that meets the weapon option's prerequisites. Some weapons can be used to perform certain weapon options even if the weapon doesn't ordinarily meet the option's prerequisites, as noted in the weapon option's entry. If an option requires a creature to make an ability check or saving throw, the DC equals 8 + the attacker's proficiency bonus + the attacker's Strength or Dexterity modifier (attacker's choice).

Unless specified otherwise, a weapon used to perform a weapon option has only the option's listed effect and doesn't deal normal weapon damage. If a weapon option instructs a character to make an attack with the weapon, and the character can make multiple attacks with the Attack action, the weapon option replaces only one of those attacks.

At the GM's discretion, some weapon options might not work against certain creatures. For

example, the trip weapon option might not work against a creature without discernable legs, such as an ooze, or that is anchored or attached to the ground in some way, such as a tree with animated limbs.

Unarmed Strikes. Unarmed strikes can be used to perform any weapon option that requires a melee weapon, provided the unarmed strike meets the option's other prerequisites. For example, a human monk can't perform the hamstring weapon option with an unarmed strike, but a catfolk with claws that deal slashing damage can.



Assail

Prerequisite: martial melee weapon

As an action, you can assail a hostile creature within range of your weapon with a series of rapid, superficial strikes, putting the target on the defensive. Make an attack roll with this weapon. On a hit, the target's mental focus shifts to defending itself. All attack rolls against the target have disadvantage until the start of your next turn, but the target has disadvantage on the next Intelligence, Wisdom, or Charisma saving throw it makes before the start of your next turn.

Bash

Prerequisite: melee weapon that deals bludgeoning damage

When you make an attack with this weapon, you can hit the target in the side of the head or other vital organ, disorienting it for a moment. Make an attack roll with this weapon. On a hit, the target is briefly disoriented and has disadvantage on its next attack roll.

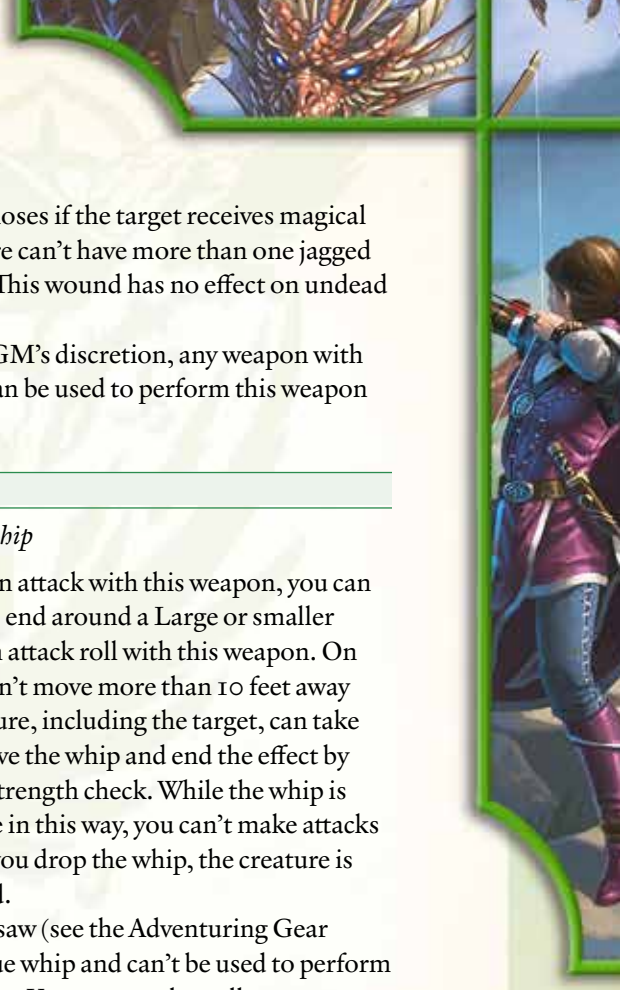
Special. A sling can be used to perform this weapon option. At the GM's discretion, a shield can be used to perform this weapon option. In such cases, treat the shield as an improvised melee weapon. When you use the shield in this way, you lose its bonus to your AC until the start of your next turn. Treat a club shield (see the Adventuring Gear chapter) as a weapon and not a shield when performing this weapon option.

Braced Reception

Prerequisite: melee weapon with a wooden haft and that deals piercing damage

As an action, you can set this weapon against a charge. If a creature further than 10 feet away from you moves into your reach and attacks you before the start of your next turn, you can use a reaction to attack the creature with this weapon. On a hit, this weapon deals 1 extra die of damage to the creature, and if the creature is no more than one size larger than you, it must succeed on a Strength saving throw or fall prone.

Special. A dwarven axe (see the Adventuring Gear chapter) can be used to perform this weapon option. If a weapon doesn't have a wooden haft, such as an adamantine spear or silvered trident, but its standard design does, it can be used to perform this weapon option.



Disarm

Prerequisite: martial melee weapon

When you make an attack with this weapon, you can choose to aim a jarring hit at the target's held weapon, knocking it from their grasp. Make an attack roll with this weapon. On a hit, the target must succeed on a Strength or Dexterity saving throw (target's choice) or drop its weapon, which lands in an unoccupied space within 5 feet of it. If no unoccupied space is within range, the weapon lands at the target's feet.

Hamstring

Prerequisite: melee weapon that deals slashing damage

When you make an attack with this weapon, you can make a painful but superficial wound on a leg of a Large or smaller creature. Make an attack roll with this weapon. On a hit, the target's walking speed is reduced by 10 feet for 1 minute. A creature's speed can't be reduced by more than 10 feet with this weapon option. A creature within 5 feet of the target can take an action to tend the wound with a successful Wisdom (Medicine) check (against your weapon option DC), ending the effect on the target. The effect also ends if the target receives magical healing.

Harmless Fusillade

Prerequisite: ranged weapon that has the Gunpowder property

When you make an attack with this weapon, you can harmlessly discharge the weapon instead while aiming at a creature within the weapon's normal range. The target must succeed on a Constitution saving throw or have disadvantage on the next concentration check it makes before the start of your next turn as the sound of your weapon distracts or startles it.

Jagged Wound

Prerequisite: whipsaw

When you make an attack with this weapon, you deal damage as normal, and you can choose to use a bonus action to twist the weapon while attacking to create a jagged wound in the target. The target loses hit points at the start of each of its turns equal to your proficiency bonus for 1 minute. If the attack was a critical hit, the target loses hit points at the start of each of its turns equal to 2 + your proficiency bonus for 1 minute instead. A successful DC 10 Wisdom (Medicine) check stanches the wound. The wound also closes if the target receives magical healing. A creature can't have more than one jagged wound at a time. This wound has no effect on undead or constructs.

Special. At the GM's discretion, any weapon with a serrated blade can be used to perform this weapon option.

Leash

Prerequisite: any whip

When you make an attack with this weapon, you can choose to wrap its end around a Large or smaller creature. Make an attack roll with this weapon. On a hit, the target can't move more than 10 feet away from you. A creature, including the target, can take its action to remove the whip and end the effect by succeeding on a Strength check. While the whip is holding a creature in this way, you can't make attacks with the whip. If you drop the whip, the creature is immediately freed.

Special. A whipsaw (see the Adventuring Gear chapter) isn't a true whip and can't be used to perform this weapon option. You can use the pull weapon option on a creature you have leashed, and you have advantage on the attack roll, provided you use the whip that is leashing the target to perform the pull weapon option.

Pinning Shot

Prerequisite: ranged weapon that uses arrows or bolts

When you make an attack with this weapon, you can choose to shoot part of a Large or smaller creature's clothing and pin the clothing to the ground or nearby object or structure. The target must be wearing clothing, such as boots or a cloak, and must be on the ground or within 5 feet of an object or structure. Make an attack roll with this weapon. On a hit, the target can't move from its current space. A creature, including the target, can take its action to rip the cloth, pull out the arrow or bolt, unclasp or wriggle out of the clothing, or free itself in some other way by succeeding on a Strength or Dexterity check (target's choice). The target must make only one check to free itself, using the highest DC of the characters performing this weapon option, regardless of the number of arrows or bolts holding its clothing in place.

Special. A dagger, dart, or javelin can be used to perform this weapon option.

Pommel Smash

Prerequisite: melee weapon that doesn't have the Light property

When a creature within 5 feet of you hits you with a melee weapon attack, you can use a reaction to hit the creature with the pommel of this weapon as you lean into the blow, leaving the target disoriented or gasping for breath afterwards. Make an attack roll with this weapon. If your attack roll equals or exceeds the creature's attack roll, the next attack against that creature before the start of your next turn has advantage. The creature's attack against you is unaffected by this weapon option, and you still take damage from the attack.

Pull

Prerequisite: melee weapon that has the Reach property

When you make an attack with this weapon, you can pull a Large or smaller creature up to 5 feet closer too you as you wrap the whip or slide the weapon's haft around the creature. Make an attack roll with this weapon. On a hit, the target is pulled up to 5 feet closer to you. If this movement would pull a creature into damaging terrain, such as lava or a pit, it can make a Strength or Dexterity (target's choice) saving throw, avoiding the pull on a success.

Ricochet Shot

Prerequisite: ranged weapon that has the Ammunition property

As an action, you can ricochet an attack off an object or structure to hit a target you can see that has half or three-quarters cover. The target must be within 10 feet of an object or structure that isn't providing it with cover, and that object or structure must be within your weapon's normal range. Make an attack roll with this weapon against the target's Armor Class as if it wasn't behind cover. On a hit, the target takes damage as if hit by your attack. This weapon option expends the same ammunition as a normal attack with this weapon. This attack doesn't deal extra damage from features such as sneak attack, but it can deal extra damage from a magical effect on the weapon or ammunition, such as a *+1 shortbow* or an *arrow of slaying*.

Trap Limb

Prerequisite: shield

As an action, you can hook your shield around the limb of a Large or smaller creature within 5 feet of you. The creature must succeed on a Dexterity saving throw or its limb is trapped between you and your shield. If you trap a limb that deals damage or has a special action, such a goblin's weapon arm or a roper's tendril, the creature can't use that limb to take that action until it breaks free. The creature can take its action to break free by succeeding on a Strength or Dexterity check (target's choice). If the creature moves while you are holding its limb, you can use a reaction to move up to your speed with it. Otherwise, you release the limb. While holding a creature's limb in this way, you lose the shield's armor bonus to your Armor Class.

Special. A khopesh (see the Adventuring Gear chapter) can be used to perform this weapon option. While the khopesh is trapping a creature's limb in this way, you can't make attacks with the khopesh. If a creature attempts to break free and fails while you are using a khopesh to trap its limb, it takes 1d4 slashing damage.

Trip

Prerequisite: melee weapon that has the Reach property

When you make an attack with this weapon, you can choose to sweep the weapon at a Large or smaller creature's legs. The target must succeed on a Strength or Dexterity saving throw (target's choice) or fall prone. If the target is mounted, it has advantage on the saving throw.

Special. A flail or a stone rake (see the Adventuring Gear chapter) can be used to perform this weapon option. At the GM's discretion, a target with more than two legs has advantage on the saving throw.

6 Magic and Spells

Magic allows characters to manipulate the world around them, but not everyone uses magic in the same way. From the mighty magic held within draconic runes to the subtle power of magical plants, this chapter provides new styles of magic along with new spells associated with the new class options and feats found earlier in this book.

Draconic Rune Casting

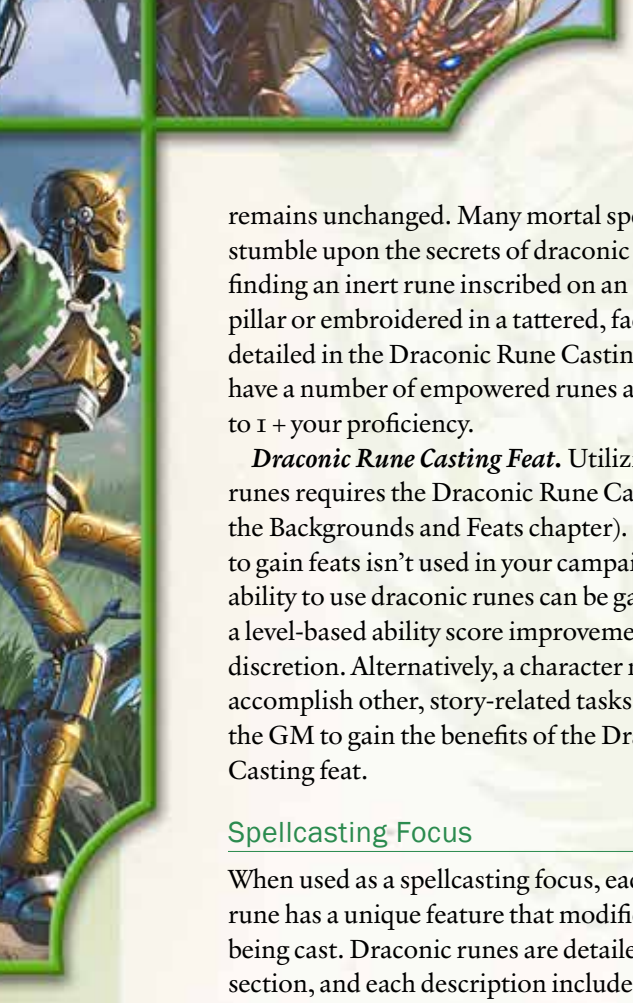
Draconic is the language of magic, and draconic rune casting represents ultimate mastery over the manipulation of raw magic. By mastering a metaphysical understanding of draconic runes, a spellcaster can bypass the traditional constraints of magic and channel a rune's power directly into their own spellcasting.

As one of the eldest races in most worlds, dragons have a unique understanding of creation and have spent thousands of years mastering the art of its manipulation. Their primal understanding of the forces that shape their worlds allows them to control and bend magic to their will. Their alphabets and symbols hold immense power that, when harnessed, create extraordinary effects. On rare occasions, a mortal spellcaster stumbles upon draconic runes and unlocks a limited understanding of this deep power to cast spells as the most powerful ancient dragons do.

Utilizing Draconic Runes

Draconic rune casting is a magic system that has two main uses: enhancing spells when using runes as a spellcasting focus or combining empowered runes to replicate spells, both of which are detailed in the following sections. To use a rune, it must first be inscribed on a surface or object. Placement of a draconic rune is limited only by your imagination—it can be inscribed on a spellbook, carved on a small stone, etched into armor, tattooed on the skin, or wherever else suits you.

Once a draconic rune is inscribed, you must empower it with magic each day, which you can do as part of a long rest, or it becomes inert. An inert rune can't be used to replicate spells, but it otherwise



remains unchanged. Many mortal spellcasters stumble upon the secrets of draconic rune casting by finding an inert rune inscribed on an ancient stone pillar or embroidered in a tattered, fading tapestry. As detailed in the Draconic Rune Casting feat, you can have a number of empowered runes at one time equal to 1 + your proficiency.

Draconic Rune Casting Feat. Utilizing draconic runes requires the Draconic Rune Casting feat (see the Backgrounds and Feats chapter). If the option to gain feats isn't used in your campaign, then the ability to use draconic runes can be gained in place of a level-based ability score improvement, at the GM's discretion. Alternatively, a character might need to accomplish other, story-related tasks determined by the GM to gain the benefits of the Draconic Rune Casting feat.

Spellcasting Focus

When used as a spellcasting focus, each draconic rune has a unique feature that modifies the spell being cast. Draconic runes are detailed later in this section, and each description includes the effects that occur whenever you cast a spell using that rune as a spellcasting focus. A master rune can't be used as a spellcasting focus.

You must spend at least 1 hour meditating on a draconic rune to magically mark it as your spellcasting focus, which you can do as part of a short or long rest. You can have only one rune marked as your spellcasting focus at a time. When you mark another rune, the effect on the previous rune ends. A rune doesn't need to be empowered to be marked as your spellcasting focus.

Replicate Spells

By combining draconic runes you have learned, you can replicate a spell on your class's spell list even if you don't have the spell prepared or on your known spell list. Casting spells in this way still expends spell slots and requires the appropriate components, as normal, even if using runes that represent components. If a component rune is used as a spellcasting focus, it can modify the components required by a spell. See each component rune's description for details.

Although you are using runes to replicate a spell, you are still casting the spell, which means a spell replicated with draconic rune casting can be affected by spells, such as *counterspell* or *antimagic field*, and other effects that affect spells or spellcasting. When you replicate a spell using draconic rune casting, you must have free use of at least one hand and touch each empowered rune as you cast the spell. If a spell has a somatic component, you can touch the runes as part of that same gesture.

To replicate a spell with draconic runes, you must use at least three empowered runes: the master rune of the spell's level, the school rune of the spell's school of magic, and at least one other rune that represents an aspect of the spell, such as its range, a component, or the damage it deals. The total number of empowered runes required to cast a spell increases with the spell's level, as shown in the Rune Requirements table. If you want to cast a spell at a higher level, you must meet the rune requirements of the higher-level version of the spell.

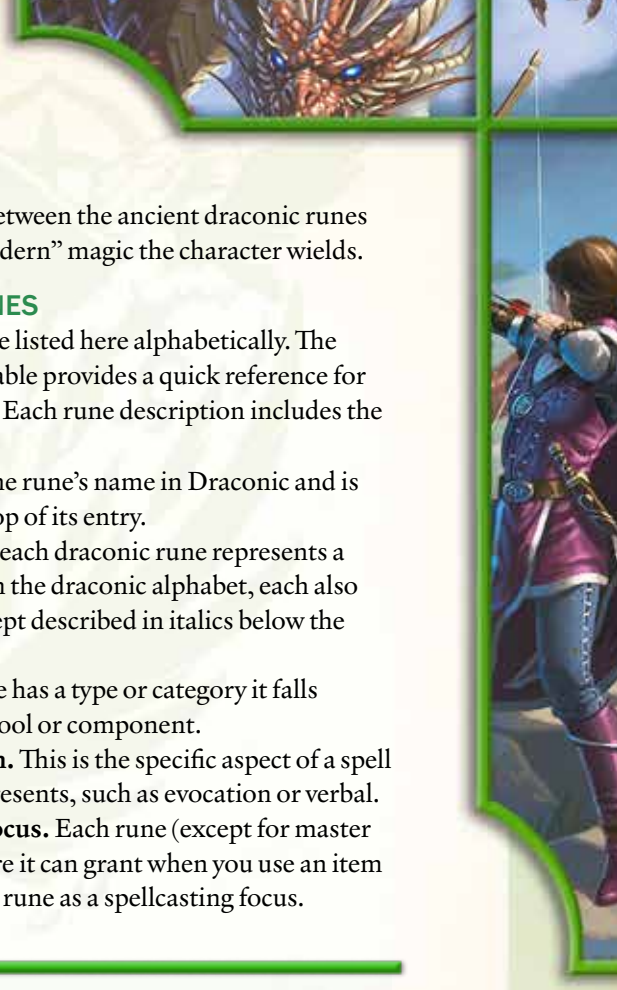
RUNE REQUIREMENTS

Spell Level	Total Runes
1st–3rd	3
4th–6th	4
7th–9th	5

Matching Runes. To replicate a spell with draconic rune casting, you must match each empowered rune to an aspect of the spell in its standard form. For example, if you use the Rimecaster feat (see the Backgrounds and Feats chapter) to change a *fireball* to deal cold damage, you can't use the *frigus* (cold damage) rune to cast the spell, as the standard form of the *fireball* spell deals fire damage, not cold damage. Similarly, you can't use the *umbra* (illusion school) rune to cast *magic missile*.

Matching Spellcasting. To replicate a spell with draconic rune casting, you must ordinarily be able to cast the spell with that spell slot. For example, if you have three levels in wizard and five levels in cleric, you can use a 3rd-level master rune to cast any 3rd-level cleric spell (provided you have the other necessary empowered runes), or you can use it to cast a wizard spell of a lower level, such as an enhanced *burning hands*. You can't use a 3rd-level master rune to cast 3rd-level wizard spells (regardless of the other runes you know) until you reach 5th level in the wizard class, when you can normally cast such spells. Draconic rune casting makes your spellcasting more versatile and varied. It doesn't allow you to cast spells ordinarily unavailable to you.

Replicating and Spellcasting Focus. When you use draconic runes to replicate a spell, the empowered runes don't need to be your spellcasting focus. If you use a rune marked as your spellcasting focus as part of replicating a spell, that rune's spellcasting focus feature applies to the replicated spell, as it would



to a spell you cast normally. You can use any other spellcasting focus that is part of your spellcasting class when replicating spells from your class list, as normal.

Versatile Runes. Replicating a spell requires at least three empowered runes, but aside from needing to match the spell's level and school, you can use whichever empowered runes you want, provided they match aspects of the spell as described above. For example, you must use the *tertious* (3rd-level) and *displodo* (evocation) runes to replicate a 3rd-level *fireball*, but the third rune can be the *gloria* (range), *orotorem* (verbal component), *subita* (instantaneous duration), *concentio* (somatic component), *ignis* (fire damage), *globus* (sphere), or *corporis* (material component) rune. In this way, creative empowering of the runes you know can enable you to replicate a variety of spells.

LEARNING NEW RUNES

A character can know any number of draconic runes. However, like most ancient magic, draconic runes aren't readily available and must be found, researched, or learned from a mentor. For players, this could provide incentive for your character to seek out long-forgotten libraries, spend downtime researching runes, or even request audiences with dragons themselves. For game masters, you can reward characters with new draconic runes as often as you might reward them with *spell scrolls* or an enemy's spellbook, or you can use draconic runes as rewards from rescued wizards or draconic allies.

As detailed in the Draconic Rune Casting feat (see the Backgrounds and Feats chapter), master runes are learned automatically as a spellcaster increases in level. This can represent the character studying or practicing the most basic principles of draconic runes while studying or practicing their own magic, or it can represent the character's gradual understanding of the correlations between the ancient draconic runes and the more "modern" magic the character wields.

DRACONIC RUNES

Draconic runes are listed here alphabetically. The Draconic Runes table provides a quick reference for each rune by type. Each rune description includes the following:

Name. This is the rune's name in Draconic and is presented at the top of its entry.

Identity. While each draconic rune represents a functional letter in the draconic alphabet, each also represents a concept described in italics below the name of the rune.

Type. Each rune has a type or category it falls under, such as school or component.

Representation. This is the specific aspect of a spell that this rune represents, such as evocation or verbal.

Spellcasting Focus. Each rune (except for master runes) has a feature it can grant when you use an item inscribed with the rune as a spellcasting focus.

ROLEPLAYING WITH DRACONIC RUNES

If you string together the rune names, you can pronounce them to satisfy the verbal component of any spell you replicate. In the middle of combat, when you say "***octum displodo gloria proelium impulsum***" to cast the ***earthquake*** spell, you are really channeling the feeling of spellcasting.

All the "Draconic" names for the runes presented here are derived from real-world Latin words. If you are struggling to pronounce them, there are several helpful resources in books or online. And just like a spellcaster would during their adventures, make sure to practice saying these out loud before you use them.

OPTIONAL RULE: CREATING NEW SPELLS WITH DRACONIC RUNES

Draconic rune casting dives into the process of representing any available spell by combining different aspects of spellcasting. With your GM's approval, you can also explore using those components to build original spells.

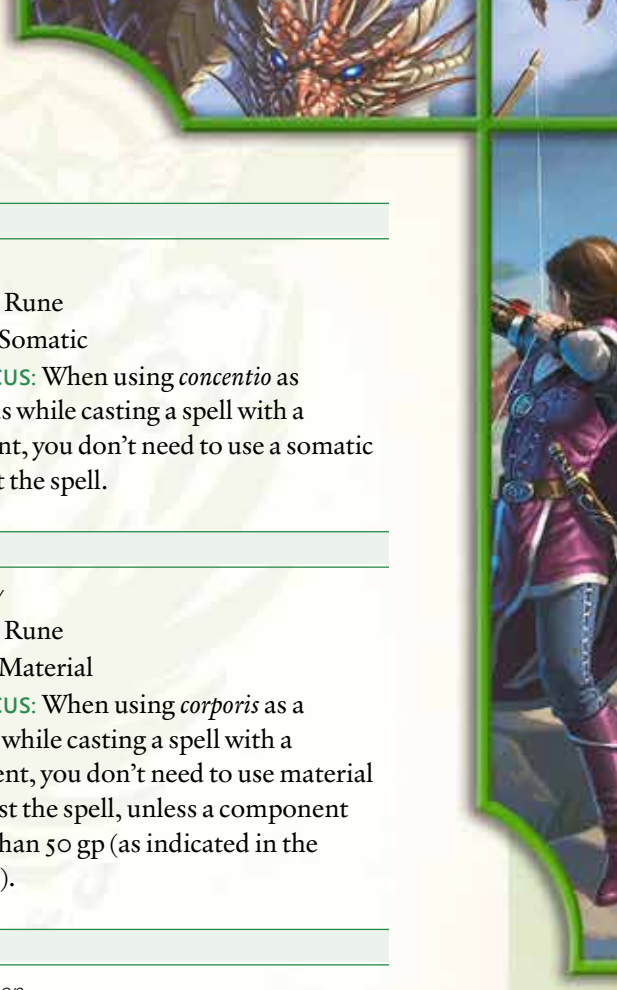
If you learned the runes ***globus*** (sphere) and ***cerebrum*** (psychic damage), perhaps you could create a mind-shielding helmet to wear on your head. Or maybe you learn ***tutela*** (abjuration) and ***mensis*** (2 days to 30 days) to craft a formula for a defensive wall to last through a siege. The possibilities are truly endless.

When creating new spells, keep your character's preferences and personal casting styles in mind, and be aware of the kinds of magical assistance your character's allies might need. In this way, draconic rune casting can be a flexible addition to your character's repertoire, potentially fulfilling niche needs of the group. When determining the potency of your new spell, compare it with other spells of similar levels and adjust it accordingly. As always, run any new creations by your GM to confirm they are comfortable with you bringing the spells to the table.

DRACONIC RUNES

Representation	Rune
Area	
Circle or sphere	Globus
Cone	Incrementum
Cube	Quadratum
Cylinder	Statua
Line	Acies
Component	
Verbal	Orotorem
Somatic	Concentio
Material	Corporis
Damage	
Acid	Acidum
Bludgeoning	Impulsum
Cold	Frigus
Fire	Ignis
Force	Impetu
Lightning	Tempestas
Necrotic	Putredine
Piercing	Vulnus
Poison	Morbus
Psychic	Cerebrum
Radiant	Lux
Slashing	Scopum
Thunder	Tumultum
Duration	
Instantaneous	Subita
Under 1 minute	Dubito
1 minute to 10 minutes	Proelium
1 hour to 8 hours	Occasus
9 hours to 24 hours	Solis
2 days to 30 days	Mensis
Until dispelled or triggered	Praxis

Representation	Rune
Master	
1st-level spell	Unus
2nd-level spell	Duo
3rd-level spell	Tertious
4th-level spell	Quadro
5th-level spell	Quintus
6th-level spell	Sextus
7th-level spell	Septem
8th-level spell	Octum
9th-level spell	Novem
School	
Abjuration	Tutela
Conjuration	Pario
Divination	Prudentia
Enchantment	Laporem
Evocation	Displodo
Illusion	Umbra
Necromancy	Anima
Transmutation	Alchimia
Range	
Self	Sui
Touch	Tactus
5 feet to 30 feet	Proxime
60 feet to 90 feet	Iuxta
120 feet to 500 feet	Gloria
1 mile or farther	Terra



Acidum

The rune of undoing

TYPE: Damage Rune

REPRESENTATION: Acid

SPELLCASTING FOCUS: When you use *acidum* as a spellcasting focus while casting a spell that deals damage that isn't acid, change the spell's damage type to acid. Once used to change the damage type of three spells, *acidum* can't be used this way again until you finish a long rest.

Acies

The rune of pathways

TYPE: Area Rune

REPRESENTATION: Line

SPELLCASTING FOCUS: When you use *acies* as a spellcasting focus while casting a spell that affects a line, you can modify the size of the line. You can increase the line's length by 10 feet or its width by 5 feet.

Alchimia

The rune of transformation

TYPE: School Rune

REPRESENTATION: Transmutation

SPELLCASTING FOCUS: When you use *alchimia* as a spellcasting focus while casting a transmutation spell, increase the spell save DC and spell attack modifier by 1.

Anima

The rune of life

TYPE: School Rune

REPRESENTATION: Necromancy

SPELLCASTING FOCUS: When you use *anima* as a spellcasting focus while casting a necromancy spell, increase the spell save DC and spell attack modifier by 1.

Cerebrum

The rune of thought

TYPE: Damage Rune

REPRESENTATION: Psychic

SPELLCASTING FOCUS: When you use *cerebrum* as a spellcasting focus while casting a spell that deals damage that isn't psychic, change the spell's damage type to psychic. Once used to change the damage type of three spells, *cerebrum* can't be used this way again until you finish a long rest.

Concentio

The rune of music

TYPE: Component Rune

REPRESENTATION: Somatic

SPELLCASTING FOCUS: When using *concentio* as a spellcasting focus while casting a spell with a somatic component, you don't need to use a somatic component to cast the spell.

Corporis

The rune of the body

TYPE: Component Rune

REPRESENTATION: Material

SPELLCASTING FOCUS: When using *corporis* as a spellcasting focus while casting a spell with a material component, you don't need to use material components to cast the spell, unless a component has a cost higher than 50 gp (as indicated in the spell's description).

Displodo

The rune of destruction

TYPE: School Rune

REPRESENTATION: Evocation

SPELLCASTING FOCUS: When you use *displodo* as a spellcasting focus while casting an evocation spell, increase the spell save DC and spell attack modifier by 1.

Dubito

The rune of hesitation

TYPE: Duration Rune

REPRESENTATION: Less than 1 minute

SPELLCASTING FOCUS: When you use *dubito* as a spellcasting focus while casting a spell with a duration less than 1 minute, double the spell's duration. For example, a spell that lasts 1 round lasts 2 rounds when you use this rune as a spellcasting focus. If the spell requires concentration, you must still maintain concentration.

Duo

The second rune

TYPE: Master Rune

REPRESENTATION: 2nd-level spell

Frigus

The rune of frost

TYPE: Damage Rune

REPRESENTATION: Cold

SPELLCASTING FOCUS: When you use *frigus* as a spellcasting focus while casting a spell that deals damage that isn't cold, change the spell's damage type to cold. Once used to change the damage type of three spells, *frigus* can't be used this way again until you finish a long rest.

Globus

The rune of perfection

TYPE: Area Rune

REPRESENTATION: Circle or Sphere

SPELLCASTING FOCUS: When you use *globus* as a spellcasting focus while casting a spell that affects a circle or sphere, you can increase the circle or sphere's radius by 5 feet.

Gloria

The rune of ambition

TYPE: Range Rune

REPRESENTATION: 120 feet to 500 feet

SPELLCASTING FOCUS: When you use *gloria* as a spellcasting focus while casting a spell with a range of 120 to 500 feet, increase the spell's range by half. For example, if you cast a spell that normally has a range of 120 feet, it has a range of 180 feet when you use this rune as a spellcasting focus.

Ignis

The rune of flame

TYPE: Damage Rune

REPRESENTATION: Fire

SPELLCASTING FOCUS: When you use *ignis* as a spellcasting focus while casting a spell that deals damage that isn't fire, change the spell's damage type to fire. Once used to change the damage type of three spells, *ignis* can't be used this way again until you finish a long rest.

Impetu

The rune of strength

TYPE: Damage Rune

REPRESENTATION: Force

SPELLCASTING FOCUS: When you use *impetu* as a spellcasting focus while casting a spell that deals damage that isn't force, change the spell's damage type to force. Once used to change the damage type of three spells, *impetu* can't be used this way again until you finish a long rest.

Impulsum

The rune of impact

TYPE: Damage Rune

REPRESENTATION: Bludgeoning

SPELLCASTING FOCUS: When you use *impulsum* as a spellcasting focus while casting a spell that deals damage that isn't bludgeoning, change the spell's damage type to bludgeoning. This damage is still magical. Once used to change the damage type of three spells, *impulsum* can't be used this way again until you finish a long rest.

Incrementum

The rune of expansion

TYPE: Area Rune

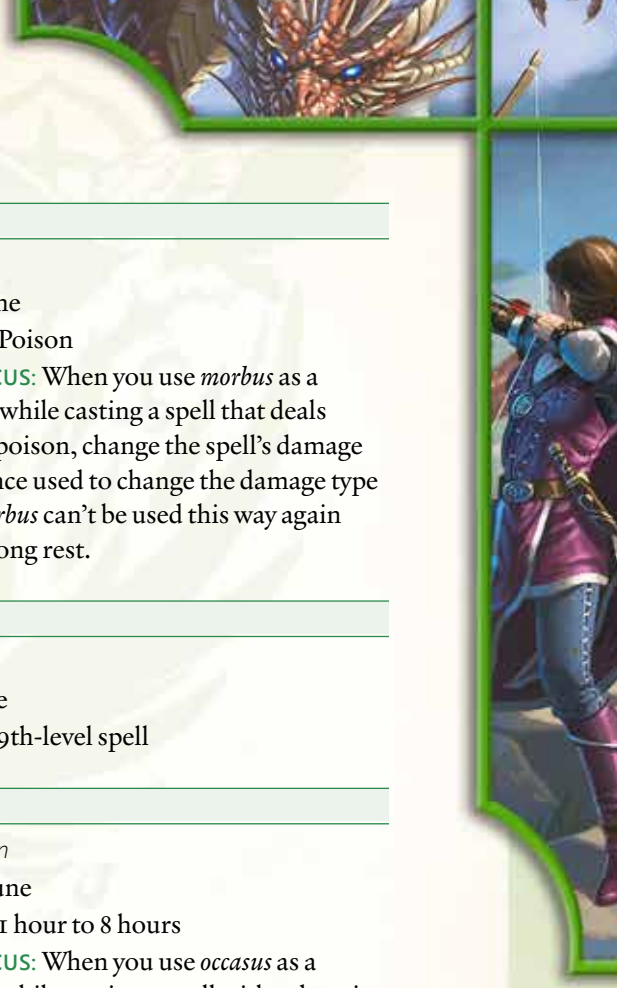
REPRESENTATION: Cone

SPELLCASTING FOCUS: When you use *incrementum* as a spellcasting focus while casting a spell that affects a cone, you can increase the cone's size by 5 feet, if it is a 1st- through 4th-level spell, or by 10 feet, if it is a 5th- through 9th-level spell.

CHANGING DAMAGE TYPES

When you use a damage rune as a spellcasting focus to change the damage type of a spell, you can also change the visual representation of the spell. With the ***tempestas*** rune, the ***burning hands*** spell could become bolts of lightning fanning out from your fingertips. With the ***impulsum*** rune, the ***fireball*** spell could become a boulder that bursts into smaller rocks, pelting your enemies. You can even use these runes to express your character's personal preferences, themes, or styles. Maybe when your roguish spellcasting character uses the ***scopum*** rune as a spellcasting focus, ***burning hands*** becomes a fan of daggers. The possibilities are endless!

Keep in mind, these changes are for visual flair and that changing a ***fireball*** into a boulder doesn't mean your character now has a pile of rocks to hide behind or throw at enemies. These visual effects last for the duration of the spell, as normal for any visual effects of a spell cast without a damage rune as a spellcasting focus.



Iuxta

The rune of reach

TYPE: Range Rune

REPRESENTATION: 60 feet to 90 feet

SPELLCASTING FOCUS: When you use *iuxta* as a spellcasting focus while casting a spell with a range of 60 to 90 feet, increase the spell's range by half. For example, if you cast a spell that normally has a range of 60 feet, it has a range of 90 feet when you use this rune as a spellcasting focus.

Laporem

The rune of the mind

TYPE: School Rune

REPRESENTATION: Enchantment

SPELLCASTING FOCUS: When you use *laporem* as a spellcasting focus while casting an enchantment spell, increase the spell save DC and spell attack modifier by 1.

Lux

The rune of light

TYPE: Damage Rune

REPRESENTATION: Radiant

SPELLCASTING FOCUS: When you use *lux* as a spellcasting focus while casting a spell that deals damage that isn't radiant, change the spell's damage type to radiant. Once used to change the damage type of three spells, *lux* can't be used this way again until you finish a long rest.

Mensis

The rune of seasons

TYPE: Duration Rune

REPRESENTATION: 2 Days – 30 Days

SPELLCASTING FOCUS: When you use *mensis* as a spellcasting focus while casting a spell with a duration of 2 to 30 days, increase the spell's duration by half. For example, a spell that lasts 2 days lasts 3 days when you use this rune as a spellcasting focus. If the spell requires concentration, you must still maintain concentration.

Morbus

The rune of sickness

TYPE: Damage Rune

REPRESENTATION: Poison

SPELLCASTING FOCUS: When you use *morbus* as a spellcasting focus while casting a spell that deals damage that isn't poison, change the spell's damage type to poison. Once used to change the damage type of three spells, *morbus* can't be used this way again until you finish a long rest.

Novem

The ninth rune

TYPE: Master Rune

REPRESENTATION: 9th-level spell

Occasus

The rune of transition

TYPE: Duration Rune

REPRESENTATION: 1 hour to 8 hours

SPELLCASTING FOCUS: When you use *occasus* as a spellcasting focus while casting a spell with a duration of 1 to 8 hours, increase the spell's duration by half. For example, a spell that lasts 1 hour lasts 1 and a half hours when you use this rune as a spellcasting focus. If the spell requires concentration, you must still maintain concentration.

Octum

The eighth rune

TYPE: Master Rune

REPRESENTATION: 8th-level spell

Orotorem

The rune of language

TYPE: Component Rune

REPRESENTATION: Verbal

SPELLCASTING FOCUS: When using *orotorem* as a spellcasting focus while casting a spell with a verbal component, you don't need to use a verbal component to cast the spell.

Pario

The rune of creation

TYPE: School Rune

REPRESENTATION: Conjuration

SPELLCASTING FOCUS: When you use *pario* as a spellcasting focus while casting a conjuration spell, increase the spell save DC and spell attack modifier by 1.

Praxis

The rune of hypotheticals

TYPE: Duration Rune

REPRESENTATION: Until Dispelled or Triggered

SPELLCASTING FOCUS: When you use *praxis* as a spellcasting focus while casting a spell that lasts until dispelled or triggered, you don't have to expend a spell slot to cast the spell. Once used, *praxis* can't be used in this way again until 24 hours have passed.

Proelium

The rune of combat

TYPE: Duration Rune

REPRESENTATION: 1 minute to 59 minutes

SPELLCASTING FOCUS: When you use *proelium* as a spellcasting focus while casting a spell with a duration of 1 to 10 minutes, double the spell's duration. For example, a spell that lasts 1 minute lasts 2 minutes when you use this rune as a spellcasting focus. If the spell requires concentration, you must still maintain concentration.

Proxime

The rune of proximity

TYPE: Range Rune

REPRESENTATION: 5 feet to 30 feet

SPELLCASTING FOCUS: When you use *proxime* as a spellcasting focus while casting a spell with a range of 5 to 30 feet, you don't need to see your target to cast the spell, even if the spell normally requires you to see the target. You must still be aware of the target's presence or existence within range.

Prudentia

The rune of foresight

TYPE: School Rune

REPRESENTATION: Divination

SPELLCASTING FOCUS: When you use *prudentia* as a spellcasting focus while casting a divination spell, increase the spell save DC and spell attack modifier by 1.

Putredine

The rune of decay

TYPE: Damage Rune

REPRESENTATION: Necrotic

SPELLCASTING FOCUS: When you use *putredine* as a spellcasting focus while casting a spell that deals damage that isn't necrotic, change the spell's damage type to necrotic. Once used to change the damage type of three spells, *putredine* can't be used this way again until you finish a long rest.

Quadratum

The rune of confinement

TYPE: Area Rune

REPRESENTATION: Cube

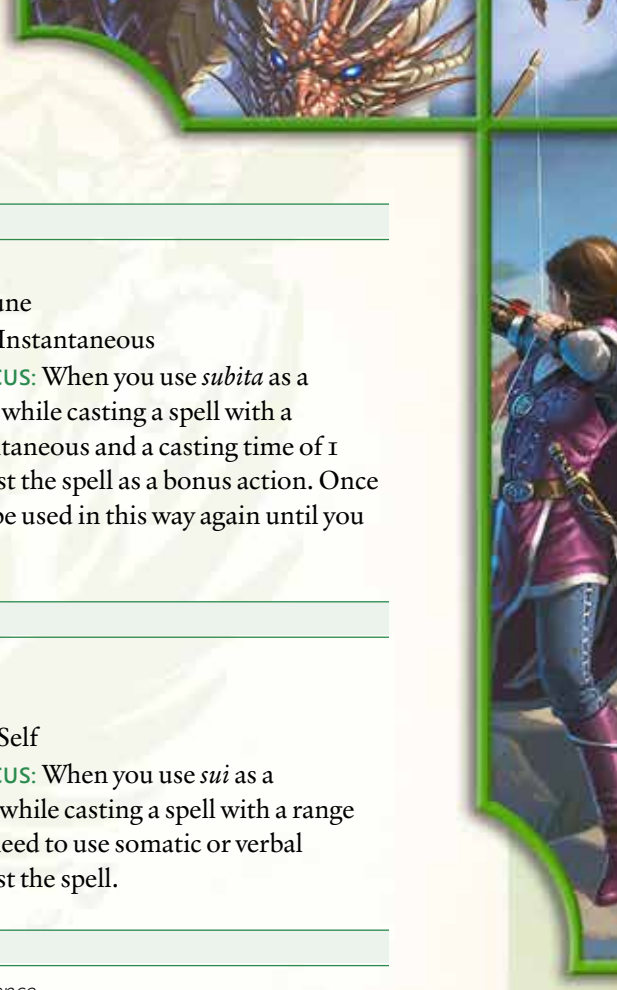
SPELLCASTING FOCUS: When you use *quadratum* as a spellcasting focus while casting a spell that affects a cube, you can increase the cube's size by 5 feet.

Quadro

The fourth rune

TYPE: Master Rune

REPRESENTATION: 4th-level spell



Quintus

The fifth rune

TYPE: Master Rune

REPRESENTATION: 5th-level spell

Scopum

The rune of precision

TYPE: Damage Rune

REPRESENTATION: Slashing

SPELLCASTING FOCUS: When you use *scopum* as a spellcasting focus while casting a spell that deals damage that isn't slashing, change the spell's damage type to slashing. This damage is still magical. Once used to change the damage type of three spells, *scopum* can't be used this way again until you finish a long rest.

Septem

The seventh rune

TYPE: Master Rune

REPRESENTATION: 7th-level spell

Sextus

The sixth rune

TYPE: Master Rune

REPRESENTATION: 6th-level spell

Solis

The rune of stars

TYPE: Duration Rune

REPRESENTATION: 9 hours to 24 hours

SPELLCASTING FOCUS: When you use *solis* as a spellcasting focus while casting a spell with a duration of 9 to 24 hours, increase the spell's duration by half. For example, a spell that lasts 8 hours lasts 12 hours when you use this rune as a spellcasting focus. If the spell requires concentration, you must still maintain concentration.

Statua

The rune of support

TYPE: Area Rune

REPRESENTATION: Cylinder

SPELLCASTING FOCUS: When you use *statua* as a spellcasting focus while casting a spell that affects a cylinder, you can increase the cylinder's height by 10 feet or its radius by 5 feet.

Subita

The rune of ending

TYPE: Duration Rune

REPRESENTATION: Instantaneous

SPELLCASTING FOCUS: When you use *subita* as a spellcasting focus while casting a spell with a duration of instantaneous and a casting time of 1 action, you can cast the spell as a bonus action. Once used, *subita* can't be used in this way again until you finish a long rest.

Sui

The rune of self

TYPE: Range Rune

REPRESENTATION: Self

SPELLCASTING FOCUS: When you use *sui* as a spellcasting focus while casting a spell with a range of self, you don't need to use somatic or verbal components to cast the spell.

Tactus

The rune of transference

TYPE: Range Rune

REPRESENTATION: Touch

SPELLCASTING FOCUS: When you use *tactus* as a spellcasting focus while casting a spell with a range of touch, the spell has a chance to affect multiple targets. Roll a d100. On a roll of 51 or higher, the spell affects one additional creature within 5 feet of your target (excluding yourself). If there are multiple creatures within 5 feet of the target, you choose which additional creature is affected.

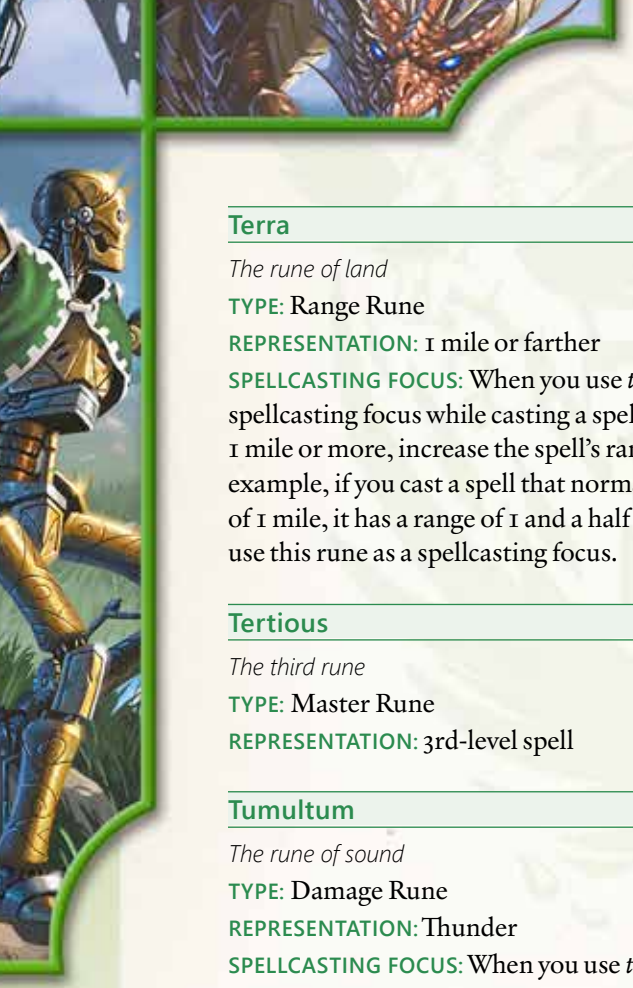
Tempestas

The rune of storms

TYPE: Damage Rune

REPRESENTATION: Lightning

SPELLCASTING FOCUS: When you use *tempestas* as a spellcasting focus while casting a spell that deals damage that isn't lightning, change the spell's damage type to lightning. Once used to change the damage type of three spells, *tempestas* can't be used this way again until you finish a long rest.



Terra

The rune of land

TYPE: Range Rune

REPRESENTATION: 1 mile or farther

SPELLCASTING FOCUS: When you use *terra* as a spellcasting focus while casting a spell with a range of 1 mile or more, increase the spell's range by half. For example, if you cast a spell that normally has a range of 1 mile, it has a range of 1 and a half miles when you use this rune as a spellcasting focus.

Tertious

The third rune

TYPE: Master Rune

REPRESENTATION: 3rd-level spell

Tumultum

The rune of sound

TYPE: Damage Rune

REPRESENTATION: Thunder

SPELLCASTING FOCUS: When you use *tumultum* as a spellcasting focus while casting a spell that deals damage that isn't thunder, change the spell's damage type to thunder. Once used to change the damage type of three spells, *tumultum* can't be used this way again until you finish a long rest.

Tutela

The rune of defense

TYPE: School Rune

REPRESENTATION: Abjuration

SPELLCASTING FOCUS: When you use *tutela* as a spellcasting focus while casting an abjuration spell, increase the spell save DC and spell attack modifier by 1.

Umbra

The rune of deception

TYPE: School Rune

REPRESENTATION: Illusion

SPELLCASTING FOCUS: When you use *umbra* as a spellcasting focus while casting an illusion spell, increase the spell save DC and spell attack modifier by 1.

Unus

The first rune

TYPE: Master Rune

REPRESENTATION: 1st-level spell

Vulnus

The rune of fixation

TYPE: Damage Rune

REPRESENTATION: Piercing

SPELLCASTING FOCUS: When you use *vulnus* as a spellcasting focus while casting a spell that deals damage that isn't piercing, change the spell's damage type to piercing. This damage is still magical. Once used to change the damage type of three spells, *vulnus* can't be used this way again until you finish a long rest.

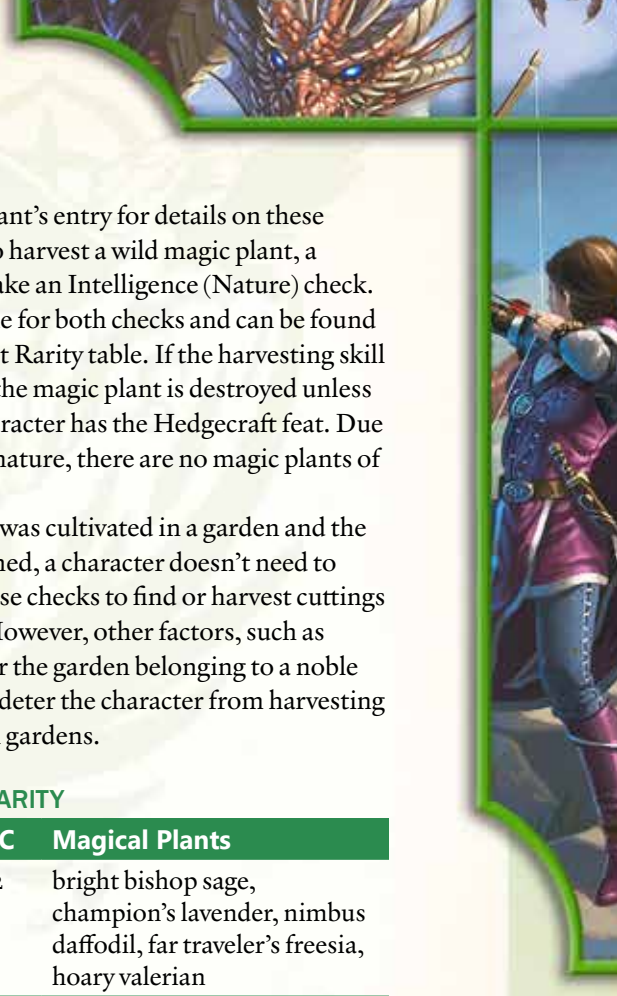
HEDGE MAGIC

Hedge magic is the practice of using flora with magical properties to create and cast spells. Though it is practiced across many cultures, hedge magic is not a discipline of magic typically recognized as a wizardly tradition or categorized school of magic. While plants in most studies of magic have been used for spell components, potion ingredients, and spell focuses, hedge magic is about nurturing magic plants to reveal their hidden powers. Those who practice hedge magic, commonly called "hedgecrafters," say that magical plants themselves are vessels of arcana and it is up to the individual to unlock these secrets through discipline and applied skill. Any individual has the potential to access a magic plant's minor effect, but only those who understand and practice the traditions of hedge magic can tap into the craft's most potent effects.

INVOKING HEDGE MAGIC

In hedge magic, each plant can produce different magical effects, called worts. Magical plants themselves come in two forms: fresh and dried. Fresh plants can be used in any wort casting while dried plants are only suitable for minor worts. Unless otherwise stated, when a character invokes a wort to cast a spell, the character uses the magic plant in place of the spell's material components. The magic plant is always destroyed in the process of invoking a wort, regardless of the success or failure of the spell. When a wort calls for a saving throw, the DC is equal to 8 + your proficiency bonus + your Intelligence or Wisdom modifier (your choice) or your spell save DC, whichever is higher.

Minor Wort. The most accessible form of hedge magic, called a minor wort, is a single-use effect similar in scale to a *spell scroll* or potion. Using a magic plant in this way takes an action and always requires a somatic component, such as crushing or cutting



a plant, snapping a plant in half, consuming flower petals, or similar. Any creature can cast a minor wort, provided the creature is using the appropriate plant in the correct way.

Ceremonial Wort. Ceremonial worts are rituals involving the magic plants, and they produce effects similar to spells. It takes time and preparation to invoke a ceremonial wort, and, due to their greater effects, most ceremonial worts have a level requirement, as noted in the plant's entry.

Cultivated Wort. Hedge magic's most potent effects—and the reason practiced hedgecrafters are sought the world over—are called cultivated worts. These worts are both rare to witness and difficult to create. Cultivating plants to access these worts requires downtime, resources, and commitment to continual care, but the results can be monumental. To cultivate a magic plant and have access to this type of wort, see the Gardening downtime activity in the Adventuring Rules chapter.

HEDGECRAFT

Accessing the most potent hedge magic requires the Hedgecraft feat (see the Backgrounds and Feats chapter). If the option to gain feats isn't used in the campaign, then Hedgecraft can be gained in place of a level-based ability score improvement, provided the GM approves. Alternatively, characters might need to accomplish other story-related tasks determined by the GM to gain the benefits of the Hedgecraft feat.

A character with the Hedgecraft feat can use ceremonial worts, provided the character meets any level requirements. Only characters with the Hedgecraft feat can cultivate a magic garden, allowing access to the magic plant's cultivated wort.

FINDING MAGIC PLANTS

Magic plants are rare, exceptional specimens that stand out among more common varietals and have a few notable qualities. Magic plants can grow nearly anywhere, though each type of plant has an affinity for certain locations. Unless carefully tended, magic plants expire swiftly when outside their preferred growing environments. A magic plant that is harvested or separated from its soil by someone without the Hedgecraft feat has a 10 percent chance of wasting away after 24 hours. Otherwise, a fresh cutting of a magic plant remains usable and magical for up to 10 days.

To find and identify a wild magic plant, a character must make an Intelligence (Investigation) check in a magic plant's preferred growing environment (see each magic plant's entry for details on these environments). To harvest a wild magic plant, a character must make an Intelligence (Nature) check. The DC is the same for both checks and can be found on the Magic Plant Rarity table. If the harvesting skill check is a failure, the magic plant is destroyed unless the harvesting character has the Hedgecraft feat. Due to their transient nature, there are no magic plants of common rarity.

If a magic plant was cultivated in a garden and the garden is maintained, a character doesn't need to make either of these checks to find or harvest cuttings from the plants. However, other factors, such as angry gardeners or the garden belonging to a noble personage, might deter the character from harvesting magic plants from gardens.

MAGIC PLANT RARITY

Rarity	DC	Magical Plants
Uncommon	12	bright bishop sage, champion's lavender, nimbus daffodil, far traveler's freesia, hoary valerian
Rare	14	emperor's garlic, fiery snapdragon, merchant's mint, mirthy hops, alseid peony
Very rare	16	asphodel, chaunic clover, gazing hydrangea, old elvish rose, wolfsbane

MAGIC PLANTS

Magic plants are presented in alphabetical order. Each plant entry includes the magic plant's name, its rarity, themes commonly associated with the plant, environments where it grows or can be found, and the magical worts it can be used to evoke. A ceremonial wort with a level in parenthesis indicates that wort can be used only by a character of that level or higher. A cultivated wort with a level in parenthesis indicates that wort can be activated only when cultivated by a gardener of that level or higher. If an existing and maintained garden of the plant is tended for at least one workweek by a gardener of the appropriate level with the Hedgecraft feat, the plant's cultivated wort then becomes active.

A minor wort always requires 1 dried or fresh cutting of a magic plant. Ceremony worts require fresh cuttings and each entry notes how many cuttings are required to perform these worts.

Alseid's Peony

Magic plant, rare

THEMES: Guidance, secrets, and teamwork

ENVIRONMENTS: In druidic circles, along animal paths, beside anthills

Alseid's peony is a flowering plant with large, many-petaled blooms in shades of white, pink, and red. Its flowers have bright yellow centers and close at night or in cloudy conditions.

Minor Wort. As an action, you can tear an alseid peony bloom from its stem to summon a small, red-petaled creature called a bloomling. The blooming uses the statistics of an awakened shrub and lasts for 1 hour or until destroyed. It is friendly to you and your companions. In combat, roll initiative for the shrub, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands to the shrub, it defends itself from hostile creatures but otherwise takes no actions. At the end of the duration or when it is destroyed, the bloomling crumbles into a pile of petals and sticks.

Ceremony Wort (3rd Level). While holding a handful of alseid peony petals, you can spend 10 minutes concentrating on a specific location, then scatter the petals before you. The petals fall gently to the ground and land in the shape of an arrow, pointing toward the location you imagined. The petals scatter and don't land in the shape of an arrow if the location doesn't exist or if the location is on another plane of existence. A clump of petals forms at the point of the arrow if a major obstacle exists between your current location and the desired location, such as a magical barrier, a miles-long wall, or a desert, river, or other naturally occurring obstacle. This wort requires 2 cuttings of alseid peony.

Cultivated Wort. A garden of alseid peonies that has been cultivated for at least 4 weeks whispers secrets, lore, and rumors to those who listen. Each peony bloom whispers, in the same language and voice as the original speaker, any words spoken within the bounds of the garden since the peony's first blooming. To those standing in or near the garden, these whispers sound like wind through leaves, but a creature can put an ear next to a bloom to hear everything the bloom whispers. The peonies have no intelligence and don't differentiate truth from lies or past from present or future. They simply repeat words spoken in the garden. For particularly old alseid peony gardens, the peonies might whisper fragments of conversations out of order or from different years. In addition, the *zone of truth* spell can't be cast inside of or within 100 feet of the garden, but creatures that can naturally distinguish truth from lies, such as planetars, know which whispers are lies.

Asphodel

Magic plant, very rare

THEMES: Death, sacrifice, and passage to and from the afterlife

ENVIRONMENTS: Battlefields, graveyards, hilltops

Asphodel is a hardy, flowering plant with tufted leaves on elongated stems, and white or yellow flowers.

Minor Wort. As an action, you can eat half of an asphodel bloom and place the rest inside the mouth of a dead creature to see the last minute of the creature's life through its eyes. Afterwards, you must succeed on a DC 15 Constitution saving throw or suffer one level of exhaustion.

Ceremony Wort (4th Level). You can bury a prized possession of at least uncommon rarity alongside asphodel to have advantage on death saving throws for the next 4 hours. Burying the possession requires 1 minute of work. Up to five other creatures can take part in the ceremony, though each must provide their own possession. A creature can retrieve a buried item at any time, ending the effect on the item's owner. Once a creature has benefited from asphodel in this way, it can't do so again until 3 days have passed. This wort requires you to bury an object in the soil beside a whole, healthy asphodel plant and doesn't require a specific number of cuttings.

Cultivated Wort (9th Level). A garden of asphodel that has been cultivated for at least 12 weeks can return life to a creature that has been dead for no more than 1 year and 1 day and that didn't die of old age. After 1d8 hours in the field, the dead creature is returned to life as if it had been the target of the *resurrection* spell. The field of asphodel decays and wastes away after the spell has been cast and can't be regrown in that field for 10 years and 1 day. When cultivating asphodel, the gardener can set parameters on this effect, such as affecting only humanoids or requiring a password to activate the magic.

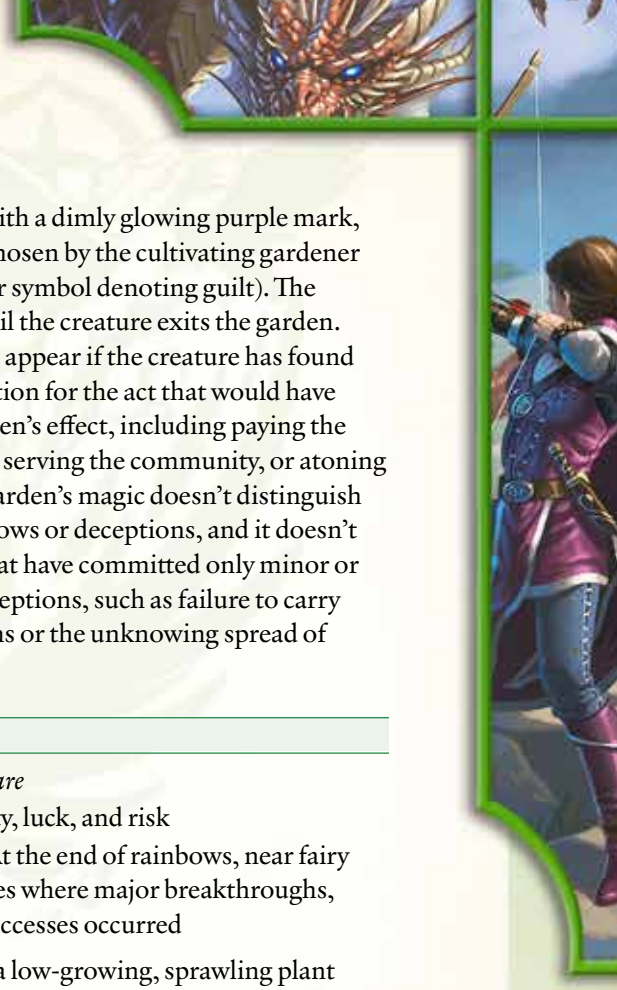
Bright Bishop Sage

Magic plant, uncommon

THEMES: Protection, sanctuary, and purification

ENVIRONMENTS: Churches and temples, outside kitchen doors, near druidic circles

Bright bishop sage is an evergreen shrub with woody stems and small blue and purple flowers. Its short, broad leaves have fine hairs, giving them a soft texture.



Minor Wort. As an action, you can burn a bundle of bright bishop sage to protect one creature, doorway, or object. The creature is protected as if it had been the target of the *protection from evil and good* spell, except the creature is protected from only celestials, fiends, and undead.

Ceremony Wort. As an action, you can sprinkle chopped sage on or in up to six plates, bowls, or glasses of nonmagical food or drink. The food and drink are purified and rendered free of poison and disease. This wort requires 2 cuttings of bright bishop sage.

Cultivated Wort (9th Level). A garden of bright bishop sage that has been cultivated for at least 8 weeks is protected by heavenly magic. Aberrations, elementals, fey, fiends, and undead can't enter the garden or a space within 15 feet of the garden, and dead bodies interred in the garden or within 15 feet of it can't be turned into undead.

Champion's Lavender

Magic plant, uncommon

THEMES: Devotion, swift healing, and truth

ENVIRONMENTS: Near shrines, where vows were honored, after steadfast vigils

Champion's lavender is a flowering shrub with narrow leaves and blue, violet, or lilac flowers growing up and around spike-like stems.

Minor Wort. As an action, you can press a sprig of champion's lavender to a creature's wound to swiftly close it and dull the ache or bring reprieve to a tired creature. The target can immediately spend one of its Hit Dice to regain hit points as if it was spending Hit Dice at the end of a short rest, or the target can make a DC 13 Constitution saving throw, recovering from one level of exhaustion on a success.

Ceremony Wort (3rd Level). If you spend 10 minutes chanting and walking the perimeter of an area no larger than a 40-foot cube while waving a bundle of lit and smoking champion's lavender, you can create a ward to keep unseen intruders at bay. If you use a censer to concentrate the smoke, you can create a ward on up to an 80-foot cube. The ward lasts 8 hours. While an invisible creature is in the warded area, it is limned with a purple glow, and each creature that was present when you warded the area is mentally alerted to its presence.

Cultivated Wort (5th Level). A garden of champion's lavender that has been cultivated for at least 4 weeks is a shrine to truth, marking any trespassing oathbreakers and deceivers. While in the garden, a creature that has broken a vow or committed a deception that intentionally caused another great harm is marked with a dimly glowing purple mark, symbol, or rune chosen by the cultivating gardener (typically a rune or symbol denoting guilt). The mark remains until the creature exits the garden. This mark doesn't appear if the creature has found justice or redemption for the act that would have triggered the garden's effect, including paying the appropriate fines, serving the community, or atoning at a temple. The garden's magic doesn't distinguish between broken vows or deceptions, and it doesn't mark creatures that have committed only minor or unintentional deceptions, such as failure to carry out promised plans or the unknowing spread of misinformation.

Chaunic Clover

Magic plant, very rare

THEMES: Prosperity, luck, and risk

ENVIRONMENTS: At the end of rainbows, near fairy circles, near places where major breakthroughs, discoveries, or successes occurred

Chaunic clover is a low-growing, sprawling plant with leaves growing in threes or fours on each stem. Its flowers are small and spiky and are typically white, purple, or yellow.

Minor Wort. As an action, you can place a sprig of chaunic clover into a pouch of copper or silver pieces, totaling no more than 99 pieces, and roll a d100. If you roll a number higher than the amount of coins in the pouch, the number of coins doubles. If your roll is a 100, the number of coins doubles and each piece magically changes into gold. If your roll is a 1, all of the coins in the pouch are destroyed and a fey creature on the same plane as you learns of your failed attempt and takes an interest in you. Regardless of the outcome, the sprig of clover is destroyed after it is activated.

Ceremony Wort. As an action, you can place a pot, kettle, or cup with a sprig of chaunic clover inside it under the shade of an old tree to summon a magic cauldron for 10 minutes. The first time you summon this cauldron, it is empty, and it becomes magically bound to you. Each time you use this wort thereafter, you summon the same cauldron. When not summoned by you, the cauldron exists on a tiny demiplane, and only a *wish* spell can access it. The cauldron can hold only coins, but it can hold any number of them. You can dismiss the cauldron early as an action. If you die, the cauldron is no longer magically bound to you, becomes nonmagical, and appears in the shade beneath one of the trees where you previously summoned it, holding whatever coins

you stored in it. If you return to life and use this wort again, you become bound to a new empty cauldron. This wort requires 1 cutting of chaunic clover.

Cultivated Wort (8th Level). A garden of chaunic clover that has been cultivated for at least 4 weeks causes nearby plant life to become healthy and bountiful. Within 1 mile of the garden, plants grow lush and full and are resistant to disease, crops double their yield, and plant creatures are 60 percent more likely to be neutral or friendly instead of hostile.

Emperor's Garlic

Magic plant, rare

THEMES: Authority, immunity, and sight beyond sight

ENVIRONMENTS: Among wildflowers, near ancient trees, in ruins or lairs once inhabited by creatures of great wisdom

Emperor's garlic is a flowering plant that grows in a tall stem from a bulb. Its leaves are flat and blade-like, and its flowers grow in a sphere at the top of the stem, typically in shades of pink and purple.

Minor Wort. You can eat a raw clove of emperor's garlic as an action and gain resistance to poison damage and have advantage on saving throws against being poisoned for 1 hour. However, you have disadvantage on all Charisma (Deception) and Charisma (Persuasion) checks for the duration. If you already have resistance to poison damage, you gain immunity to it instead.

Ceremony Wort (3rd Level). Using a bulb of emperor's garlic as a spell focus, you and at least two other characters can perform an exorcism on a possessed target for 1 minute. Each character must maintain concentration while staying within 30 feet of the possessed target. The exorcism fails if no character is maintaining concentration on the exorcism, or if all characters are more than 30 feet away from the target. If the exorcism fails, you can't attempt an exorcism again for at least 24 hours. At the end of the duration, if at least one character has maintained concentration, the target is no longer possessed as if it was the target of the break enchantment effect of the *dispel evil and good* spell. The emperor's garlic is consumed by the exorcism, regardless of success or failure. This wort requires 4 cuttings of emperor's garlic.

Cultivated Wort (5th Level). A garden of emperor's garlic that has been cultivated for at least 4 weeks protects the immediate area from undead. An undead creature that starts its turn inside of or within 100 feet of the garden must succeed on a Charisma saving throw or be turned.

Far Traveler's Freesia

Magic plant, uncommon

THEMES: Friendship, trust, purity, and innocence

ENVIRONMENTS: At shorelines, alongside crossroads, outside inns, taverns, and trading posts

Far traveler's freesia is a flowering plant with long, narrow leaves and conical flowers in shades of white, red, and yellow.

Minor Wort. As an action, you can give a gift of far traveler's freesia to one creature to win it over. If the target is hostile toward you, it must succeed on a Wisdom saving throw or it becomes indifferent toward you. A beast with an Intelligence score of 3 or lower has disadvantage on this saving throw.

Ceremony Wort. If you soak far traveler's freesia in a bowl of holy water, you can perform a ritual of protection on a number of creatures equal to 1 + your proficiency bonus. The ritual requires 10 minutes of soaking the freesia, then you must brush the water upon the brows of the targets. Each target has advantage on ability checks and saving throws against exhaustion and gains 1d6 temporary hit points for 8 hours. This wort requires 2 cuttings of far traveler's freesia.

Cultivated Wort. A garden of far traveler's freesia that has been cultivated for at least 4 weeks attracts friendly moths and butterflies. A moth or butterfly that feeds on the freesia for at least 24 hours has an Intelligence score of 6 and can speak Common and one other language spoken by the cultivating gardener. The insects are always at least indifferent toward other creatures in the garden and are usually willing to help those who ask, provided the task is simple and doesn't take them out of the garden for more than 24 hours.

Fiery Snapdragon

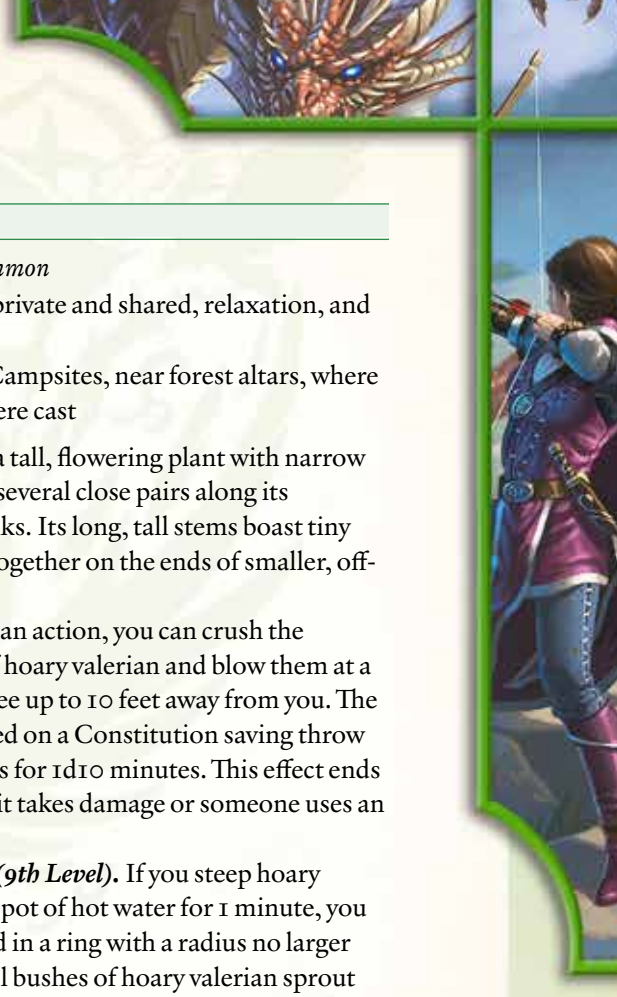
Magic plant, rare

THEMES: Fire, strength, and presence

ENVIRONMENTS: Areas devastated by forest fires, alongside scorch marks made by fire magic, near temples dedicated to deities of the sun

Fiery snapdragon is a flowering plant that grows in a series of tall, narrow stalks with leaves growing in a spiral around each stalk. Its flowers are shaped like a dragon's gaping maw and typically come in shades of yellow, pink, and red.

Minor Wort. As an action, you can place a sprig of fiery snapdragon in the flame of a lit torch to give any creature that carries it resistance to fire damage. The torch's remaining duration shortens to 10



minutes unless it was already less than 10 minutes. A creature carrying the torch can use a bonus action to extinguish the torch and gain immunity to fire damage until the start of its next turn. The torch then crumbles to dust and is destroyed.

Ceremony Wort (5th Level). If you create a bonfire laden with fiery snapdragon, you can perform a ritual of strength on one creature within 10 feet of the bonfire. The ritual requires you and the target to remain in the bonfire's heat for 10 minutes. At the end of the ritual, the target's Strength score increases to 25 for 1 hour. This wort requires 4 cuttings of fiery snapdragon.

Cultivated Wort (9th Level). A garden of fiery snapdragon that has been cultivated for at least 4 weeks repels draconic invaders. A dragon that starts its turn inside of or within 150 feet of the garden must make a Wisdom saving throw or be turned as if it was the target of the Turn Undead feature of the cleric class. Draconic creatures, such as chimeras or kobolds, can be turned by the garden, but they have advantage on the saving throw.

Gazing Hydrangea

Magic plant, very rare

THEMES: Unbinding, mental protection, and psychic strength

ENVIRONMENTS: In desert oases, near theaters and stages, outside windows that face mirrors

Gazing hydrangea is a small shrub with short, broad leaves. Its flowers grow together in hemispherical bundles with tiny flowers in the center and larger, brightly colored flowers around the sides. The brightly colored flowers come in shades of pink, blue, and purple.

Minor Wort. As an action, you can crush and toss gazing hydrangea petals at one creature you can see up to 10 feet away from you. The target must succeed on a Charisma saving throw or lose attunement to one item it is carrying or wearing at random.

Ceremony Wort. You can craft a flower crown from gazing hydrangea blooms and stems to protect your mind. Crafting the crown takes 1 hour. While wearing the crown, a creature has resistance to psychic damage and its thoughts are hidden, unable to be read by spells such as *detect thoughts*. Each crown requires 2 cuttings of gazing hydrangea and lasts for 8 hours.

Cultivated Wort (4th Level). A garden of gazing hydrangea that has been cultivated for at least 4 weeks empowers fortune telling and foresight. A divination spell cast as a ritual within the garden requires no components, and its duration is doubled.

Hoary Valerian

Magic plant, uncommon

THEMES: Dreams private and shared, relaxation, and sleep

ENVIRONMENTS: Campsites, near forest altars, where enchantments were cast

Hoary valerian is a tall, flowering plant with narrow leaves growing in several close pairs along its frond-like leaf stalks. Its long, tall stems boast tiny flowers bunched together on the ends of smaller, off-shoot stems.

Minor Wort. As an action, you can crush the leaves of a sprig of hoary valerian and blow them at a creature you can see up to 10 feet away from you. The target must succeed on a Constitution saving throw or fall unconscious for 1d10 minutes. This effect ends for the creature if it takes damage or someone uses an action to wake it.

Ceremony Wort (9th Level). If you steep hoary valerian roots in a pot of hot water for 1 minute, you can pour the liquid in a ring with a radius no larger than 20 feet. Small bushes of hoary valerian sprout and rapidly grow along the ring in 10 minutes. The plants last for 4 hours. A creature that takes a long rest inside the ring finishes its long rest in 4 hours rather than 8 and regains twice as many Hit Dice at the end of the long rest. This wort requires 4 cuttings of hoary valerian.

Cultivated Wort. A garden of hoary valerian that has been cultivated for 4 weeks causes humanoids that sleep within 1 mile of it to have shared, lucid dreams at least once each week. The dreams typically involve ordinary or peaceful daily life, but they sometimes contain minor prophetic elements.

Merchant's Mint

Magic plant, rare

THEMES: Abundance, communication, and honorable deals

ENVIRONMENTS: In tracks left by caravans, near grain silos, where treaties were signed

Merchant's mint is a low-growing, sprawling plant with square stems covered in pairs of leaves with serrated edges. Its flowers grow in clusters along narrow cones atop short stems and range in color from white to purple.

Minor Wort. As an action, you can place a sprig of merchant's mint beneath your tongue and cast the *comprehend languages* spell on yourself. The sprig must remain in your mouth for the duration of the spell. The spell ends if you spit out the mint.

Ceremony Wort. When you and another creature are at odds, write both of your names on a page, wrap it up with two sprigs of merchant's mint, and burn the bundle to summon a pseudodragon to operate as a draconic arbitrator of the dispute. Alternatively, you can summon a pact drake (see *Creature Codex*). The draconic arbitrator hears complaints from both sides to find an amicable solution and defends itself against hostile creatures, but it otherwise takes no actions. The draconic arbitrator can speak Common and Draconic and remains until the dispute is resolved, up to 1 hour. At the GM's discretion, the arbitrator can disappear early if it is summoned into a particularly dangerous location or if the disputing parties clearly don't seek resolution. This wort requires 2 cuttings of merchant's mint.

Cultivated Wort. A garden of merchant's mint that has been cultivated for at least 12 weeks guards the nearby lands from disease and famine. Within 5 miles of the garden, fields and cropland never become barren, harvests are always abundant, and livestock never grows ill when grazing from pasture.

Mirthy Hops

Magic plant, rare

THEMES: Joy, fellowship, and humor

ENVIRONMENTS: Near wheat fields, in campsites, outside drinking halls and taverns

Mirthy hops is a tall, climbing vine plant with dark green, heart-shaped leaves and fragrant, pale green flower cones covered in overlapping petals.

Minor Wort. As an action, you can eat a bud of mirthy hops to triple your jump distance for 1 minute. For the duration, your jumping appears haphazard and unplanned, and a creature that sees you jumping must succeed on a Wisdom saving throw or burst into a fit of giggles until the start of your next turn. A giggling creature has disadvantage on its next attack roll or skill check. On a successful saving throw, the creature is immune to fits of giggles caused by mirthy hops for 24 hours.

Ceremony Wort (11th Level). If you spend 1 minute singing a drinking song while holding a pitcher of ale with buds of mirthy hops floating in it, you can call on the assistance of the fey. At the end of the minute, you summon a fey creature as if you had cast the *conjure fey* spell. Unless you are in a situation where direct harm is about to befall you or the fey, the fey requires you to play a drinking game with it before it obeys any commands or agrees to any sort of service. The GM determines the nature and parameters of the drinking game, depending on the fey you summon. This wort requires 3 cuttings of mirthy hops.

Cultivated Wort. A garden of mirthy hops that has been cultivated for at least 4 weeks defends the surrounding lands from overwhelming terror. Each creature within 1 mile of the garden has advantage on saving throws against being frightened, and it has disadvantage on Charisma (Intimidation) checks.

Nimbus Daffodil

Magic plant, uncommon

THEMES: Change, cycle of the seasons, and weather

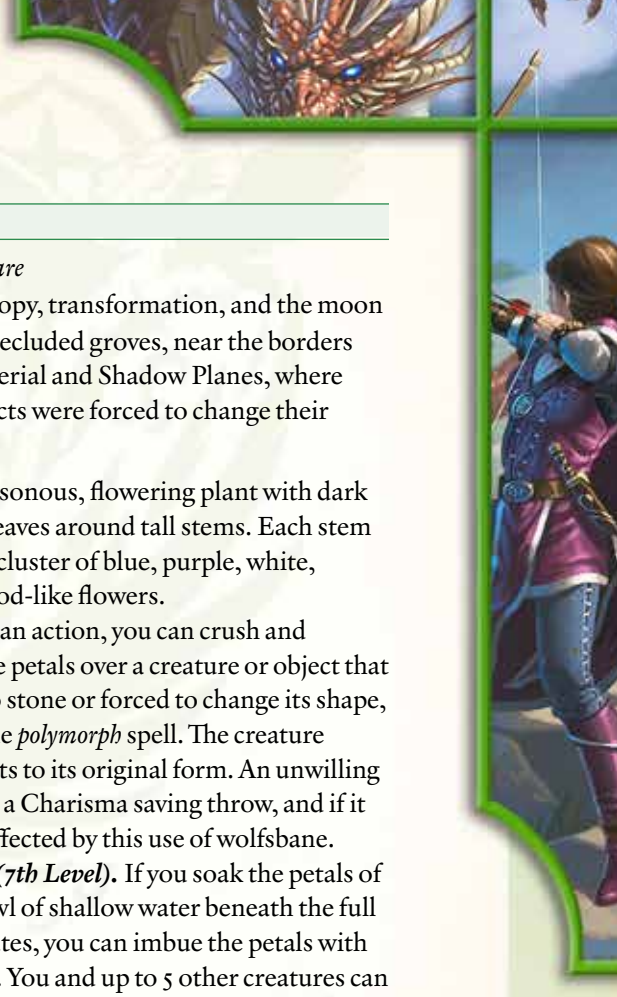
ENVIRONMENTS: Bottoms of waterfalls, near recent rainfall puddles, alongside riverbanks

Nimbus daffodil is a flowering plant with a central, branching stem that grows from a bulb. Long, narrow leaves grow close around this stem, and a two-layered, trumpet-shaped flower blooms from its top. These typically droop downwards and range in shades of yellow and white with the different layers having different colors.

Minor Wort. As an action, you can break a daffodil stem in two to create a 20-foot-radius sphere of fog centered on you. This effect otherwise works like the *fog cloud* spell.

Ceremony Wort (6th Level). If you spend 10 minutes dancing outside while holding a wand made from bundled nimbus daffodils, you can summon rain. The rain cloud appears in the shape of a cylinder that is 10 feet tall with a 120-foot radius, centered on a point you can see 100 feet directly above you. For 1 minute, plants in the area are sufficiently watered, open containers in the area are filled with fresh water, and the range or duration (spellcaster's choice) of a spell cast in the area that creates or controls water, clouds, or weather is doubled. For a spell to benefit from this effect, the spellcaster must be in the rain's area, but the spell's effect doesn't need to be. If the spell requires concentration, the spellcaster must still maintain concentration, even if the duration is doubled. If you use your action to perform this dance and four other creatures, each 6th level or higher and equipped with a wand of nimbus daffodils, use a reaction to dance with you, the rain appears on initiative count 20 of the next round without requiring you to dance for the full 10 minutes. This wort requires 3 cuttings of nimbus daffodils.

Cultivated Wort (7th Level). A garden of nimbus daffodil that has been cultivated for 5 weeks protects the surrounding area from inclement weather. Within 5 miles of the garden, the skies are rarely overcast,



sunlight is gentle and warm, and light rain or snow falls every morning, when seasonally appropriate. Though this sunlight is gentle, it is no less dangerous to creatures harmed by sunlight, such as vampires.

Old Elvish Rose

Magic plant, very rare

THEMES: Contradictions, grace, and peaceful intentions

ENVIRONMENTS: Near the homes of fey, where proposals were made, around forgotten towers

Old elvish rose is a flowering shrub with leaves growing alternately on stems covered in sickle-shaped thorns. Its broad flowers have a cup-like structure and typically come in shades of white, pink, yellow, and red.

Minor Wort. As an action, you can cut an old elvish rose across the blade of a weapon that deals slashing damage to cause thorns to sprout from it for 1 minute. While covered in thorns, the weapon deals an extra 1d6 piercing damage to any target it hits.

Ceremony Wort (2nd Level). If you spend 10 minutes drawing a bath of water infused with old elvish roses, a creature can soak in the water for 1 hour to ward away fears and unwanted advances. This soaking can be done during a short rest. At the end of the hour, the creature has advantage on saving throws against being charmed and frightened until it finishes a long rest. If the creature already has advantage against being charmed or frightened when it exits the bath, it has immunity to that condition instead. This wort requires 2 cuttings of old elvish rose.

Cultivated Wort (9th Level). A garden of old elvish roses that has been cultivated for at least 26 weeks quells strong emotions. A hostile humanoid or beast that enters or starts its turn inside of the garden or within 100 feet of it must succeed on a Charisma saving throw or become indifferent toward creatures it was previously hostile toward. This indifference ends if the creature is attacked or harmed or if it witnesses any of its allies being harmed. In addition, any effect that causes a humanoid or beast to be charmed or frightened is suppressed while the creature is inside the garden. When the creature leaves the garden, the effect resumes, provided that its duration hasn't expired in the meantime. This wort otherwise works like the *calm emotions* spell.

Wolfsbane

Magic plant, very rare

THEMES: Lycanthropy, transformation, and the moon

ENVIRONMENTS: Secluded groves, near the borders between the Material and Shadow Planes, where creatures or objects were forced to change their shapes

Wolfsbane is a poisonous, flowering plant with dark green, palm-like leaves around tall stems. Each stem is crowned with a cluster of blue, purple, white, yellow, or pink hood-like flowers.

Minor Wort. As an action, you can crush and sprinkle wolfsbane petals over a creature or object that has been turned to stone or forced to change its shape, such as through the *polymorph* spell. The creature immediately reverts to its original form. An unwilling creature can make a Charisma saving throw, and if it succeeds, it is unaffected by this use of wolfsbane.

Ceremony Wort (7th Level). If you soak the petals of wolfsbane in a bowl of shallow water beneath the full moon for 10 minutes, you can imbue the petals with the moon's power. You and up to 5 other creatures can consume the petals to cast *polymorph* on yourselves, each of you transforming into a dire wolf. While a creature is in the form of the dire wolf, it retains its Intelligence, Wisdom, and Charisma scores. This transformation lasts until dawn's first light touches a transformed creature, the creature drops to 0 hit points or dies, or the creature is forced to revert to its original form by some other means. This wort requires 3 cuttings of wolfsbane.

Cultivated Wort (5th level). A garden of wolfsbane that has been cultivated for at least 8 weeks cleanses lycanthropy within it. A creature afflicted with lycanthropy that takes a long rest in the garden is cured of lycanthropy. During the long rest, the lycanthrope must make death saving throws as the magic of the garden attacks the affliction. If the lycanthrope fails three death saving throws before succeeding on three death saving throws, it perishes, but the lycanthropy is removed in the process. If a creature afflicted with lycanthropy received the lycanthropy through heritage, such as a werewolf with a werewolf parent, the garden removes the lycanthropy only if the creature is willing and remains within the garden for 1 week. Such a creature must make the death saving throws on only the first long rest in the garden.

SPELLS

Spells related to the new magic, class options, and feats in this book are detailed here. The spells are listed in alphabetical order. Refer to specific spell lists to see which spells your character can use.

SPELL LISTS

The spell lists are organized by class. Some classes might not have new spells in this book for a particular level. In such cases, that level is not listed under the class's spell list.

Bard

Cantrips (0 Level)

Hypnic Jerk

1st Level

Adjust Position
Damaging Intel
Glare
Heart to Heart
Ill-Fated Word
Less Fool, I
Lightless Torch
Muted Foe
Outmaneuver
Sneer
Subliminal Aversion

2nd Level

Butterfly Effect
Fey-Touched Blade
Frenzied Bolt
Fuse Armor
Glyph of Shifting
Portal Trap
Shadow's Brand
Silvershout
Spite

3rd Level

Armored Formation
Bolster Fortifications
Dimensional Shove
Iron Gut
Jagged Forcelance
Never Surrender
Oathbound Implement
Shared Frenzy

4th Level

Dreamwine
Harry
Hypnagogia
Inspiring Speech
Mass Faerie Fire
Power Word Rend
Reaper's Knell
Reposition
Reset
Sacrificial Healing
Sudden Stampede
Trollish Charge

5th Level

Babble
Battle Mind
Convey Inner Peace
Enchanted Bloom
Ethereal Stairs
Maim

6th Level

Mind Maze

7th Level

Long Game
Mirror Realm

8th Level

Door of the Far Traveler

9th Level

Furious Wail

Cleric

1st Level

Adjust Position
Divine Retribution
Feint
Gird the Spirit
Less Fool, I
Lightless Torch
Muted Foe
Outmaneuver
Rockfall Ward
Stone Aegis
Subliminal Aversion

2nd Level

Fuse Armor
Mantle of the Brave
Portal Trap
Shadow's Brand
Sightburst
Silvershout

3rd Level

Bardo
Blunted Edge
Inexorable Summons
Invested Champion
Iron Gut
Life from Death
Never Surrender
Oathbound Implement
Spiked Barricade

4th Level

Forced Reposition
Harry
Hypnagogia
Inspiring Speech
Reaper's Knell
Repulsing Wall
Reset
Rive
Stone Fetch
Trollish Charge
War Horn

5th Level

Convey Inner Peace
Ethereal Stairs
Lay to Rest
Maim
Pierce the Veil

6th Level

Mind Maze

7th Level

Conjure Spectral Allies
Immolating Gibbet

8th Level

Door of the Far Traveler

Druid

Cantrips (0 Level)
- Treeheal

1st Level
- Ambush
- Bloodhound
- Gird the Spirit
- Illuminate Spoor
- Rockfall Ward
- Stone Aegis
- Subliminal Aversion

2nd Level
- Bombardment of Stings
- Butterfly Effect
- Calm Beasts
- Magma Spray
- Mark Prey
- Mud
- Oversized Paws
- Shadow Tree
- Shocking Volley
- Threshold Slip
- Toothless Beast

3rd Level
- Burst Stone
- Going in Circles
- Steam Gout
- Tracer
- Vine Carpet

4th Level
- Beast Within
- Crown of Thorns
- Harry
- Hunting Stand
- Hypnagogia
- Mass Faerie Fire
- Reset
- Rive
- Storm of Wings
- Sudden Slue
- Sudden Stampede

5th Level
- Convey Inner Peace
- Enchanted Bloom
- Harrying Hounds
- Maim

6th Level
- Toadstool Ring

7th Level
- Wild Hunt

8th Level
- Door of the Far Traveler

9th Level
- Eruption
- Furious Wail

Paladin

1st Level
- Divine Retribution
- Feint
- Gird the Spirit
- Heart to Heart
- Litany of Sure Hands
- Outmaneuver

2nd Level
- Lance
- Mantle of the Brave
- Safe Transposition

3rd Level
- Bardo
- Invested Champion
- Life from Death
- Martyr's Rally
- Never Surrender

4th Level
- Inspiring Speech
- Repulsing Wall
- Reset
- War Horn

5th Level
- Battle Mind
- Lay to Rest
- Life Burst
- Pierce the Veil

Ranger

1st Level
- Abrupt Hug
- Ambush
- Bloodhound
- Hunter's Endurance
- Illuminate Spoor
- Jarring Growl
- Suppress Regeneration

2nd Level
- Bombardment of Stings
- Calm Beasts
- Dead Walking
- Instant Snare
- Mark Prey
- Oversized Paws
- Shadow Tree
- Shadow's Brand
- Shocking Volley
- Toothless Beast

3rd Level
- Going in Circles
- Never Surrender
- Piper's Lure
- Tracer
- Vine Carpet

4th Level
- Beast Within
- Harry
- Heart-Seeking Arrow
- Hunting Stand
- Storm of Wings
- Sudden Stampede

5th Level
- Harrying Hounds
- Killing Fields

Sorcerer

1st Level
- Ambush
- Bloodhound
- Glare
- Heart to Heart
- Ill-Fated Word
- Lightless Torch
- Muted Foe
- Outmaneuver
- Rockfall Ward
- Sneer
- Suppress Regeneration

2nd Level
- Betraying Bauble
- Bombardment of Stings
- Butterfly Effect
- Dead Walking
- Fey-Touched Blade
- Frenzied Bolt
- Fuse Armor
- Magma Spray
- Portal Trap
- Shadow Tree
- Shadow's Brand
- Sightburst
- Smelting Blast
- Spite
- Toothless Beast

3rd Level
- Ambush Chute
- Armored Formation
- Bardo
- Blunted Edge
- Bound Haze
- Burst Stone
- Emerald Eyes
- Fey Food
- Going in Circles
- High Ground
- Inexorable Summons
- Iron Gut
- Jagged Forcelance
- Piper's Lure
- Portal Jaunt
- Power Word Fling
- Secret Blind
- Steam Gout

4th Level
- Crown of Thorns
- Forced Reposition
- Harry
- Power Word Rend
- Reaper's Knell
- Reposition
- Sacrificial Healing
- Stone Fetch
- Trollish Charge

5th Level
- Babble
- Battle Mind
- Convey Inner Peace
- Deadly Salvo
- Enchanted Bloom
- Harrying Hounds
- Maim

6th Level
Toadstool Ring

7th Level
Immolating Gibbet
Long Game
Mirror Realm
Wild Hunt

9th Level
Devouring Darkness
Furious Wail

Warlock

1st Level
Adjust Position
Damaging Intel
Feint
Glare
Hunter's Endurance
Jarring Growl
Lightless Torch
Muted Foe
Outmaneuver
Rockfall Ward
Sneer
Stone Aegis
Suppress Regeneration

2nd Level
Betraying Bauble
Butterfly Effect
Dead Walking
Fuse Armor
Magma Spray
Portal Trap
Shadow's Brand
Sightburst
Smelting Blast
Threshold Slip
Toothless Beast

3rd Level
Ambush Chute
Armored Formation
Blunted Edge
Bound Haze
Burst Stone
Dimensional Shove
Emerald Eyes
Fey Food
Going in Circles
Inexorable Summons
Jagged Forcelance
Power Word Fling
Reciprocating Portal
Secret Blind
Steam Gout

4th Level
Beast Within
Crown of Thorns
Forced Reposition
Power Word Rend
Reaper's Knell
Reposition
Repulsing Wall
Rive
Sacrifice Pawn
Stone Fetch
Trollish Charge

5th Level
Convey Inner Peace
Enchanted Bloom
Harrying Hounds
Pierce the Veil

7th Level
Conjure Spectral Allies
Immolating Gibbet
Long Game
Wild Hunt

9th Level
Furious Wail

Wizard

Cantrips (0 Level)
Hypnic Jerk

1st Level
Adjust Position
Ambush
Bloodhound
Feint
Heart to Heart
Ill-Fated Word
Lightless Torch
Misdirection
Muted Foe
Outmaneuver
Protection from the Void
Retribution
Rockfall Ward
Sneer
Subliminal Aversion
Suppress Regeneration

2nd Level
Betraying Bauble
Bloodlust
Bombardment of Stings
Butterfly Effect
Dead Walking
Frenzied Bolt
Fuse Armor
Glyph of Shifting
Lance
Magma Spray
Mud
Portal Trap
Shadow Tree
Shadow's Brand
Shocking Volley
Sightburst
Smelting Blast
Spite
Threshold Slip
Toothless Beast

3rd Level
Ambush Chute
Armored Formation
Bardo
Blunted Edge
Bolster Fortifications
Bound Haze
Burst Stone
Dimensional Shove
Emerald Eyes
Fey Food
Going in Circles
High Ground
Inexorable Summons
Iron Gut
Jagged Forcelance
Piper's Lure
Portal Jaunt
Power Word Fling
Rebounding Bolt
Reciprocating Portal
Secret Blind
Spiked Barricade
Steam Gout

4th Level
Crown of Thorns
Dreamwine
Forced Reposition
Harry
Hypnagogia
Power Word Rend
Reaper's Knell
Reposition
Repulsing Wall
Reset
Rive
Sacrifice Pawn
Sacrificial Healing
Stone Fetch
Trollish Charge
War Horn

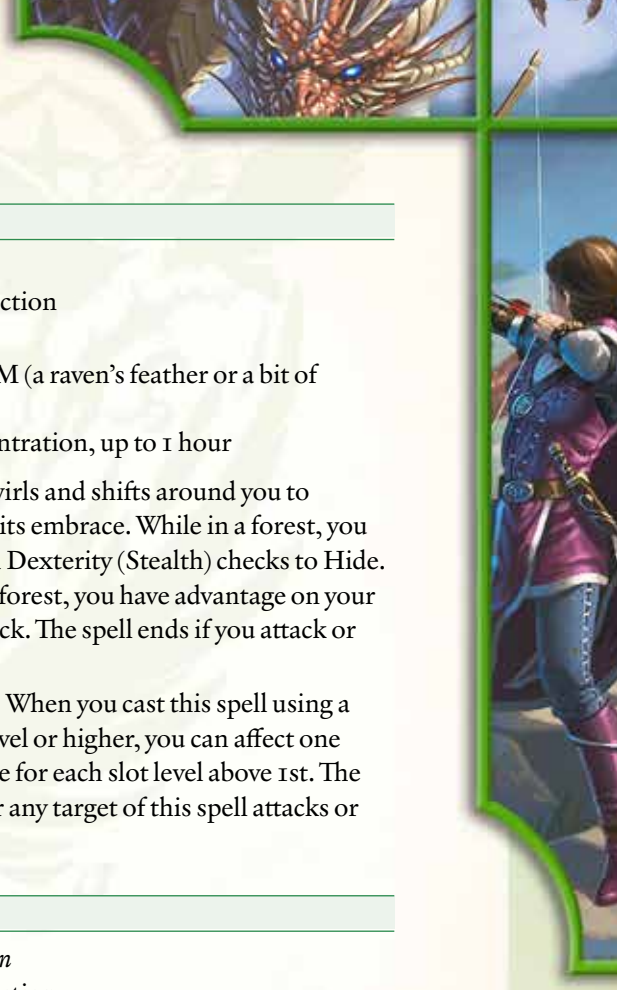
5th Level
Babble
Battle Mind
Convey Inner Peace
Deadly Salvo
Enchanted Bloom
Ethereal Stairs
Harrying Hounds
Maim
Pierce the Veil

6th Level
Conjure Construct
Gale
Instant Armored Vehicle
Mind Maze
Pincer
Toadstool Ring

7th Level
Clear the Board
Conjure Spectral Allies
Immolating Gibbet
Long Game
Mirror Realm

8th Level
Door of the Far Traveler

9th Level
Devouring Darkness
Eruption
Furious Wail



SPELL DESCRIPTIONS

All spells are listed in alphabetical order. Some of the spells indicate if they are associated with a particular field of magic, such as liminal. These spells might be available only to classes who study that magic or to those who find the spells in scrolls and spellbooks in the world. Some specialized fields of magic, such as Void, are detailed further in *Deep Magic for 5th Edition*, though that book isn't necessary to use the spells presented in this chapter. As always, check with your GM before adding any of the spells here to your character's spell list.

Abrupt Hug

1st-level transmutation
Casting Time: 1 reaction, which you take when you or a creature within 30 feet of you takes an Attack action
Range: 30 feet
Components: V
Duration: Instantaneous

You or the creature taking the Attack action can immediately make an unarmed strike. In addition to dealing damage with the unarmed strike, the target can grapple the creature it hit with the unarmed strike.

Adjust Position

1st-level transmutation
Casting Time: 1 bonus action
Range: 30 feet
Components: V
Duration: Instantaneous

You adjust the location of an ally to a better tactical position. You move one willing creature within range 5 feet. This movement does not provoke opportunity attacks. The creature moves bodily through the intervening space (as opposed to teleporting), so there can be no physical obstacle (such as a wall or a door) in the path.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target an additional willing creature for each slot level above 1st.

Ambush

1st-level illusion
Casting Time: 1 action
Range: Self
Components: S, M (a raven's feather or a bit of panther fur)
Duration: Concentration, up to 1 hour

The forest floor swirls and shifts around you to welcome you into its embrace. While in a forest, you have advantage on Dexterity (Stealth) checks to Hide. While hidden in a forest, you have advantage on your next Initiative check. The spell ends if you attack or cast a spell.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can affect one additional creature for each slot level above 1st. The spell ends if you or any target of this spell attacks or casts a spell.

Ambush Chute

3rd-level conjuration
Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Concentration, up to 10 minutes

You touch a wooden, plaster, or stone surface and create a passage with two trapdoors. The first trapdoor appears where you touch the surface, and the other appears at a point you can see up to 30 feet away. The two trapdoors can be wooden with a metal ring handle, or they can match the surrounding surfaces, each with a small notch for opening the door. The two trapdoors are connected by an extradimensional passage that is up to 5 feet wide, up to 5 feet tall, and up to 30 feet long. The trapdoors don't need to be on the same surface, allowing the passage to connect two separated locations, such as the two sides of a chasm or river. The passage is always straight and level for creatures inside it, and the creatures exit the tunnel in such a way that allows them to maintain the same orientation as when they entered the passage. No more than five creatures can transit the passage at the same time.

When the spell ends and the trapdoors disappear, any creatures or objects still in the passage created by the spell are safely ejected to an unoccupied space nearest the end of the passage closest to them.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the length of the passage and the distance you can place the second trapdoor increases by 10 feet for each slot level above 3rd.

Armored Formation

3rd-level abjuration
Casting Time: 1 bonus action
Range: 60 feet
Components: V, S, M (a miniature shield carved from wood)
Duration: Concentration, up to 10 minutes

You bolster the defenses of those nearby. Choose up to twelve willing creatures in range. When an affected creature is within 5 feet of at least one other affected creature, they create a formation. The formation must be a contiguous grouping of affected creatures, and each affected creature must be within 5 feet of at least one other affected creature within the formation. If the formation ever has less than two affected creatures, it ends, and an affected creature that moves further than 5 feet from other creatures in formation is no longer in that formation. Affected creatures don't have to all be in the same formation, and they can create or end as many formations of various sizes as they want for the duration of the spell. Each creature in a formation gains a bonus depending on how many affected creatures are in that formation.

Two or More Creatures. Each creature gains a +2 bonus to AC.

Four or More Creatures. Each creature gains a +2 bonus to AC, and when it hits with any weapon, it deals an extra 1d6 damage of the weapon's type.

Six or More Creatures. Each creature gains a +3 bonus to AC, and when it hits with any weapon, it deals an extra 2d6 damage of the weapon's type.

Babble

5th-level enchantment (chaos)
Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 hour

This spell causes the speech of affected creatures to sound like nonsense. Each creature in a 30-foot-radius sphere centered on a point you choose within range must succeed on an Intelligence saving throw when you cast this spell or be affected by it.

An affected creature cannot communicate in any spoken language that it knows. When it speaks, the words come out as gibberish. Spells with verbal components cannot be cast. The spell does not affect telepathic communication, nonverbal communication, or sounds emitted by any creature that does not have a spoken language. As an action, a creature under the effect of this spell can attempt another Intelligence saving throw against the effect. On a successful save, the spell ends.

Bardo

3rd-level necromancy (liminal)
Casting Time: 1 reaction, which you take when you see a creature within 30 feet of you die
Range: 30 feet
Components: V S M (a pinch of dirt from a graveyard)
Duration: Instantaneous

You capture some of the fading life essence of the triggering creature, drawing on the energy of the tenuous moment between life and death. You can then use this essence to immediately harm or help a different creature you can see within range. If you choose to harm, the target must make a Wisdom saving throw. The target takes psychic damage equal to 6d8 + your spellcasting ability modifier on a failed save, or half as much damage on a successful one. If you choose to help, the target regains hit points equal to 3d8 + your spellcasting ability modifier. This spell can't be triggered by the death of a construct or an undead creature, and it can't restore hit points to constructs or undead.

Battle Mind

5th-level divination (ritual)
Casting Time: 1 action
Range: Self
Components: V, S, M (a bit of spiderweb or a small crystal orb)
Duration: Concentration, up to 10 minutes

You gain a preternatural sense of the surrounding area, allowing you insights you can share with comrades to provide them with an edge in combat. You gain advantage on Wisdom (Perception) checks made when determining surprise at the beginning of a combat encounter. If you are not surprised, then neither are your allies. When you are engaged in combat while the spell is active, you can use a bonus action on your turn to produce one of the following effects (allies must be able to see or hear you in order to benefit):

- One ally gains advantage on its next attack roll, saving throw, or ability check.
- An enemy has disadvantage on the next attack roll it makes against you or an ally.
- You divine the location of an invisible or hidden creature and impart that knowledge to any allies who can see or hear you. This knowledge does not negate any advantages the creature has, it only allows your allies to be aware of its location at the

time. If the creature moves after being detected, its new location is not imparted to your allies.

- Three allies who can see and hear you on your turn are given the benefit of a *bless*, *guidance*, or *resistance* spell on their turns; you choose the benefit individually for each ally. An ally must use the benefit on its turn, or the benefit is lost.

Beast Within

4th-level transmutation
Casting Time: 1 round
Range: 30 feet
Components: V, S, M (fang from a lycanthrope)
Duration: Concentration, up to 1 hour

You imbue a willing creature with a touch of lycanthropy. The target gains a few bestial qualities appropriate to the type of lycanthrope you choose, such as tufts of fur, elongated claws, a fang-lined maw or tusks, and similar features. For the duration, the target has resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks that aren't silvered. In addition, the target has advantage on Wisdom (Perception) checks that rely on hearing or smell. Finally, the creature can use its new claws and jaw or tusks to make unarmed strikes. The claws deal slashing damage equal to 1d4 + the target's Strength modifier on a hit. The bite deals piercing damage equal to 1d6 + the target's Strength modifier on a hit. The target's bite doesn't inflict lycanthropy.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can target one additional creature for each spell slot above 4th.

Betraying Bauble

2nd-level divination
Casting Time: 1 action
Range: Touch
Components: V, S
Duration: 24 hours

When you cast this spell, you touch a pair of objects. Each object must be small enough to fit in one hand. While holding one of the objects, you can sense the direction to the other object's location. If the paired object is in motion, you know the direction and relative speed of its movement (walking, running, galloping, or similar). When the two objects are within 30 feet of each other, they vibrate faintly unless they are touching. If you aren't holding either item and the spell hasn't ended, you can sense the direction of the closest of the two objects within 1,000 feet of you, and you can sense if it is in motion. If neither object is within 1,000 feet of you, you sense the closest object as soon as you come within 1,000 feet of one of them.

If an inch or more of lead blocks a direct path between you and an affected object, you can't sense that object.

Bloodhound

1st-level transmutation
Casting Time: 1 action
Range: Touch
Components: V, S, M (a drop of ammonia)
Duration: 8 hours

You touch a willing creature to grant it an enhanced sense of smell. For the duration, that creature has advantage on Wisdom (Perception) checks that rely on smell and Wisdom (Survival) checks to follow tracks.

At Higher Levels. When you cast this spell using a 3rd-level spell slot, you also grant the target blindsight out to a range of 30 feet for the duration.

Bloodlust

2nd-level enchantment
Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Concentration, up to 1 minute

You imbue a willing creature that you can see within range with vitality and fury. The target gains 1d6 temporary hit points, has advantage on Strength checks, and deals an extra 1d6 damage when it hits with a weapon attack. When the spell ends, the target suffers one level of exhaustion for 1 minute.

Blunted Edge

3rd-level enchantment
Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 minute

Choose a creature that you can see within range. The target must succeed on a Wisdom saving throw or have disadvantage on weapon attack rolls. In addition, when an affected creature rolls damage dice for a successful attack, it must roll the weapon's damage dice twice and use the lower total. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the spell ends on the target.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can target one additional creature for each slot level above 3rd. The

creatures must be within 30 feet of each other when you target them.

Bolster Fortifications

3rd-level abjuration
Casting Time: 10 minutes
Range: 120 feet
Components: V, S, M (a piece of metal, stone, or wood)
Duration: 8 hours

You create a ward that bolsters a structure or a collection of structures that occupy up to 2,500 square feet of floor space. The bolstered structures can be up to 20 feet tall and shaped as you desire. You can ward several small buildings in a stronghold by dividing the area among them, as long as you can walk into each contiguous area while you are casting the spell. For the purpose of this spell, "structures" include walls, such as the palisade that might surround a small fort, provided the wall is no more than 20 feet tall.

For the duration, each structure you bolstered has a damage threshold of 5. If a structure already has a damage threshold, that threshold increases by 5.

This spell protects only the walls, support beams, roofs, and similar that make up the core components of the structure. It doesn't bolster objects within the structures, such as furniture.

The protected structure or structures radiate magic. A *dispel magic* cast on a structure removes the bolstering from only that structure.

You can create a permanently bolstered structure or collection of structures by casting this spell there every day for one year.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the square feet of floor space you can bolster increases by 500 and the damage threshold increases by 2 for each slot level above 3rd.

Bombardment of Stings

2nd-level evocation
Casting Time: 1 action
Range: Self (30-foot cone)
Components: V, S, M (a handful of bee stingers)
Duration: Instantaneous

Each creature in a 30-foot cone must make a Dexterity saving throw. On a failed save, a creature takes 4d6 piercing damage and is poisoned for 1 minute. On a successful save, a creature takes half as much damage and isn't poisoned. At the end of each of its turns, a poisoned target can make a Constitution saving throw. On a success, the condition ends on the target.

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

Bound Haze

3rd-level conjuration
Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Concentration, up to 1 minute

You cause a swirling gyre of dust, small rocks, and wind to encircle a creature you can see within range. The target must succeed on a Dexterity saving throw or have disadvantage on attack rolls and on Wisdom (Perception) checks. At the end of each of its turns, the target can make a Dexterity saving throw. On a success, the spell ends.

In addition, if the target is within a cloud or gas, such as the area of a *fog cloud* spell or a dretch's Fetid Cloud, the affected target has disadvantage on this spell's saving throws and on any saving throws associated with being in the cloud or gas, such as the saving throw to reduce the poison damage the target might take from starting its turn in the area of a *cloudkill* spell.

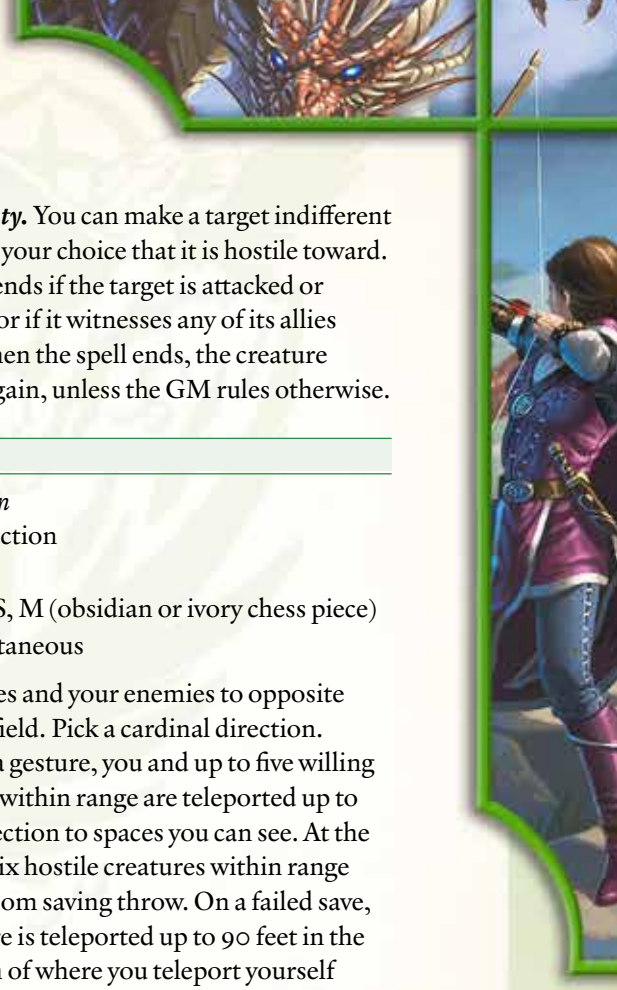
At Higher Levels. If you cast this spell using a spell slot of 4th level or higher, the duration is 1 minute, and the spell doesn't require concentration.

Burst Stone

3rd-level evocation
Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Instantaneous

You cause the ground at a point you can see within range to explode. The ground must be sand, earth, or unworked rock. Each creature within 10 feet of that point must make a Dexterity saving throw. On a failed save, the creature takes 4d8 bludgeoning damage and is knocked prone. On a successful save, the creature takes half as much damage and isn't knocked prone. The area then becomes difficult terrain with a 5-foot-deep pit centered on the point you chose.

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 level above 3rd.



Butterfly Effect

2nd-level enchantment
Casting Time: 1 action
Range: 60 feet
Components: V, M (a butterfly wing)
Duration: Concentration, up to 1 minute

You cause a cloud of illusory butterflies to swarm around a target you can see within range. The target must succeed on a Charisma saving throw or be charmed for the duration. While charmed, the target can't take reactions and must roll a d10 at the start of each of its turns to determine its behavior for that turn.

d10	Behavior
1	The creature uses all its movement to move in a random direction. To determine the direction, roll a d8 and assign a direction to each die face. The creature doesn't take an action this turn.
2–6	The creature doesn't take an action this turn.
7–8	The creature uses its action to make a melee attack against a randomly determined creature within its reach. If there is no creature within its reach, the creature does nothing this turn.
9–10	The creature can act and move normally.

At the end of each of its turns, and each time it takes damage, the target can make another Charisma saving throw. On a success, the spell ends on the target.

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

Calm Beasts

2nd-level enchantment
Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 minute

You attempt to calm aggressive or frightened animals. Each beast in a 20-foot-radius sphere centered on a point you choose within range must make a Charisma saving throw. If a creature fails its saving throw, choose one of the following two effects.

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

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

Clear the Board

7th-level conjuration
Casting Time: 1 action
Range: 120 feet
Components: V, S, M (obsidian or ivory chess piece)
Duration: Instantaneous

You send your allies and your enemies to opposite sides of the battlefield. Pick a cardinal direction. With a shout and a gesture, you and up to five willing friendly creatures within range are teleported up to 90 feet in that direction to spaces you can see. At the same time, up to six hostile creatures within range must make a Wisdom saving throw. On a failed save, the hostile creature is teleported up to 90 feet in the opposite direction of where you teleport yourself and the friendly creatures to spaces you can see. You can't teleport a target into dangerous terrain, such as lava or off the edge of a cliff, and each target must be teleported to an unoccupied space that is on the ground or on a floor.

Conjure Construct

6th-level conjuration
Casting Time: 1 action
Range: 60 feet
Components: V, M (a small metal figurine)
Duration: Concentration, up to 1 minute

You summon a construct of challenge rating 5 or lower to harry your foes. It appears in an unoccupied space you can see within range. It disappears when it drops to 0 hit points or when the spell ends.

The construct is friendly to you and your companions for the duration. Roll initiative for the construct, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands to the construct, it defends itself from hostile creatures but otherwise takes no actions.

If your concentration is broken, the construct doesn't disappear. Instead, you lose control of the construct, it becomes hostile toward you and your companions, and it might attack. An uncontrolled construct can't be dismissed by you, and it disappears 1 hour after you summoned it.

The construct deals double damage to objects and structures.

The GM has the construct's statistics.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the challenge rating increases by 1 for each slot level above 5th.

Conjure Spectral Allies

7th-level necromancy
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a pinch of graveyard dirt)
Duration: Instantaneous

You sprinkle some graveyard dirt before you and call forth vengeful spirits. The spirits erupt from the ground at a point you choose within range and sweep outward. Each creature in a 30-foot-radius sphere centered on that point must make a Wisdom saving throw. On a failed save, a creature takes 6d10 necrotic damage and becomes frightened for 1 minute. On a successful save, the creature takes half as much damage and isn't frightened.

At the end of each of its turns, a creature frightened by this spell can make another saving throw. On a success, this spell ends on the creature.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, the damage increases by 1d10 for each slot level above 7th.

Convey Inner Peace

5th-level transmutation
Casting Time: 10 minutes
Range: 30 feet
Components: V, S, M (powdered gemstones worth at least 50 gp, which the spell consumes)
Duration: 24 hours

You imbue yourself and up to five willing creatures within range with the ability to enter a meditative trance like an elf. Once before the spell ends, an affected creature can complete a long rest in 4 hours, meditating as an elf does while in trance. After resting in this way, each creature gains the same benefit it would normally gain from 8 hours of rest.

Crown of Thorns

4th-level enchantment
Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a piece of thorned vine)
Duration: Concentration, up to 1 minute

You create a psychic binding on the mind of a creature within range. Until this spell ends, the creature must make a Charisma saving throw each time it casts a spell. On a failed save, it takes 2d6 psychic damage, and it fails to cast the spell. It doesn't expend a spell slot if it fails to cast the spell.

Damaging Intel

1st-level divination
Casting Time: 1 action
Range: 120 feet
Components: V
Duration: 1 round

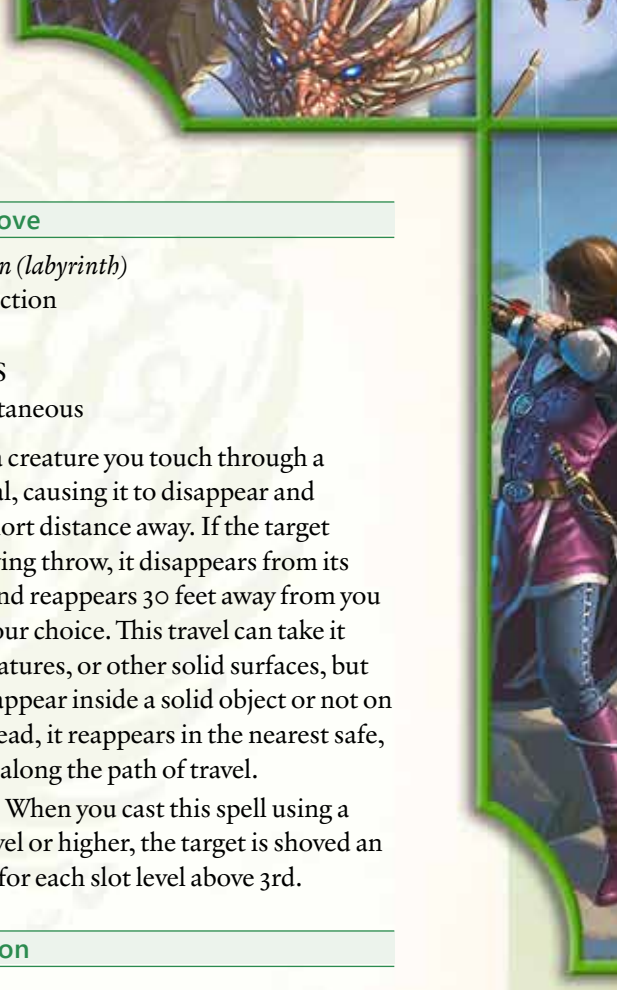
You study a creature you can see within range, learning its weaknesses. The creature must make a Charisma saving throw. If it fails, you learn its damage vulnerabilities, damage resistances, and damage immunities, and the next attack one of your allies in range makes against the target before the end of your next turn has advantage.

Dead Walking

2nd-level illusion
Casting Time: 1 action
Range: 10 feet
Components: V, S, M (a copper piece)
Duration: Concentration, up to 1 hour

As part of the casting of this spell, you place a copper piece under your tongue. This spell makes up to six willing creatures you can see within range invisible to undead for the duration. Anything a target is wearing or carrying is invisible as long as it is on the target's person. The spell ends for all targets if one target attacks or casts a spell.

At Higher Levels. When you cast this spell using a 3rd-level spell slot, it lasts for 1 hour without requiring your concentration. When you cast this spell using a spell slot of 4th level or higher, the duration increases by 1 hour for each slot level above 3rd.



Deadly Salvo

5th-level evocation
Casting Time: 1 action
Range: 120 feet
Components: V, S, M (five firearm paper cartridges)
Duration: Instantaneous

When you cast this spell, the ammunition flies from your hand with a loud bang, targeting up to five creatures or objects you can see within range. You can launch the bullets at one target or several. Make a ranged spell attack for each bullet. On a hit, the target takes 3d6 piercing damage. This damage can experience a burst, as described in the gunpowder weapon property (see the Adventuring Gear chapter), but this spell counts as a single effect for the purposes of determining how many times the damage can burst, regardless of the number of targets affected.

Devouring Darkness

9th-level evocation (liminal)
Casting Time: 1 action
Range: 300 feet
Components: V, S
Duration: Concentration, up to 1 minute

Terrifying and nightmarish monsters exist within the unknown void of the in-between. Choose up to six points you can see within range. Voidlike, magical darkness spreads from each point to fill a 10-foot-radius sphere for the duration. The darkness spreads around corners. A creature with darkvision can't see through this darkness, and no light, magical or nonmagical, can illuminate it.

Each creature inside a sphere when this spell is cast must make a Dexterity saving throw. On a failed save, the creature takes 6d10 piercing damage and 5d6 psychic damage and is restrained until it breaks free as unseen entities bite and tear at it from the Void. Once a successful save, the creature takes half as much damage and isn't restrained. A restrained creature can use its action to make a Strength check against your spell save DC. If it succeeds, it is no longer restrained.

When a creature enters a sphere for the first time on a turn or starts its turn in a sphere, that creature must make an Intelligence saving throw. The creature takes 5d6 psychic damage on a failed save, or half as much damage on a successful one.

Once created, the spheres can't be moved. A creature in overlapping spheres doesn't suffer additional effects for being in more than one sphere at a time.

Dimensional Shove

3rd-level conjuration (labyrinth)
Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Instantaneous

This spell pushes a creature you touch through a dimensional portal, causing it to disappear and then reappear a short distance away. If the target fails a Wisdom saving throw, it disappears from its current location and reappears 30 feet away from you in a direction of your choice. This travel can take it through walls, creatures, or other solid surfaces, but the target can't reappear inside a solid object or not on solid ground; instead, it reappears in the nearest safe, unoccupied space along the path of travel.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the target is shoved an additional 30 feet for each slot level above 3rd.

Divine Retribution

1st-level evocation
Casting Time: 1 reaction, which you take when a weapon attack reduces you to 0 hit points
Range: Self
Components: V
Duration: Instantaneous

With a last word before you fall unconscious, this spell inflicts radiant damage to your attacker equal to 1d8 + the amount of damage you took from the triggering attack. If the attacker is a fiend or undead, it takes an extra 1d8 radiant damage. The creature then must succeed on a Constitution saving throw or become stunned for 1 minute. At the end of each of its turns, the creature can make another Constitution saving throw. On a successful save, it is no longer stunned.

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 level above 1st.

Door of the Far Traveler

8th-level conjuration (liminal)
Casting Time: 10 minutes plus 1 hour of attunement
Range: 10 feet
Components: V, S, M (a piece of chalk and a brass, pewter, or iron doorknob)
Duration: 6 hours

You conjure a door to the destination of your choice that lasts for the duration or until dispelled. You sketch the outline of the door with chalk on any hard

surface (a wall, a cliffside, the deck of a ship, etc.) and scribe sigils of power around its outline. The doorway must be at least 1 foot wide by 2 feet tall and can be no larger than 5 feet wide by 10 feet tall. Once the door is drawn, place the knob appropriately; it attaches magically to the surface and your drawing becomes a real door to the spell's destination. The doorway remains functional for the spell's duration. During that time, anyone can open or close the door and pass through it in either direction.

The destination can be on any plane of existence. It must be familiar to you, and your level of familiarity with it determines the accuracy of the spell (determined by the GM). If it's a place you've visited, you can expect 100 percent accuracy. If it's been described to you by someone who was there, you might arrive in the wrong room or even the wrong structure, depending on how detailed their description was. If you've only heard about the destination third-hand, you may end up in a similar structure that's in a very different locale.

Door of the far traveler doesn't create a doorway at the destination. It connects to an existing, working door. It can't, for example, take you to an open field or a forest with no structures (unless someone built a doorframe with a door in that spot for this specific purpose!). While the spell is in effect, the pre-existing doorway connects only to the area you occupied while casting the spell. If you connected to an existing doorway between a home's parlor and library, for example, and your door leads into the library, then people can still walk through that doorway from the parlor into the library normally. Anyone trying to go the other direction, however, arrives wherever you came from instead of in the parlor.

Before casting the spell, you must spend one hour etching magical symbols onto the doorknob that will serve as the spell's material component to attune it to your desired destination. Once prepared, the knob remains attuned to that destination until it's used or you spend another hour attuning it to a different location.

The *door of the far traveler* is dispelled if you remove the knob from the door. You can do this as a bonus action from either side of the door, provided it's shut. If the spell's duration expires naturally, the knob falls to the ground on whichever side of the door you're on. Once the spell ends, the knob loses its attunement to any location and another hour must be spent attuning it before it can be used again.

At Higher Levels. If you cast this spell using a 9th-level slot, the duration increases to 12 hours.

Dreamwine

4th-level divination (ritual)
Casting Time: 1 minute
Range: 30 feet
Components: V, S, M (a bottle of elvish wine worth at least 25 gp, which the spell consumes)
Duration: 1 hour

You imbue a bottle of wine with fey magic. While casting this spell, you and up to seven other creatures can drink the imbued wine. At the completion of the casting, each creature that drank the wine can see invisible creatures and objects as if they were visible, can see into the Ethereal plane, and has advantage on Charisma checks and saving throws for the duration. Ethereal creatures and objects appear ghostly and translucent.

Emerald Eyes

3rd-level enchantment
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (emerald worth at least 25 gp)
Duration: Concentration, up to 1 minute

You attempt to convince a creature to enter a paranoid, murderous rage. Choose a creature that you can see within range. The target must succeed on a Wisdom saving throw or be convinced those around it intend to steal anything and everything it possesses, from its position of employment, to the affections of its loved ones, to its monetary wealth and possessions, no matter how trusted those nearby might be or how ludicrous such a theft might seem. While affected by this spell, the target must use its action to attack the nearest creature other than itself or you. If the target starts its turn with no other creature near enough to move to and attack, the target can make another Wisdom saving throw. On a success, the target's head clears momentarily and it can act freely that turn. If the target starts its turn a second time with no other creature near enough to move to and attack, it can make another Wisdom saving throw. On a success, the spell ends on the target.

Each time the target takes damage, it can make another Wisdom saving throw. On a success, the spell ends on the target.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can target one additional creature for each slot level above 3rd. The creatures must be within 30 feet of each other when you target them.

Enchanted Bloom

5th-level enchantment
Casting Time: 1 hour
Range: Touch
Components: V, S, M (a rose cut within the past 24 hours and ritual oils worth 100 gp, which the spell consumes)
Duration: 24 hours

You spend an hour anointing a rose with scented oils and imbuing it with fey magic. The first creature other than you that touches the rose before the spell ends pricks itself on the thorns and must make a Charisma saving throw. On a failed save, the creature falls into a deep slumber for 24 hours, and it can be awoken only by the *greater restoration* spell or similar magic or if you choose to end the spell as an action. While slumbering, the creature doesn't need to eat or drink, and it doesn't age.

Each time the creature takes damage, it makes a new Charisma saving throw. On a success, the spell ends on the creature.

At Higher Levels. When you cast this spell using a spell slot of a higher level, the duration of the slumber increases to 7 days with a 6th-level slot, to 30 days with a 7th-level slot, to 180 days with an 8th-level slot, and to a year with a 9th-level spell slot.

Eruption

9th-level conjuration
Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Concentration, up to 1 minute

You create a furiously erupting volcano centered on a point you can see within range. The ground heaves violently as a cinder cone that is 2 feet wide and 5 feet tall bursts up from it. Each creature within 30 feet of the cinder cone when it appears must make a Strength saving throw. On a failed save, a creature takes 8d6 bludgeoning damage and is knocked prone. On a successful save, a creature takes half as much damage and isn't knocked prone.

Each round you maintain concentration on this spell, the cinder cone produces additional effects on your turn.

Round 2. Smoke pours from the cinder cone. Each creature within 10 feet of the cinder cone when the smoke appears takes 4d6 poison damage. Afterwards, each creature that enters the smoky area for the first time on a turn or starts its turn there takes 2d6 poison damage. The smoke spreads around corners, and its area is heavily obscured. A wind of moderate or greater speed (at least 10 miles per hour) disperses the smoke until the start of your next turn, when the smoke reforms.

Round 3. Lava bubbles out from the cinder cone, spreading out to cover the ground within 20 feet of the cinder cone. Each creature and object in the area when the lava appears takes 10d10 fire damage and is on fire. Afterwards, each creature that enters the lava for the first time on a turn or starts its turn there takes 5d10 fire damage. In addition, the smoke spreads to fill a 20-foot-radius sphere centered on the cinder cone.

Round 4. The lava continues spreading and covers the ground within 30 feet of the cinder cone in lava that is 1-foot-deep. The lava-covered ground becomes difficult terrain. In addition, the smoke fills a 30-foot-radius sphere centered on the cinder cone.

Round 5. The lava expands to cover the ground within 40 feet of the cinder cone, and the smoke fills a 40-foot radius sphere centered on the cinder cone. In addition, the cinder cone begins spewing hot rocks.

Choose up to three creatures within 90 feet of the cinder cone. Each target must succeed on a Dexterity saving throw or take 3d6 bludgeoning damage and 3d6 fire damage.

Rounds 6–10. The lava and smoke continue to expand in size by 10 feet each round. In addition, each round you can direct the cinder cone to spew hot rocks at three targets, as described in Round 5.

When the spell ends, the volcano ceases erupting, but the smoke and lava remain for 1 minute before cooling and dispersing. The landscape is permanently altered by the spell.

Ethereal Stairs

5th-level conjuration (liminal)
Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Concentration, up to 1 minute

You create a staircase out of the nothingness of the air. A shimmering staircase 10 feet wide appears and remains for the duration. The staircase ascends at a 45-degree angle to a point as much as 60 feet above the ground. The staircase consists only of steps with no apparent support, unless you choose to have it resemble a stone or wooden structure. Even then, its magical nature is obvious, as it has no color and is translucent, and only the steps have solidity; the rest of it is no more solid than air. The staircase can support up to 10 tons of weight. It can be straight, spiral, or switchback. Its bottom must connect to solid ground, but its top need not connect to anything.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the staircase extends an additional 20 feet for each slot level above 5th.

Feint

1st-level illusion
Casting Time: 1 bonus action
Range: 30 feet
Components: V
Duration: 1 round

You create a momentary, flickering duplicate of yourself just as you make an attack against a creature. You have advantage on the next attack roll you make against the target before the end of your next turn as it's distracted by your illusory copy.

Fey Food

3rd-level enchantment
Casting Time: 10 minutes
Range: 10 feet
Components: V, S, M (a spoonful of honey)
Duration: 8 hours

You enchant up to 1 pound of food or 1 gallon of drink within range with fey magic. Choose one of the effects below. For the duration, any creature that consumes the enchanted food or drink, up to four creatures per pound of food or gallon of drink, must succeed on a Charisma saving throw or succumb to the chosen effect.

Slumber. The creature falls asleep and is unconscious for 1 hour. This effect ends for a creature if the creature takes damage or someone uses an action to wake it.

Friendly Face. The creature is charmed by you for 1 hour. If you or your allies do anything harmful to it, the creature can make another Charisma saving throw. On a success, the spell ends on the creature.

Muddled Memory. The creature remembers only fragments of the events of the past hour. A *remove curse* or *greater restoration* spell cast on the creature restores the creature's memory.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can enchant an additional pound of food or gallon of drink for each slot level over 3rd.

Fey-Touched Blade

2nd-level evocation
Casting Time: 1 action
Range: Touch
Component: V, S
Duration: Concentration, up to 1 hour

You touch a nonmagical weapon and imbue it with the magic of the fey. Choose one of the following damage types: force, psychic, necrotic, or radiant. Until the spell ends, the weapon becomes a magic weapon and deals an extra 1d4 damage of the chosen type to any target it hits.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can imbue one additional weapon for each slot level above 2nd.

Forced Reposition

4th level conjuration
Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous

One creature of your choice that you can see within range is teleported to an unoccupied space you can see up to 60 feet above you. The space can be open air or a balcony, ledge, or other surface above you. An unwilling creature that succeeds on a Constitution saving throw is unaffected. A creature teleported to open air immediately falls, taking falling damage as normal, unless it can fly or it has some other method of catching itself or preventing a fall. A creature can't be teleported into a solid object.

At Higher Levels. If you cast this spell using a spell slot of 5th level or higher, you can target one additional creature for each slot level above 4th. The targets must be within 30 feet of each other when you target them, but they don't need to be teleported to the same locations.

Frenzied Bolt

2nd-level evocation (chaos)
Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Instantaneous

You direct a bolt of rainbow colors toward a creature of your choice within range. If the bolt hits, the target takes 3d8 damage, of a type determined by rolling on the Random Damage Type table. If your attack roll (not the adjusted result) was odd, the bolt leaps to a new target of your choice within range that has not already been targeted by *frenzied bolt*, requiring a new spell attack roll to hit. The bolt continues leaping to new targets until you roll an even number on your spell attack roll, miss a target, or run out of potential targets. You and your allies are legal targets for this spell if you are particularly lucky—or unlucky.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you create an additional bolt for each slot level above 2nd. Each potential target can be hit only once by each casting of the spell, not once per bolt.

RANDOM DAMAGE TYPE

d10	Damage Type
1	Acid
2	Cold
3	Fire
4	Force
5	Lightning
6	Necrotic
7	Poison
8	Psychic
9	Radiant
10	Thunder

Furious Wail

9th-level evocation
Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Instantaneous

You let out a scream of white-hot fury that pierces the minds of up to five creatures within range. Each

target must make a Charisma saving throw. On a failed save, it takes 10d10 + 30 psychic damage and is stunned until the end of its next turn. On a success, it takes half as much damage.

Fuse Armor

2nd-level abjuration
Casting Time: 1 bonus action
Range: 30 feet
Components: V, S
Duration: Concentration, up to 1 minute

Choose a manufactured metal object with movable parts, such as a drawbridge pulley or winch or a suit of heavy or medium metal armor, that you can see within range. You cause the object's moveable parts to fuse together for the duration. The object's movable aspects can't be moved: a pulley's wheel won't turn and the joints of armor won't bend.

A creature wearing armor affected by this spell has its speed reduced by 10 feet and has disadvantage on weapon attacks and ability checks that use Strength or Dexterity. At the end of each of its turns, the creature wearing the armor can make a Strength saving throw. On a success, the spell ends on the armor.

A creature in physical contact with an affected object that isn't a suit of armor can use its action to make a Strength check against your spell save DC. On a success, the spell ends on the object.

If you target a construct with this spell, it must succeed on a Strength saving throw or have its speed reduced by 10 feet and have disadvantage on weapon attacks. At the end of each of its turns, the construct can make another Strength saving throw. On a success, the spell ends on the construct.

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

Gale

6th-level conjuration
Casting Time: 1 minute
Range: 1 mile
Components: V, S, M (a bit of driftwood)
Duration: Concentration, up to 1 hour

You summon a storm to batter your oncoming enemies. Until the spell ends, freezing rain and turbulent winds fill a 20-foot-tall cylinder with a 300-foot radius centered on a point you choose within range. You must be outdoors to cast this spell. Moving to a place where you don't have a clear path to the sky ends the spell early.

The spell's area is heavily obscured, and exposed flames in the area are doused. The ground in the area becomes slick, difficult terrain, and a flying creature in the area must land at the end of its turn or fall. When a creature enters the spell's area for the first time on a turn or starts its turn there, it must make a Constitution saving throw as the wind and rain assail it. On a failed save, the creature takes 1d6 cold damage.

If a creature is concentrating in the spell's area, the creature must make a successful Constitution saving throw against your spell save DC or lose concentration.

Gird the Spirit

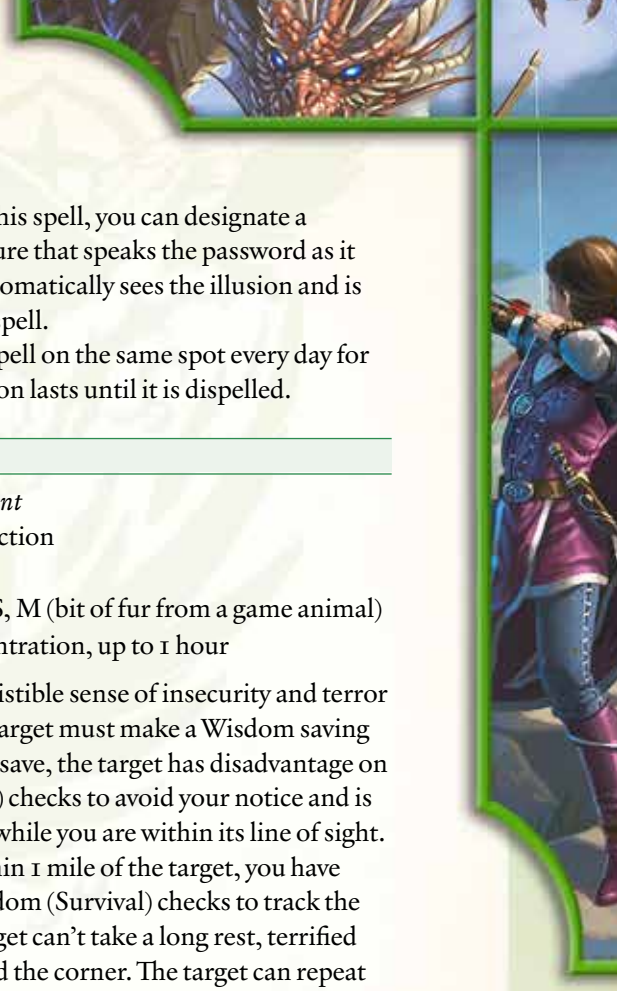
1st-level abjuration
Casting Time: 1 reaction, which you take when you or a creature within 30 feet of you is hit by an attack from an undead creature
Range: 30 feet
Components: V, S
Duration: 1 minute

Your magic protects the target creature from the lifesapping energies of the undead. For the duration, the target has immunity to effects from undead creatures that reduce its ability scores, such as a shadow's Strength Drain, or its hit point maximum, such as a specter's Life Drain. This spell doesn't prevent damage from those attacks; it prevents only the reduction in ability score or hit point maximum.

Glare

1st-level enchantment
Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Concentration, up to 1 minute

You cast a disdainful glare at up to two creatures you can see within range. Each target must succeed on a Wisdom saving throw or take no actions on its next turn as it reassesses its life choices. If a creature fails the saving throw by 5 or more, it can't take actions on its next two turns.



Glyph of Shifting

2nd-level conjuration
Casting Time: 10 minutes
Range: Touch
Components: V, S, M (powdered diamond worth at least 50 gp, which the spell consumes)
Duration: 24 hours

You create a hidden glyph by tracing it on a surface or object that you touch. When you cast the spell, you can also choose a location that's known to you, within 5 miles, and on the same plane of existence, to serve as the destination for the glyph's shifting effect.

The glyph is triggered when it's touched by a creature that's not aware of its presence. The triggering creature must make a successful Wisdom saving throw or be teleported to the glyph's destination. If no destination was set, the creature takes 4d4 force damage and is knocked prone.

The glyph disappears after being triggered or when the spell's duration expires.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, its duration increases by 24 hours and the maximum distance to the destination increases by 5 miles for each slot level above 2nd.

Going in Circles

3rd-level illusion
Casting Time: 10 minutes
Range: Sight
Components: V, S, M (a piece of the target terrain)
Duration: 24 hours

You make natural terrain in a 1-mile cube difficult to traverse. A creature in the affected area has disadvantage on Wisdom (Survival) checks to follow tracks or travel safely through the area as paths through the terrain seem to twist and turn nonsensically. The terrain itself isn't changed, only the perception of those inside it. A creature who succeeds on two Wisdom (Survival) checks while within the terrain discerns the illusion for what it is and sees the illusory twists and turns superimposed on the terrain. A creature that reenters the area after exiting it before the spell ends is affected by the spell even if it previously succeeded in traversing the terrain. A creature with truesight can see through the illusion and is unaffected by the spell. A creature that casts *find the path* automatically succeeds in discovering a way out of the terrain.

When you cast this spell, you can designate a password. A creature that speaks the password as it enters the area automatically sees the illusion and is unaffected by the spell.

If you cast this spell on the same spot every day for one year, the illusion lasts until it is dispelled.

Harry

4th-level enchantment
Casting Time: 1 action
Range: 120 feet
Components: V, S, M (bit of fur from a game animal)
Duration: Concentration, up to 1 hour

You instill an irresistible sense of insecurity and terror in the target. The target must make a Wisdom saving throw. On a failed save, the target has disadvantage on Dexterity (Stealth) checks to avoid your notice and is frightened of you while you are within its line of sight. While you are within 1 mile of the target, you have advantage on Wisdom (Survival) checks to track the target, and the target can't take a long rest, terrified you are just around the corner. The target can repeat the saving throw once every 10 minutes, ending the spell on a success.

On a successful save, the target isn't affected, and you can't use this spell against it again for 24 hours.

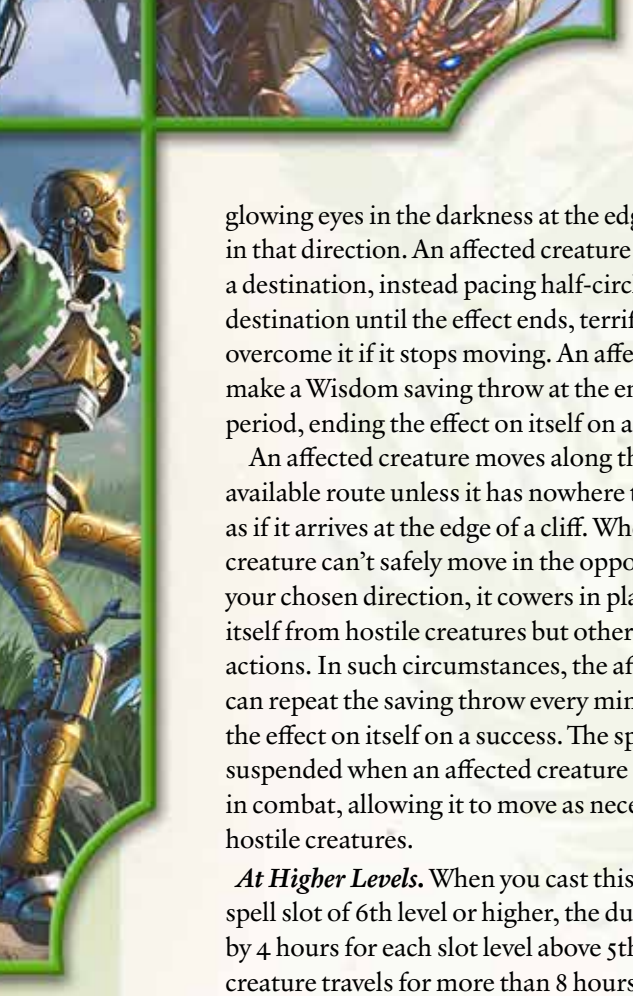
At Higher Levels. When you cast this spell with a 6th-level spell slot, the duration is concentration, up to 8 hours and the target can repeat the saving throw once each hour. When you use a spell slot of 8th level or higher, the duration is concentration, up to 24 hours, and the target can repeat the saving throw every 8 hours.

Harrying Hounds

5th-level enchantment
Casting Time: 1 action
Range: 180 feet
Components: V, S, M (tuft of fur from a hunting dog)
Duration: 8 hours

When you cast this spell, choose a direction (north, south, northeast, or the like). Each creature in a 20-foot-radius sphere centered on a point you choose within range must succeed on a Wisdom saving throw when you cast this spell or be affected by it.

When an affected creature travels, it travels at a fast pace in the opposite direction of the direction you chose as it believes a pack of dogs or wolves follows it from the chosen direction. When an affected creature isn't traveling, it is frightened of your chosen direction. The affected creature occasionally hears howls or sees



glowing eyes in the darkness at the edge of its vision in that direction. An affected creature will not stop at a destination, instead pacing half-circles around the destination until the effect ends, terrified the pack will overcome it if it stops moving. An affected creature can make a Wisdom saving throw at the end of each 4-hour period, ending the effect on itself on a success.

An affected creature moves along the safest available route unless it has nowhere to move, such as if it arrives at the edge of a cliff. When an affected creature can't safely move in the opposite direction of your chosen direction, it cowers in place, defending itself from hostile creatures but otherwise taking no actions. In such circumstances, the affected creature can repeat the saving throw every minute, ending the effect on itself on a success. The spell's effect is suspended when an affected creature is engaged in combat, allowing it to move as necessary to face hostile creatures.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the duration increases by 4 hours for each slot level above 5th. If an affected creature travels for more than 8 hours, it risks exhaustion as if on a forced march.

Heart to Heart

1st-level necromancy
Casting Time: 1 action
Range: Touch
Components: V, S, M (a drop of your blood)
Duration: 1 hour

For the duration, you and the creature you touch remain stable and unconscious if reduced to 0 hit points while the other has 1 or more hit points. If you touch a dying creature, it becomes stable but remains unconscious while it has 0 hit points. If both of you are reduced to 0 hit points, you must both make death saving throws, as normal. If you or the target regain hit points, either of you can choose to split those hit points between the two of you if both of you are within 60 feet of each other.

Heart-Seeking Arrow

4th-level transmutation
Casting Time: 1 bonus action
Range: Self
Components: V
Duration: Concentration, up to 1 minute

The next time you make a ranged weapon attack during the spell's duration, the weapon's ammunition—or the weapon itself if it's a thrown weapon—seeks its target's vital organs. Make the attack roll as normal. On a hit, the weapon deals an extra 6d6 damage of the same type dealt by the weapon, or half as much damage on a miss as it streaks unerringly toward its target. If this attack reduces the target to 0 hit points, the target has disadvantage on its next death saving throw, and, if it dies, it can be restored to life only by means of a *true resurrection* or a *wish* spell. This spell has no effect on undead or constructs.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the extra damage on a hit increases by 1d6 for each slot level above 4th.

High Ground

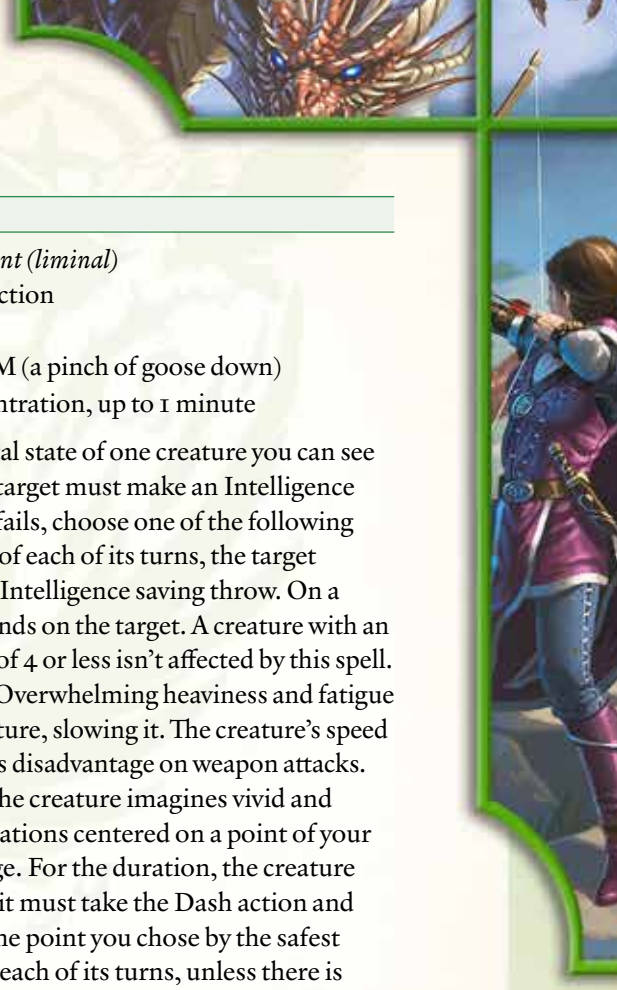
3rd-level transmutation
Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 10 minutes

With a word, you gesture across an area and cause the terrain to rise up into a 10-foot-tall hillock at a point you choose within range. You must be outdoors to cast this spell. The hillock is up to 30 feet long and up to 15 feet wide, and it must be in a line. If the hillock cuts through a creature's space when it appears, the creature is pushed to one side of the hillock or to the top of the hillock (your choice). The ranged attack distance for a creature on top of the hillock is doubled, provided the target is at a lower elevation than the creature on the hillock. At the GM's discretion, creatures on top of the hillock gain any additional bonuses or penalties that higher elevation might provide, such as advantage on attacks against those on lower elevations, being easier to spot, longer sight distance, or similar.

The steep sides of the hillock are difficult to climb. A creature at the bottom of the hillock that attempts to move up to the top must succeed on a Strength (Athletics) or Dexterity (Acrobatics) check against your spell save DC to climb to the top of the hillock.

This spell can't manipulate stone construction, and rocks and structures shift to accommodate the hillock. If the hillock's formation would make a structure unstable, the hillock fails to form in the structure's spaces. Similarly, this spell doesn't directly affect plant growth. The hillock carries any plants along with it.

At Higher Levels. When you cast this spell at 4th level or higher, you can increase the width of the hillock by 5 feet or the length by 10 feet for each slot above 3rd.



Hunter's Endurance

1st-level enchantment
Casting Time: 1 minute
Range: Self
Components: V, S, M (a fingernail, lock of hair, bit of fur, or drop of blood from the target, if unfamiliar)
Duration: 24 hours

You call on the land to sustain you as you hunt your quarry. Describe or name a creature that is familiar to you. If you aren't familiar with the target creature, you must use a fingernail, lock of hair, bit of fur, or drop of blood from it as a material component to target that creature with this spell.

Until the spell ends, you have advantage on all Wisdom (Perception) and Wisdom (Survival) checks to find and track the target, and you must actively pursue the target as if under a *geas*. In addition, you don't suffer from exhaustion levels you gain from pursuing your quarry, such as from lack of rest or environmental hazards between you and the target, while the spell is active. When the spell ends, you suffer from all levels of exhaustion that were suspended by the spell. The spell ends only after 24 hours, when the target is dead, when the target is on a different plane, or when the target is restrained in your line of sight.

Hunting Stand

4th-level conjuration
Casting Time: 1 minute
Range: 120 feet
Components: V, S, M (a crude model of the stand)
Duration: 8 hours

You make a camouflaged shelter nestled in the branches of a tree or among a collection of stones. The shelter is a 10-foot cube centered on a point within range. It can hold as many as nine Medium or smaller creatures. The atmosphere inside the shelter is comfortable and dry, regardless of the weather outside. The shelter's camouflage provides a modicum of concealment to its inhabitants; a creature outside the shelter has disadvantage on Wisdom (Perception) and Intelligence (Investigation) checks to detect or locate a creature within the shelter.

Hypnagogia

4th-level enchantment (liminal)
Casting Time: 1 action
Range: 90 feet
Components: S, M (a pinch of goose down)
Duration: Concentration, up to 1 minute

You alter the mental state of one creature you can see within range. The target must make an Intelligence saving throw. If it fails, choose one of the following effects. At the end of each of its turns, the target can make another Intelligence saving throw. On a success, the spell ends on the target. A creature with an Intelligence score of 4 or less isn't affected by this spell.

Sleep Paralysis. Overwhelming heaviness and fatigue overcome the creature, slowing it. The creature's speed is halved, and it has disadvantage on weapon attacks.

Phantasmata. The creature imagines vivid and terrifying hallucinations centered on a point of your choice within range. For the duration, the creature is frightened, and it must take the Dash action and move away from the point you chose by the safest available route on each of its turns, unless there is nowhere to move.

False Awakening. The creature enters a trancelike state of consciousness in which it's not fully aware of its surroundings. It can't take reactions, and it must roll a d4 at the beginning of its turn to determine its behavior. Each time the target takes damage, it makes a new Intelligence saving throw. On a success, the spell ends on the target.

d4	Behavior
1	The creature takes the Dash action and uses all of its movement to move in a random direction. To determine the direction, roll a d8 and assign a direction to each die face.
2	The creature uses its action to pantomime preparing for its day: brushing teeth and hair, bathing, eating, or similar activity.
3	The creature moves up to its speed toward a randomly determined creature and uses its action to make one melee attack against that creature. If there is no creature within range, the creature does nothing this turn.
4	The creature does nothing this turn.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can target one additional creature for each slot level above 4th. The creatures must be within 30 feet of each other when you target them.

Hypnic Jerk

Illusion cantrip (liminal)
Casting Time: 1 action
Range: 60 feet
Components: S
Duration: Instantaneous

Strange things happen in the mind and body in that moment between waking and sleeping. One of the most common is being startled awake by a sudden feeling of falling. With a snap of your fingers, you trigger that sensation in a creature you can see within range. The target must succeed on a Wisdom saving throw or take 1d6 force damage. If the target fails the saving throw by 5 or more, it drops one object it is holding. A dropped object lands in the creature's space.

The spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Ill-Fated Word

1st-level divination (chaos)
Casting Time: 1 reaction, which you take when an enemy makes an attack roll, ability check, or saving throw
Range: 30 feet
Components: V
Duration: Instantaneous

You call out a distracting epithet to a creature, worsening its chance to succeed at whatever it's doing. Roll a d4 and subtract the number rolled from an attack roll, ability check, or saving throw that the target has just made; the target uses the lowered result to determine the outcome of its roll.

Illuminate Spoor

1st-level divination
Casting Time: 1 action
Range: Touch
Components: V, S, M (a firefly)
Duration: Concentration, up to 1 hour

You touch a set of tracks created by a single creature. That set of tracks and all other tracks made by the same creature give off a faint glow. You and up to three creatures you designate when you cast this spell can see the glow. A creature that can see the glow automatically succeeds on Wisdom (Survival) checks to track that creature. If the tracks are covered by obscuring objects such as leaves or mud, you and the creatures you designate have advantage on Wisdom (Survival) checks to follow the tracks.

If the creature leaving the tracks changes its tracks, such as by adding or removing footwear, the glow stops where the tracks change. Until the spell ends, you can use an action to touch and illuminate a new set of tracks.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the duration is concentration, up to 8 hours. When you use a spell slot of 5th level or higher, the duration is concentration, up to 24 hours.

Immolating Gibbet

7th-level evocation
Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a small loop of burnt rope)
Duration: Concentration, up to 1 minute

You cause up to three creatures you can see within range to be yanked into the air where their blood turns to fire, burning them from within. Each target must succeed on a Dexterity saving throw or be magically pulled up to 60 into the air. The creature is restrained there until the spell ends. A restrained creature must make a Constitution saving throw at the start of each of its turns. The creature takes 7d6 fire damage on a failed save, or half as much damage on a successful one.

At the end of each of its turns, a restrained creature can make another Dexterity saving throw. On a success, the spell ends on the creature, and the creature falls to the ground, taking falling damage as normal. Alternatively, the restrained creature or someone else who can reach it can use an action to make an Intelligence (Arcana) check against your spell save DC. On a success, the restrained effect ends, and the creature falls to the ground, taking falling damage as normal.

Inexorable Summons

3rd-level transmutation
Casting Time: 1 bonus action
Range: 30 feet
Components: V, S
Duration: Instantaneous

You reach out toward a creature and call to it. The target teleports to an unoccupied space that you can see within 5 feet of you. An unwilling creature can make a Wisdom saving throw, and if it succeeds, it isn't affected by this spell. You can't teleport a target into dangerous terrain, such as lava, and the target must be teleported to a space on the ground or on a floor.

Inspiring Speech

4th-level enchantment
Casting Time: 10 minutes
Range: 60 feet
Components: V
Duration: 1 hour

The verbal component of this spell is a 10-minute-long, rousing speech. At the end of the speech, all your allies within the affected area who heard the speech gain a +1 bonus on attack rolls and advantage on saving throws for 1 hour against effects that cause the charmed or frightened condition. Additionally, each recipient gains temporary hit points equal to your spellcasting ability modifier. If you move farther than 1 mile from your allies or you die, this spell ends. A character can be affected by only one casting of this spell at a time; subsequent, overlapping castings have no additional effect and don't extend the spell's duration.

Instant Armored Vehicle

6th-level transmutation
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a diamond, metal scraps, and screws worth a combined value of at least 1,000 gp, which the spell consumes)
Duration: Instantaneous

You transform a handful of materials into a Huge armored vehicle. The vehicle can take whatever form you want, but it has AC 18 and 100 hit points. If it is reduced to 0 hit points, it is destroyed. If it is a ground vehicle, it has a speed of 90 feet. If it is an airborne vehicle, it has a flying speed of 45 feet. If it is a waterborne vehicle, it has a speed of 2 miles per hour. The vehicle can hold up to four Medium creatures within it. A creature inside it has three-quarters cover from attacks outside the vehicle, which contains arrow slits, portholes, and other small openings.

A creature piloting the armored vehicle can take the Careen action. To do so, the vehicle must move at least 10 feet in a straight line and enter or pass through the

space of at least one Large or smaller creature. This movement doesn't provoke opportunity attacks. Each creature in the armored vehicle's path must make a Dexterity saving throw against your spell save DC. On a failed save, the creature takes 5d8 bludgeoning damage and is knocked prone. On a successful save, the creature can choose to be pushed 5 feet away from the space through which the vehicle passed. A creature that chooses not to be pushed suffers the consequences of a failed saving throw. If the creature piloting the armored vehicle isn't proficient in land, water, or air vehicles (whichever is appropriate for the vehicle's type), each target has advantage on the saving throw against the Careen action.

Instant Snare

2nd-level abjuration
Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a loop of twine)
Duration: 24 hours

You create a snare on a point you can see within range. You can leave the snare as a magical trap, or you can use your reaction to trigger the trap when a Large or smaller creature you can see moves within 10 feet of the snare. If you leave the snare as a trap, a creature must succeed on an Intelligence (Investigation) or Wisdom (Perception) check against your spell save DC to find the trap.

When a Large or smaller creature moves within 5 feet of the snare, the trap triggers. The creature must succeed on a Dexterity saving throw or be magically pulled into the air. The creature is restrained and hangs upside down 5 feet above the snare's location for 1 minute. A restrained creature can repeat the saving throw at the end of each of its turns, escaping the snare on a success. Alternatively, a creature, including the restrained target, can use its action to make an Intelligence (Arcana) check against your spell save DC. On a success, the restrained creature is freed, and the snare resets itself 1 minute later. If the creature succeeds on the check by 5 or more, the snare is destroyed instead.

This spell alerts you with a ping in your mind when the trap is triggered if you are within 1 mile of the snare. This ping awakens you if you are sleeping.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can create one additional snare for each slot level above 3rd. When you receive the mental ping that a trap was triggered, you know which snare was triggered if you have more than one.

Invested Champion

3rd-level evocation (ritual)
Casting Time: 1 action
Range: Touch
Components: V, S, M (a vial of holy water)
Duration: Concentration, up to 1 hour

You touch one creature and choose either to become its champion, or for it to become yours. If you choose a creature to become your champion, it fights on your behalf. While this spell is in effect, you can cast any spell with a range of touch on your champion as if the spell had a range of 60 feet. Your champion's attacks are considered magical, and you can use a bonus action on your turn to encourage your champion, granting it advantage on its next attack roll.

If you become the champion of another creature, you gain advantage on all attack rolls against creatures that have attacked your charge within the last round. If you are wielding a shield, and a creature within 5 feet of you attacks your charge, you can use your reaction to impose disadvantage on the attack roll, as if you had the Protection fighting style. If you already have the Protection fighting style, then in addition to imposing disadvantage, you can also push an enemy 5 feet in any direction away from your charge when you take your reaction. You can use a bonus action on your turn to reroll the damage for any successful attack against a creature that is threatening your charge.

Whichever version of the spell is cast, if the distance between the champion and its designated ally increases to more than 60 feet, the spell ends.

Iron Gut

3rd-level transmutation
Casting Time: 1 action
Range: Touch
Components: V, S, M (a bezoar)
Duration: Concentration, up to 1 hour

For the duration, one willing creature you touch has resistance to poison damage and advantage on saving throws against poison. When the affected creature makes a Constitution saving throw against an effect that deals poison damage or that would cause the creature to become poisoned, the creature can choose to succeed on the saving throw. If it does so, the spell ends on the creature.

While affected by this spell, a creature can't gain any benefit from consuming magical foodstuffs, such as those produced by the *goodberry* and *heroes' feast* spells, and it doesn't suffer ill effects from consuming

potentially harmful, nonmagical foodstuffs, such as spoiled food or non-potable water. The creature is affected normally by other consumable magic items, such as potions. The creature can identify poisoned food by a sour taste, with deadlier poisons tasting more sour.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can target one additional creature for each slot level above 3rd.

Jagged Forcelance

3rd-level evocation
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a strand of gold wire)
Duration: Concentration, up to 1 minute

You create a magical tether of pulsing, golden force between two willing creatures you can see within range. The two creatures must be within 15 feet of each other. The tether remains as long as each tethered creature ends its turn within 15 feet of the other tethered creature. If a tethered creature ends its turn more than 15 feet away from its tethered partner, the spell ends. Though the tether appears as a thin line, its effect extends the full height of the tethered creatures and can affect prone or hovering creatures, provided the hovering creature hovers no higher than the tallest tethered creature.

Any creature that touches the tether or ends its turn in a space the tether passes through must make a Strength saving throw. On a failure, a creature takes 3d6 force damage and is knocked prone. On a success, a creature takes half as much damage and isn't knocked prone. A creature that makes this saving throw, whether it succeeds or fails, can't be affected by the tether again until the start of your next turn.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the maximum distance between the tethered creatures increases by 5 feet, and the damage increases by 1d6 for each slot level above 3rd.

Jarring Growl

1st-level enchantment
Casting Time: 1 bonus action
Range: Self
Components: V
Duration: Instantaneous

You loose a growl from deep within the pit of your stomach, causing others who can hear it to become unnerved. You have advantage on Charisma (Intimidation) checks you make before the beginning of your next turn. In addition, each creature within 5 feet of you must make a Wisdom saving throw. On a failure, you have advantage on attack rolls against that creature until the end of your turn. You are aware of which creatures failed their saving throws.

Killing Fields

5th-level transmutation
Casting Time: 10 minutes
Range: 300 feet
Components: V, S, M (a game animal, which must be sacrificed as part of casting the spell)
Duration: 24 hours

You invoke primal spirits of nature to transform natural terrain in a 100-foot cube in range into a private hunting preserve. The area can't include manufactured structures and if such a structure exists in the area, the spell ends.

While you are conscious and within the area, you are aware of the presence and direction, though not exact location, of each beast and monstrosity with an Intelligence of 3 or lower in the area. When a beast or monstrosity with an Intelligence of 3 or lower tries to leave the area, it must make a Wisdom saving throw. On a failure, it is disoriented, uncertain of its surroundings or direction, and remains within the area for 1 hour. On a success, it leaves the area.

When you cast this spell, you can specify individuals that are helped by the area's effects. All other creatures in the area are hindered by the area's effects. You can also specify a password that, when spoken aloud, gives the speaker the benefits of being helped by the area's effects.

Killing fields creates the following effects within the area.

Pack Hunters. A helped creature has advantage on attack rolls against a hindered creature if at least one helped ally is within 5 feet of the hindered creature and the helped ally isn't incapacitated.

Slaying. Once per turn, when a helped creature hits with any weapon, the weapon deals an extra 1d6 damage of its type to a hindered creature.

Tracking. A helped creature has advantage on Wisdom (Survival) and Dexterity (Stealth) checks against a hindered creature.

You can create a permanent killing field by casting this spell in the same location every day for one year. Structures built in the area after the killing field is permanent don't end the spell.

Lance

2nd-level conjuration
Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Instantaneous

You create a shimmering lance of force and hurl it toward a creature you can see within range. Make a ranged spell attack against the target. On a hit, the target takes 5d6 force damage, and it is restrained by the lance until the end of its next turn.

Lay to Rest

5th-level evocation
Casting Time: 1 action
Range: Self (15-foot-radius sphere)
Components: V, S, M (a pinch of grave dirt)
Duration: Instantaneous

A pulse of searing light rushes out from you. Each undead creature within 15 feet of you must make a Constitution saving throw. A target takes 8d6 radiant damage on a failed save, or half as much damage on a successful one.

An undead creature reduced to 0 hit points by this spell disintegrates in a burst of radiant motes, leaving anything it was wearing or carrying in a space it formerly occupied.

Less Fool, I

1st-level divination
Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Concentration, up to 10 minutes

A creature you touch becomes less susceptible to lies and magical influence. For the duration, other creatures have disadvantage on Charisma checks to influence the protected creature, and the creature has advantage on spells that cause it to become charmed or frightened.

At Higher Levels. If you cast this spell using a spell slot of 3rd level or higher, the duration is concentration, up to 1 hour. If you use a spell slot of 5th level or higher, the duration is 8 hours. If you use a spell slot of 7th level or higher, the duration is 24 hours. If you use a 9th level spell slot, the duration is 1 year. Using a spell slot of 5th level or higher grants a duration that doesn't require concentration.

Life Burst

5th-level evocation
Casting Time: 1 reaction, which you take when you are reduced to 0 hit points
Range: Self (30-foot radius)
Components: V
Duration: Instantaneous

You make a jubilant shout when you cast this spell, releasing your stores of divine energy in a wave of healing. You distribute the remaining power of your Lay on Hands to allies within 30 feet of you, restoring hit points and curing diseases and poisons. This healing energy removes diseases and poisons first (starting with the nearest ally), removing 5 hit points from the hit point total for each disease or poison cured, until all the points are spent or all diseases and poisons are cured. If any hit points remain, you regain hit points equal to that amount.

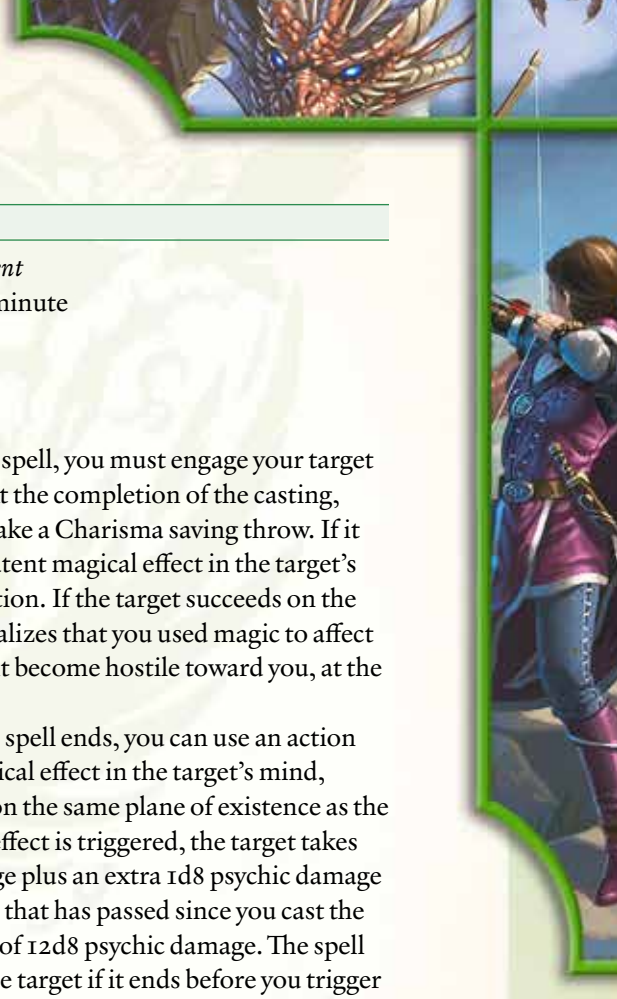
This spell expends all of the healing energy in your Lay on Hands, which replenishes, as normal, when you finish a long rest.

Life from Death

3rd-level necromancy
Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute

Your touch can siphon energy from undead to heal your wounds. Make a melee spell attack against an undead creature within your reach. On a hit, the target takes 2d6 radiant damage, and you or an ally within 30 feet of you regains hit points equal to half the amount of radiant damage dealt. If used on an ally, this effect can restore the ally to no more than half of the ally's hit point maximum. This effect can't heal an undead or a construct. Until the spell ends, you can make the attack again on each of your turns as an action.

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 level above 3rd.



Lightless Torch

1st-level transmutation
Casting Time: 1 action
Range: Touch
Components: V, S
Duration: 1 hour

You touch one object that is no larger than 10 feet in any dimension. Until the spell ends, the object sheds a shadowy miasma in a 30-foot radius. A creature with darkvision inside the radius sees the area as if it were filled with bright light. The miasma doesn't shed light, and a creature with darkvision inside the radius can still see outside the radius as normal. A creature with darkvision outside the radius or a creature without darkvision sees only that the object is surrounded by wisps of shadow.

Completely covering the affected object with an opaque object, such as a bowl or a helm, blocks the effect. Though the effect doesn't shed light, it can be dispelled if the area of a *darkness* spell overlaps the area of this spell.

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

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the duration increases by 2 hours for each slot level above 1st.

Litany of Sure Hands

1st-level divination
Casting Time: 1 bonus action
Range: 30 feet
Components: V, S
Duration: 1 minute

This spell allows a creature within range to quickly perform a simple task (other than attacking or casting a spell) as a bonus action on its turn. Examples include finding an item in a backpack, drinking a potion, and pulling a rope. Other actions may also fall into this category, depending on the GM's ruling. The target also ignores the loading property of weapons.

Long Game

7th-level enchantment
Casting Time: 1 minute
Range: 30 feet
Components: V
Duration: 7 days

While casting this spell, you must engage your target in conversation. At the completion of the casting, the target must make a Charisma saving throw. If it fails, you place a latent magical effect in the target's mind for the duration. If the target succeeds on the saving throw, it realizes that you used magic to affect its mind and might become hostile toward you, at the GM's discretion.

Once before the spell ends, you can use an action to trigger the magical effect in the target's mind, provided you are on the same plane of existence as the target. When the effect is triggered, the target takes 5d8 psychic damage plus an extra 1d8 psychic damage for every 24 hours that has passed since you cast the spell, up to a total of 12d8 psychic damage. The spell has no effect on the target if it ends before you trigger the magical effect.

A *greater restoration* or *wish* spell cast on the target ends the spell early. You know if the spell is ended early, provided you are on the same plane of existence as the target.

Magma Spray

2nd-level transmutation (apocalypse)
Casting Time: 1 action
Range: 40 feet
Components: V, S, M (a pinch of sulfur or a piece of brimstone)
Duration: Concentration, up to 1 minute

A 5-foot-diameter, 5-foot-tall cylindrical fountain of magma erupts from the ground in a space of your choice within range. A creature in that space takes 3d8 fire damage, or half as much damage with a successful Dexterity saving throw. A creature that enters the area on its turn or ends its turn there also takes 3d8 fire damage, or half as much damage with a successful Dexterity saving throw. A creature can take this damage only once per turn.

A creature killed by this spell is reduced to ash.

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 level above 2nd.

Maim

5th-level necromancy
Casting Time: 1 action
Range: Self
Components: V, S
Duration: Instantaneous

Your hands become claws bathed in necrotic energy. Make a melee spell attack against a creature you can reach. On a hit, the target takes 4d6 necrotic damage and a section of its body of your choosing withers:

Upper Limb. The target has disadvantage on Strength checks, and, if it has the Multiattack action, it has disadvantage on its first attack roll each round.

Lower Limb. The target's speed is reduced by 10 feet, and it has disadvantage on Dexterity checks.

Body. Choose one damage type: bludgeoning, piercing, or slashing. The target loses its resistance to that damage type. If the target doesn't have resistance to the chosen damage type, it is vulnerable to that damage type instead.

The effect is permanent until removed by *remove curse*, *greater restoration*, or similar magic.

Mantle of the Brave

2nd-level abjuration
Casting Time: 1 action
Range: Touch
Components: V, S
Duration: 1 hour

You touch up to four individuals, bolstering their courage. The next time a creature affected by this spell must make a saving throw against a spell or effect that would cause the frightened condition, it has advantage on the roll. Once a creature has received this benefit, the spell ends for that creature.

Mark Prey

2nd-level divination
Casting Time: 1 bonus action
Range: 120 feet
Components: V
Duration: Concentration, up to 1 hour

You choose a creature you can see within range as your prey. Until the spell ends, you have advantage on Wisdom (Perception) and Wisdom (Survival) checks to find or track your prey. In addition, the target is outlined in light that only you can see. Any attack roll you make against your prey has advantage if you can see it, and your prey can't benefit from being invisible against you. If the target drops to 0 hit points before this spell ends, you can use a bonus action on a subsequent turn to mark a new target as your prey.

At Higher Levels. When you cast this spell using a spell slot of 4th level, you can maintain your concentration on the spell for up to 8 hours. When you use a spell slot of 5th level or higher, you can maintain your concentration on the spell for up to 24 hours.

Martyr's Rally

3rd-level enchantment
Casting Time: 1 reaction, which you take when you are reduced to 0 hit points
Range: Self (60-foot radius)
Components: V
Duration: 1 minute

With a hopeful rallying cry just as you fall unconscious, you rouse your allies to action. Each ally within 60 feet of you that can see and hear you has advantage on attack rolls for the duration. If you regain hit points, the spell immediately ends.

Mass Faerie Fire

4th-level evocation
Casting Time: 1 action
Range: 90 feet
Components: V
Duration: Concentration, up to 1 minute

You can place up to three 20-foot cubes each centered on a point you can see within range. Each object in a cube is outlined in blue, green, or violet light (your choice). Any creature in a cube when the spell is cast is also outlined in light if it fails a Dexterity saving throw. A creature in the area of more than one cube is affected only once. Each affected object and creature sheds dim light in a 10-foot radius for the duration.

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

Mind Maze

6th-level enchantment (liminal)
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a shard of silvered glass)
Duration: Concentration, up to 1 minute

Choose a creature you can see within range. It must succeed on an Intelligence saving throw or be mentally trapped in an imagined maze of mirrors for the duration. While trapped in this way, the

creature is incapacitated, but it imagines itself alone and wandering through the maze. Externally, it appears dazed as it turns in place and reaches out at nonexistent barriers. Each time the target takes damage, it makes another Intelligence saving throw. On a success, the spell ends.

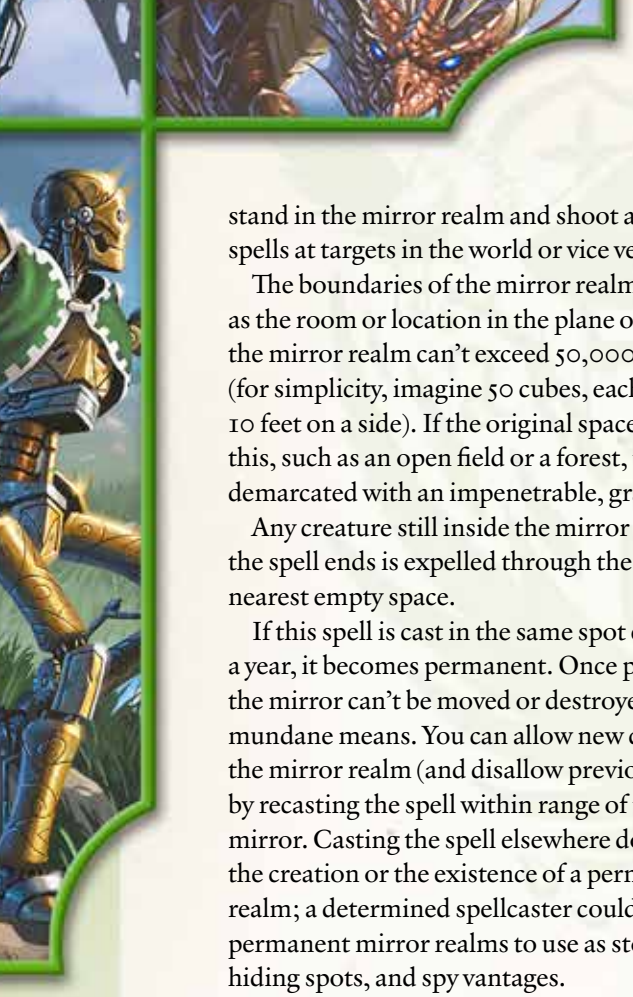
Mirror Realm

7th-level conjuration (ritual) (liminal)
Casting Time: 1 action
Range: 90 feet
Components: S, M (framed mirror at least 5 feet tall)
Duration: 24 hours

You transform a mirror into a magical doorway to an extradimensional realm. You and any creatures you designate when you cast the spell can move through the doorway into the realm beyond. For the spell's duration, the mirror remains anchored in the plane of origin, where it can't be broken or otherwise damaged by any mundane means. No creatures other than those you designate can pass through the mirror or see into the mirror realm.

The realm within the mirror is an exact reflection of the location you left. The temperature is comfortable, and any environmental threats (lava, poisonous gas, or similar) are inert, harmless facsimiles of the real thing. Likewise, magic items reflected in the mirror realm have no magical properties, but those carried into it work normally. Food, drink, and other beneficial items within the mirror realm (reflections of originals in the real world) function as normal, real items; food can be eaten, wine can be drunk, and so on. Only items that were reflected in the mirror at the moment the spell was cast exist inside the mirror realm. Items placed in front of the mirror afterward don't appear in the mirror realm, and creatures never do unless they are allowed in by you. Items found in the mirror realm dissolve into nothingness when they leave it, but the effects of food and drink remain.

Sound passes through the mirror in both directions. Creatures in the mirror realm can see what's happening in the world, but creatures in the world see only what the mirror reflects. Objects can cross the mirror boundary only while worn or carried by a creature, and spells can't cross it at all. You can't



stand in the mirror realm and shoot arrows or cast spells at targets in the world or vice versa.

The boundaries of the mirror realm are the same as the room or location in the plane of origin, but the mirror realm can't exceed 50,000 square feet (for simplicity, imagine 50 cubes, each cube being 10 feet on a side). If the original space is larger than this, such as an open field or a forest, the boundary is demarcated with an impenetrable, gray fog.

Any creature still inside the mirror realm when the spell ends is expelled through the mirror into the nearest empty space.

If this spell is cast in the same spot every day for a year, it becomes permanent. Once permanent, the mirror can't be moved or destroyed through mundane means. You can allow new creatures into the mirror realm (and disallow previous creatures) by recasting the spell within range of the permanent mirror. Casting the spell elsewhere doesn't affect the creation or the existence of a permanent mirror realm; a determined spellcaster could have multiple permanent mirror realms to use as storage spaces, hiding spots, and spy vantages.

Misdirection

1st-level illusion
Casting Time: 1 reaction, which you take when you see a creature within 30 feet of you make an attack
Range: 30 feet
Component: S
Duration: Instantaneous

You create a brief flash of light, loud sound, or other distraction that interrupts a creature's attack. When a creature you can see within range makes an attack, you can impose disadvantage on its attack roll.

Mud

2nd-level transmutation
Casting Time: 1 action
Range: 60 feet
Component: V, S, M (a dollop of mud)
Duration: Concentration, up to 1 minute

The ground in a 20-foot radius centered on a point within range becomes thick, viscous mud. The area becomes difficult terrain for the duration. When a creature enters the affected area for the first time on a turn or starts its turn there, the creature must make a Strength saving throw. On a failed save, its movement speed is reduced to 0 until the start of its next turn.

Muted Foe

1st-level abjuration
Casting Time: 1 bonus action
Range: Touch
Components: V, S
Duration: 1 minute

You touch a nonmagical weapon. The next time a creature hits with the affected weapon before the spell ends, the weapon booms with a thunderous peal as the weapon strikes. The attack deals an extra 1d6 thunder damage to the target, and the target becomes deafened, immune to thunder damage, and unable to cast spells with verbal components for 1 minute. At the end of each of its turns, the target can make a Wisdom saving throw. On a success, the effect ends.

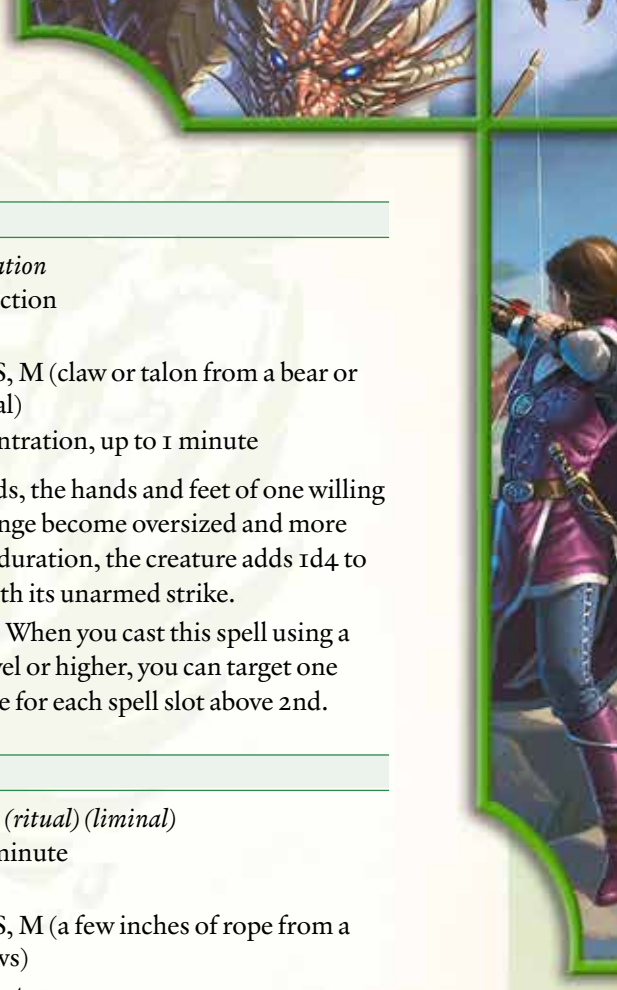
At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each slot level above 1st.

Never Surrender

3rd-level abjuration
Casting Time: 1 reaction, which you take when you or a creature within 60 feet of you drops to 0 hit points.
Range: 60 feet
Components: V, S
Duration: Instantaneous

When the target is reduced to 0 hit points, it can fight looming death to stay in the fight. The target doesn't fall unconscious but must still make death saving throws, as normal. The target doesn't need to make a death saving throw until the end of its next turn, but it has disadvantage on that first death saving throw. In addition, massive damage required to kill the target outright must equal or exceed twice the target's hit point maximum instead. If the target regains 1 or more hit points, this spell ends.

At Higher Levels. If you cast this spell using a spell slot of 6th level or higher, the target doesn't have disadvantage on its first death saving throw.



Oathbound Implement

3rd-level enchantment (ritual)
Casting Time: 1 minute
Range: 30 feet
Components: V
Duration: 10 days

You place a magical oath upon a creature you can see within range, compelling it to complete a specific task or service that involves using a weapon as you decide. If the creature can understand you, it must succeed on a Wisdom saving throw or become bound by the task. When acting to complete the directed task, the target has advantage on the first attack roll it makes on each of its turns using a weapon. If the target attempts to use a weapon for a purpose other than completing the specific task or service, it has disadvantage on attack rolls with a weapon and must roll the weapon's damage dice twice, using the lower total.

Completing the task ends the spell early. Should you issue a suicidal task, the spell ends. You can end the spell early by using an action to dismiss it. A *remove curse*, *greater restoration*, or *wish* spell also ends it.

Outmaneuver

1st-level enchantment
Casting Time: 1 reaction, which you take when a creature within 30 feet of you provokes an opportunity attack
Range: 30 feet
Components: S
Duration: Instantaneous

When a creature provokes an opportunity attack from an ally you can see within range, you can force the creature to make a Wisdom saving throw. On a failed save, the creature's movement is reduced to 0, and you can move up to your speed toward the creature without provoking opportunity attacks. This spell doesn't interrupt your ally's opportunity attack, which happens before the effects of this spell.

Oversized Paws

2nd-level transmutation
Casting Time: 1 action
Range: 30 feet
Components: V, S, M (claw or talon from a bear or other large animal)
Duration: Concentration, up to 1 minute

Until this spell ends, the hands and feet of one willing creature within range become oversized and more powerful. For the duration, the creature adds 1d4 to damage it deals with its unarmed strike.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each spell slot above 2nd.

Pierce the Veil

5th-level divination (ritual) (liminal)
Casting Time: 1 minute
Range: 30 feet
Components: V, S, M (a few inches of rope from a crossroads gallows)
Duration: 10 minutes

By sketching a shimmering, ethereal doorway in the air and knocking three times, you call forth an otherworldly entity to provide insight or advice. The door swings open and the entity, wreathed in shadow or otherwise obscured, appears at the threshold. It answers up to five questions truthfully and to the best of its ability, but its answers aren't necessarily clear or direct. The entity can't pass through the doorway or interact with anything on your side of the doorway other than by speaking its responses.

Likewise, creatures on your side of the doorway can't pass through it to the other side or interact with the other side in any way other than asking questions. In addition, the spell allows you and the creature to understand each other's words even if you have no language in common, the same as if you were both under the effects of the *comprehend languages* spell.

When you cast this spell, you must request a specific, named entity, a specific type of creature, or a creature from a specific plane of existence. The target creature can't be native to the plane you are on when you cast the spell. After making this request, make an ability check using your spellcasting ability. The DC is 12 if you request a creature from a specific plane; 16 if you request a specific type of creature; or 20 if you request a specific entity. (The GM can choose to make this check for you secretly.) If the spellcasting

check fails, the creature that responds to your summons is any entity of the GM's choosing, from any plane. No matter what, the creature is always of a type with an Intelligence of at least 8 and the ability to speak and to hear.

Pincer

6th-level evocation
Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Instantaneous

You force your enemies into a tight spot. Choose two points you can see within range. The points must be at least 30 feet apart from each other. Each point then emits a thunderous boom in a 30-foot cone in the direction of the other point. The boom is audible out to 300 feet.

Each creature within a cone must make a Constitution saving throw. On a failed save, a creature takes 5d10 thunder damage and is pushed up to 10 feet away from the point that emitted the cone. On a successful save, the creature takes half as much damage and isn't pushed. Objects that aren't being worn or carried within each cone are automatically pushed.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the damage increases by 1d10 for each slot level above 6th.

Piper's Lure

3rd-level enchantment
Casting Time: 1 minute
Range: Touch
Components: V, S, M (a pipe or horn)
Duration: Concentration, up to 1 hour

You touch a nonmagical pipe or horn instrument and imbue it with magic that lures creatures toward it. Each creature that enters or starts its turn within 150 feet of the affected object must succeed on a Wisdom saving throw or be charmed for 10 minutes. A creature charmed by this spell must take the Dash action and move toward the affected object by the safest available route on each of its turns. Once a charmed creature moves within 5 feet of the object, it is also incapacitated as it stares at the object and sways in place to a mesmerizing tune only it can hear. If the object is moved, the charmed creature attempts to follow it.

For every 10 minutes that elapse, the creature can make a new Wisdom saving throw. On a success, the spell ends on that creature. If a charmed creature is attacked, the spell ends immediately on that creature. Once a creature has been charmed by this spell, it can't be charmed by it again for 24 hours.

Portal Jaunt

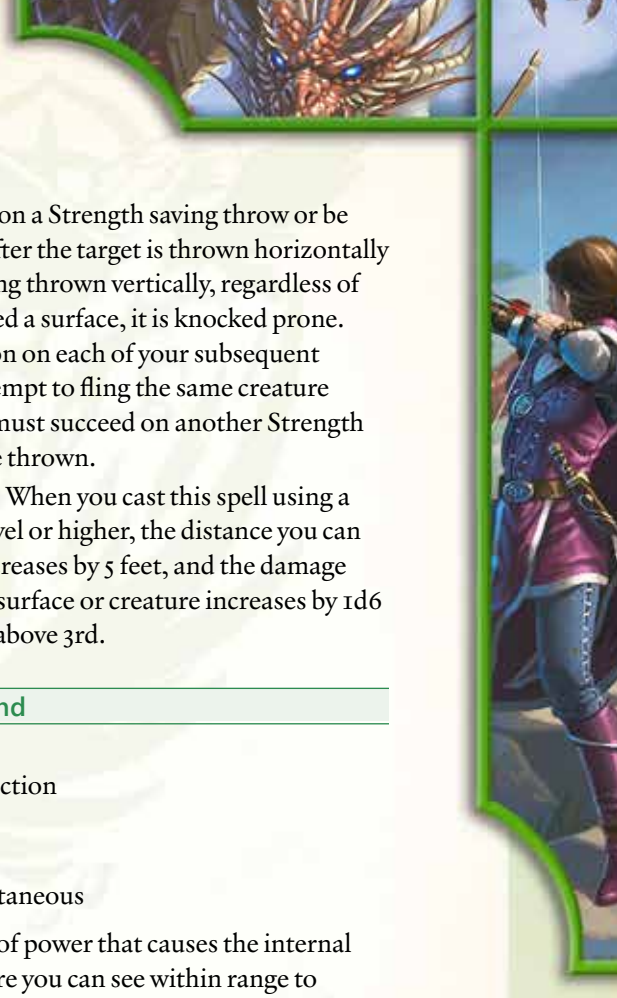
3rd-level conjuration (ritual)
Casting Time: 1 action
Range: 300 feet
Components: V, S, M (a small brass key)
Duration: 1 round

You touch a specially prepared key to a door or gate, turning it into a one-way portal to another such door within range. This spell works with any crafted door, doorway, archway, or any other artificial opening, but not natural or accidental openings such as cave entrances or cracks in walls. You must be aware of your destination or be able to see it from where you cast the spell.

On completing the spell, the touched door opens, revealing a shimmering image of the location beyond the destination door. You can move through the door, emerging instantly out of the destination door. You can also allow one other willing creature to pass through the portal instead. Anything you carry moves through the door with you, including other creatures, willing or unwilling.

For the purpose of this spell, any locks, bars, or magical effects such as *arcane lock* are ineffectual for the spell's duration. You can travel only to a side of the door you can see or have physically visited in the past (divinations such as *clairvoyance* count as seeing). Once you or a willing creature passes through, both doors shut, ending the spell. If you or another creature does not move through the portal within 1 round, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the range increases by 100 feet and the duration increases by 1 round for each slot level above 3rd. Each round added to the duration allows one additional creature to move through the portal before the spell ends.



Portal Trap

2nd-level conjuration
Casting Time: 1 action
Range: 60 feet
Components: V
Duration: Concentration, up to 1 minute

You create a magical portal on a surface in an unoccupied space you can see within range. The portal occupies up to 5 square feet of the surface and is instantly covered with an illusion. The illusion looks like the surrounding terrain or surface features, such as mortared stone if the portal is placed on a stone wall, or a simple image of your choice like those created by the *minor illusion* spell. A creature that touches, steps on, or otherwise interacts with or enters the portal must succeed on a Wisdom saving throw or be teleported to an unoccupied space up to 30 feet away in a random direction. To determine the direction, roll a d8 and assign a direction to each die face. The creature can't be teleported into a solid object.

Physical interaction with the illusion reveals it to be an illusion, but such touching triggers the portal's effect. A creature that uses an action to examine the area where the portal is located can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can create one additional portal for each slot level above 2nd.

Power Word Fling

3rd-level conjuration
Casting Time: 1 action
Range: 30 feet
Components: V
Duration: Concentration, up to 1 minute

You mutter a word of power that causes a creature you can see within range to be flung vertically or horizontally. The creature must succeed on a Strength saving throw or be thrown up to 15 feet vertically or horizontally. If the target impacts a surface, such as a ceiling or wall, it stops moving and takes 3d6 bludgeoning damage. If the target was thrown vertically, it plummets to the ground, taking falling damage as normal, unless it has a flying speed or other method of preventing a fall. If the target impacts a creature, the target stops moving and takes 3d6 bludgeoning damage, and the creature the target hits must succeed on a Strength saving throw or be knocked prone. After the target is thrown horizontally or it falls from being thrown vertically, regardless of whether it impacted a surface, it is knocked prone.

As a bonus action on each of your subsequent turns, you can attempt to fling the same creature again. The target must succeed on another Strength saving throw or be thrown.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the distance you can fling the target increases by 5 feet, and the damage from impacting a surface or creature increases by 1d6 for each slot level above 3rd.

Power Word Rend

4th-level evocation
Casting Time: 1 action
Range: 90 feet
Components: V
Duration: Instantaneous

You speak a word of power that causes the internal organs of a creature you can see within range to rupture. The target must make a Constitution saving throw. It takes 4d6 + 20 force damage on a failed save, or half as much damage on a successful one. If the target is below half its hit point maximum, it has disadvantage on this saving throw. This spell has no effect on creatures without vital internal organs, such as constructs, oozes, and undead.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can target one additional creature for each slot level above 4th. The creatures must be within 30 feet of each other when you target them.

Protection from the Void

1st-level abjuration (Void)
Casting Time: 1 action
Range: Touch
Components: V, S, M (a small bar of silver worth 15 sp, which the spell consumes)
Duration: Concentration, up to 10 minutes

Until the spell ends, one willing creature you touch has resistance to necrotic and psychic damage and has advantage on saving throws against Void spells.

Reaper's Knell

4th-level necromancy
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a silver bell)
Duration: Concentration, up to 1 minute

As the bell rings, a burst of necrotic energy ripples out in a 20-foot-radius sphere from a point you can see within range. Each creature in that area must make a Wisdom saving throw. On a failed save, the creature is marked with necrotic energy for the duration. If a marked creature is reduced to 0 hit points or dies before the spell ends, you regain hit points equal to 2d8 + your spellcasting ability modifier. Alternatively, you can choose for one ally you can see within range to regain the hit points instead.

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

Rebounding Bolt

3rd-level evocation
Casting Time: 1 action
Range: 30 feet
Components: V, M (a miniature arrow)
Duration: Instantaneous

You fire a vibrant blue beam of energy at a creature you can see within range. The beam then bounces to a creature of your choice within 30 feet of the target, losing some of its vibrancy and continuing to bounce to other creatures of your choice until it sputters out. Each subsequent target must be within 30 feet of the target affected before it, and the beam can't bounce to a target it has already affected.

Each target must make a Constitution saving throw. The first target takes 5d6 force damage on a failed save, or half as much damage on a successful one. The beam loses some of its power then bounces to the second target. The beam deals 1d6 force damage less (4d6, then 3d6, then 2d6, then 1d6) to each subsequent target with the final target taking 1d6 force damage on a failed save, or half as much damage on a successful one.

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 level above 3rd. This increase allows the beam to jump an additional time, reducing the damage it deals by 1d6 with each bounce as normal.

Reciprocating Portal

3rd-level conjuration (liminal)
Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous

With a gesture and a muttered word, you cause an inky black, circular portal to open on the ground beneath one or more creatures. You can create one 15-foot-diameter portal, two 10-foot-diameter portals, or six 5-foot-diameter portals. A creature that's standing where you create a portal must make a Dexterity saving throw. On a failed save, the creature falls through the portal, disappears into a demiplane where it is stunned as it falls endlessly, and the portal closes.

At the start of your next turn, the creatures that failed their saving throws fall through matching portals directly above their previous locations. A falling creature lands prone in the space it once occupied or the nearest unoccupied space and takes falling damage as if it fell 60 feet, regardless of the distance between the exit portal and the ground. Flying and levitating creatures can't be affected by this spell.

Reposition

4th-level conjuration
Casting Time: 1 bonus action
Range: 30 feet
Components: V
Duration: Instantaneous

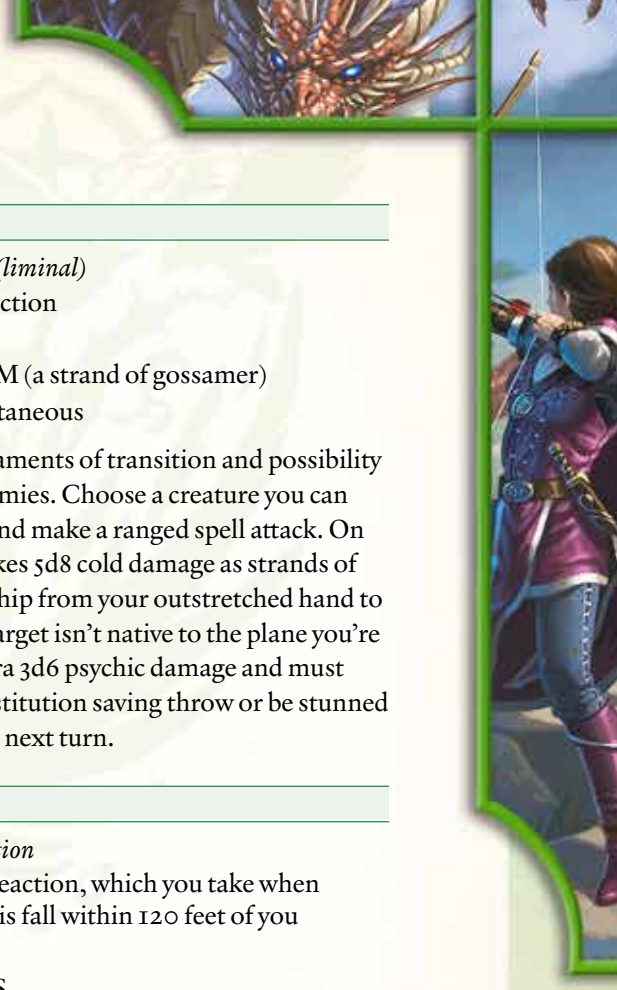
You designate up to three friendly creatures (one of which can be yourself) within range. Each target teleports to an unoccupied space of its choosing that it can see within 30 feet of itself.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the spell targets one additional friendly creature for each slot level above 4th.

Repulsing Wall

4th-level evocation
Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a snail shell)
Duration: Concentration, up to 1 minute

You create a shimmering wall of light on a solid surface within range. You can make the wall up to 60 feet long, 20 feet high, and 1 foot thick, or a ringed



wall up to 20 feet in diameter, 20 feet high, and 1 foot thick. The wall is translucent, and creatures have disadvantage on Wisdom (Perception) checks to look through the wall.

One side of the wall, selected by you when you cast this spell, deals 5d8 radiant damage when a creature enters the wall for the first time on a turn or ends its turn there. A creature attempting to pass through the wall must make a Strength saving throw. On a failed save, a creature is pushed 10 feet away from the wall and falls prone. A creature that is undead, a fiend, or vulnerable to radiant damage has disadvantage on this saving throw. The other side of the wall deals no damage and doesn't restrict movement through it.

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

Reset

4th-level transmutation (temporal)
Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous

Choose up to four creatures within range. If a target is your ally, it can reroll initiative, keeping whichever of the two results it prefers. If a target is your enemy, it must make a successful Wisdom saving throw or reroll initiative, keeping whichever of the two results you prefer. Changes to the initiative order go into effect at the start of the next round.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can affect one additional creature for each slot level above 4th.

Retribution

1st-level abjuration
Casting Time: 1 action
Range: Self
Components: V
Duration: 1 hour

You wrap yourself in shimmering ethereal armor. The next time a creature hits you with a melee attack, it takes force damage equal to half the damage it dealt to you, and it must make a Strength saving throw. On a failed save, the creature is pushed up to 5 feet away from you. Then the spell ends.

Rive

4th-level evocation (liminal)
Casting Time: 1 action
Range: 60 feet
Components: S, M (a strand of gossamer)
Duration: Instantaneous

You pull on the filaments of transition and possibility to tear at your enemies. Choose a creature you can see within range and make a ranged spell attack. On a hit, the target takes 5d8 cold damage as strands of icy nothingness whip from your outstretched hand to envelop it. If the target isn't native to the plane you're on, it takes an extra 3d6 psychic damage and must succeed on a Constitution saving throw or be stunned until the end of its next turn.

Rockfall Ward

1st-level transmutation
Casting Time: 1 reaction, which you take when nonmagical debris fall within 120 feet of you
Range: 120 feet
Components: V, S
Duration: 1 minute

You temporarily halt the fall of up to a 10-foot cube of nonmagical objects or debris, saving those who might have been crushed. The falling material's rate of descent slows to 60 feet per round and comes to a stop 5 feet above the ground, where it hovers until the spell ends. This spell can't prevent missile weapons from striking a target, and it can't slow the descent of an object larger than a 10-foot cube. However, at the GM's discretion, it can slow the descent of a section of a larger object, such as the wall of a falling building or a section of sail and rigging tied to a falling mast.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the cube of debris and objects you can halt increases by 5 feet for each slot level above 1st.

Sacrifice Pawn

4th-level necromancy
Casting Time: 1 reaction, which you take when a friendly creature within 60 feet drops to 0 hit points
Range: 60 feet
Components: V
Duration: Instantaneous

Sometimes one must fall so others might rise. When a friendly creature you can see within range drops to 0 hit points, you can harness its escaping life energy to heal yourself. You regain hit points equal to the fallen

creature's level (or CR for a creature without a level) + your spellcasting ability modifier.

Sacrificial Healing

4th-level necromancy (ritual)
Casting Time: 1 action
Range: Touch
Components: V, S, M (a silver knife)
Duration: Instantaneous

You heal another creature's wounds by taking them upon yourself or transferring them to another willing creature in range. Roll 4d8. The number rolled is the amount of damage healed by the target and the damage you take, as its wounds close and similar damage appears on your body (or the body of the other willing target of the spell).

Safe Transposition

2nd-level conjuration
Casting Time: 1 reaction, which you take when an injured ally is attacked
Range: 30 feet
Components: S
Duration: Instantaneous

You cast this spell when an ally below half its hit point maximum within range is attacked. You swap places with your ally, each of you instantly teleporting into the space the other just occupied. If there isn't room for you in the new space or for your ally in your former space, this spell fails. After the two of you teleport, the triggering attack roll is compared to your AC to determine if it hits you.

Secret Blind

3rd-level evocation
Casting Time: 1 action
Range: Self (5-foot-radius sphere)
Components: V, S
Duration: 10 minutes

A 5-foot-radius immobile sphere springs into existence around you and remains stationary for the duration. You and up to four Medium or smaller creatures can occupy the sphere. If its area includes a larger creature or more than five creatures, each larger creature and excess creature is pushed to an unoccupied space outside of the sphere.

Creatures and objects within the sphere when you cast this spell may move through it freely. All other creatures and objects are barred from passing through the sphere after it forms. Spells and other magical effects can't extend through the sphere, with the exception of transmutation or conjuration spells and magical effects that allow you or the creatures inside the sphere to willingly leave it, such as the *dimension door* and *teleport* spells. The atmosphere inside the sphere is cool, dry, and filled with air, regardless of the conditions outside.

Until the effect ends, you can command the interior to be dimly lit or dark. The sphere is opaque from the outside and covered in an illusion that makes it appear as the surrounding terrain, but it is transparent from the inside. Physical interaction with the illusion reveals it to be an illusion as the creature touches the cool, firm surface of the sphere. A creature that uses an action to examine the sphere can determine it is covered by an illusion with a successful Intelligence (Investigation) check against your spell save DC.

The effect ends if you leave its area, or if the sphere is hit with the *disintegration* spell or a successful *dispel magic* spell.

Shadow Tree

2nd-level conjuration
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a willow branch)
Duration: 10 minutes

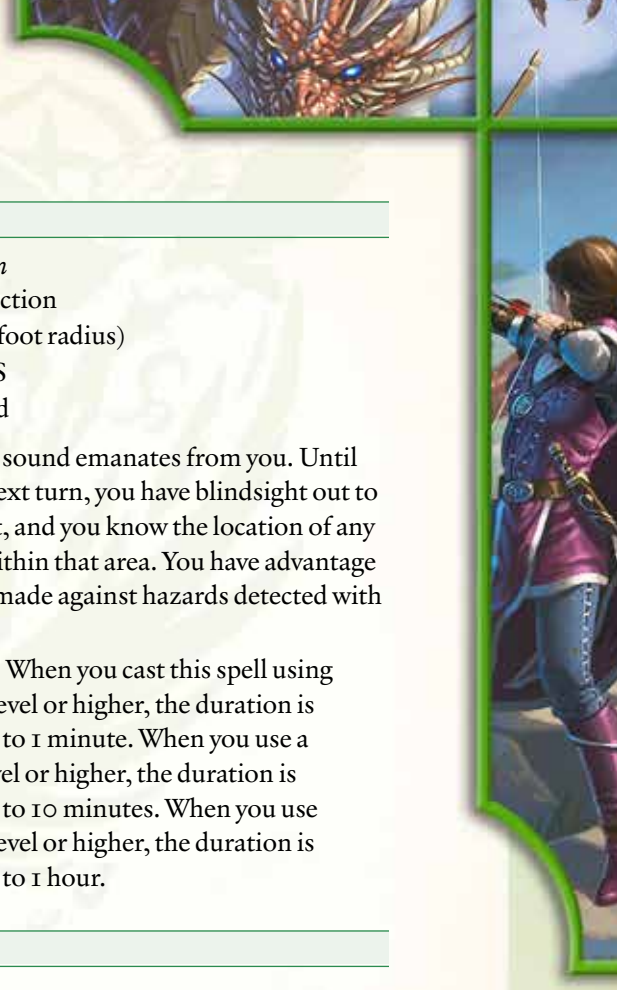
This spell temporarily draws a willow tree from the Shadow Realm to the location you designate within range. The tree is 5 feet in diameter and 20 feet tall.

When you cast the spell, you can specify individuals who can interact with the tree. All other creatures see the tree as a shadow version of itself and can't grasp or climb it, passing through its shadowy substance. A creature that can interact with the tree and that has Sunlight Sensitivity or Sunlight Hypersensitivity is protected from sunlight while within 20 feet of the tree. A creature that can interact with the tree can climb into its branches, giving the creature half cover.

Shadow's Brand

2nd-level necromancy
Casting Time: 1 action
Range: Touch
Components: S
Duration: Until dispelled

You draw a rune or inscription no larger than your hand on the target. The target must succeed on a Constitution saving throw or be branded with the mark on a location of your choosing. The brand



appears as an unintelligible mark to most creatures. Those who understand the Umbral language recognize it as a mark indicating the target is an enemy of the shadow fey. Shadow fey who view the brand see it outlined in a faint glow. The brand can be hidden by mundane means, such as clothing, but it can be removed only by the *remove curse* spell.

While branded, the target has disadvantage on ability checks when interacting socially with shadow fey.

Shared Frenzy

3rd-level enchantment
Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Concentration, up to 1 minute

You yell defiantly as part of casting this spell to encourage a battle fury among your allies. Each friendly creature in range must make a Charisma saving throw; a creature can choose to fail this saving throw if it wishes. If a creature fails its saving throw, it has resistance to bludgeoning, piercing, and slashing damage and has advantage on attack rolls for the duration. However, attack rolls made against an affected creature have advantage.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, this spell no longer causes creatures to have advantage against the spell's targets.

Shocking Volley

2nd-level conjuration
Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous

You draw back and release an imaginary bowstring while aiming at a point you can see within range. Bolts of arrow-shaped lightning shoot from the imaginary bow, and each creature within 20 feet of that point must make a Dexterity saving throw. On a failed save, a creature takes 2d8 lightning damage and is incapacitated until the end of its next turn. On a successful save, a creature takes half as much damage.

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 level above 2nd.

Sightburst

2nd-level divination
Casting Time: 1 action
Range: Self (100-foot radius)
Components: V, S
Duration: 1 round

A wave of echoing sound emanates from you. Until the start of your next turn, you have blindsight out to a range of 100 feet, and you know the location of any natural hazards within that area. You have advantage on saving throws made against hazards detected with this spell.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the duration is concentration, up to 1 minute. When you use a spell slot of 5th level or higher, the duration is concentration, up to 10 minutes. When you use a spell slot of 7th level or higher, the duration is concentration, up to 1 hour.

Silvershout

2nd-level abjuration
Casting Time: 1 action
Range: Self (30-foot cone)
Components: V, S, M (ounce of silver powder)
Duration: Instantaneous

You unleash a shout that coats all creatures in a 30-foot cone in silver dust. If a creature in that area is a shapeshifter, the dust covering it glows. In addition, each creature in the area must make a Constitution saving throw. On a failed save, weapon attacks against that creature are considered to be silvered for the purposes of overcoming resistance and immunity to nonmagical attacks that aren't silvered for 1 minute.

Smelting Blast

2nd-level evocation
Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: 1 minute

You unleash a bolt of red-hot liquid metal at a creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 2d8 fire damage and must succeed on a Constitution saving throw or be coated in cooling, liquid metal for the duration. A creature coated in liquid metal takes 1d8 fire damage at the start of each of its turns as the metal scorches while it cools. At the end of each of its turns, the creature can make another Constitution

saving throw. On a success, the spell ends and the liquid metal disappears.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage (both initial and later) increases by 1d8 for each slot level above 2nd.

Sneer

1st-level evocation
Casting Time: 1 bonus action
Range: 30 feet
Components: S
Duration: Instantaneous

You curl your lip in disgust at a creature you can see within range. The target must succeed on a Charisma saving throw or take psychic damage equal to 2d4 + your spellcasting ability modifier.

Spiked Barricade

3rd-level conjuration
Casting Time: 1 action
Range: 90 feet
Components: V, M (a wooden toothpick)
Duration: Concentration, up to 10 minutes

With a word, you create a barricade of pointed, wooden poles, also known as a cheval de frise, to block your enemies' progress. The barricade is composed of six 5-foot cube barriers made of wooden spikes mounted on central, horizontal beams. Each barrier doesn't need to be contiguous with another barrier, but each barrier must appear in an unoccupied space within range.

Each barrier is difficult terrain, and a barrier provides half cover to a creature behind it. When a creature enters a barrier's area for the first time on a turn or starts its turn there, the creature must succeed on a Strength saving throw or take 3d6 piercing damage.

The barriers are objects made of wood that can be damaged and destroyed. Each barrier has AC 13, 20 hit points, and is vulnerable to bludgeoning and fire damage. Reducing a barrier to 0 hit points destroys it.

If you maintain your concentration on this spell for its whole duration, the barriers become permanent and can't be dispelled. Otherwise, the barriers disappear when the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the number of barriers you create increases by two for each slot level above 3rd.

Spite

2nd-level abjuration
Casting Time: 1 action
Range: Self
Components: S
Duration: 1 hour

You prick your finger and anoint your forehead with your own blood, taking 1 piercing damage and warding yourself against hostile attacks. The first time a creature hits you with an attack during this spell's duration, it takes 3d6 psychic damage. Then the spell ends.

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

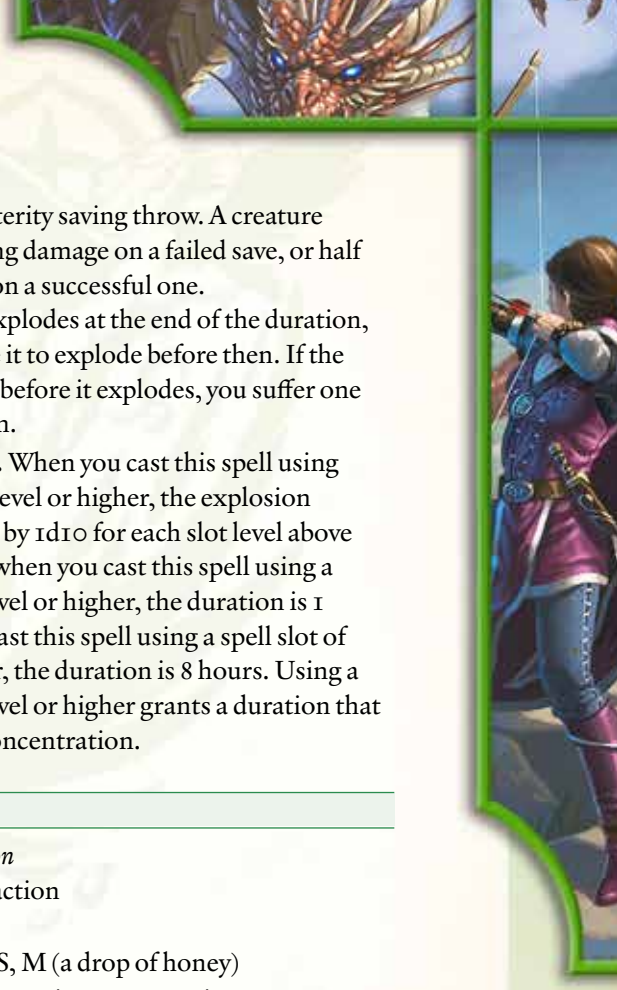
Steam Gout

3rd-level evocation
Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Concentration, up to 1 minute

You create a gout of billowing steam in a 40-foot-tall cylinder with a 5-foot radius centered on a point on the ground you can see within range. Exposed flames in the area are doused. Each creature in the area when the gout first appears must make a Dexterity saving throw. On a failed save, the creature takes 2d8 fire damage and falls prone. On a successful save, the creature takes half as much damage and doesn't fall prone.

The gout then covers the area in a sheen of slippery water. When a creature enters the spell's area for the first time on a turn or starts its turn there, it must make a Dexterity saving throw. On a failed save, it falls prone.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8, and you can create one additional gout of steam for each slot level above 3rd. A creature in the area of more than one gout of steam is affected only once.



Stone Aegis

1st-level transmutation
Casting Time: 1 reaction, which you take when you are hit by an attack
Range: Self
Components: V, S
Duration: Up to 1 minute

A rocky coating covers your body, protecting you. Until the start of your next turn, you gain 5 temporary hit points and a +2 bonus to Armor Class, including against the triggering attack.

At the start of each of your subsequent turns, you can use a bonus action to extend the duration of the AC bonus until the start of your following turn, for up to 1 minute.

Stone Fetch

4th-level conjuration
Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 10 minutes

You create a stony duplicate of yourself, which rises out of the ground and appears next to you. The duplicate looks like a stone carving of you, including the clothing you're wearing and equipment you're carrying at the time of the casting. It uses the statistics of an earth elemental.

For the duration, you have a telepathic link with the duplicate. You can use this telepathic link to issue commands to the duplicate while you are conscious (no action required), which it does its best to obey. You can specify a simple and general course of action, such as "Run over there" or "Fetch that object." If the duplicate completes the order and doesn't receive further direction from you, it takes the Dodge or Hide action (your choice) on its turn. The duplicate can't attack, but it can speak in a gravelly version of your voice and mimic your mannerisms with exact detail.

As a bonus action, you can see through the duplicate's eyes and hear what it hears as if you were in the duplicate's space, gaining the benefits of the earth elemental's darkvision and tremorsense until the start of your next turn. During this time, you are deaf and blind with regard to your own senses. As an action while sharing the duplicate's senses, you can make the duplicate explode in a shower of jagged chunks of rock, destroying the duplicate and ending the spell. Each creature within 10 feet of the duplicate must make a Dexterity saving throw. A creature takes 4d10 slashing damage on a failed save, or half as much damage on a successful one.

The duplicate explodes at the end of the duration, if you didn't cause it to explode before then. If the duplicate is killed before it explodes, you suffer one level of exhaustion.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the explosion damage increases by 1d10 for each slot level above 4th. In addition, when you cast this spell using a spell slot of 6th level or higher, the duration is 1 hour. When you cast this spell using a spell slot of 8th level or higher, the duration is 8 hours. Using a spell slot of 6th level or higher grants a duration that doesn't require concentration.

Storm of Wings

4th-level conjuration
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a drop of honey)
Duration: Concentration, up to 1 minute

You create a storm of spectral birds, bats, or flying insects in a 15-foot-radius sphere on a point you can see within range. The storm spreads around corners, and its area is lightly obscured. Each creature in the storm when it appears and each a creature that starts its turn in the storm is affected by the storm.

As a bonus action on your turn, you can move the storm up to 30 feet. As an action on your turn, you can change the storm from one type to another, such as from a storm of bats to a storm of insects.

Bats. The creature takes 4d6 necrotic damage, and its speed is halved while within the storm as the bats cling to it and drain its blood.

Birds. The creature takes 4d6 slashing damage, and has disadvantage on attack rolls while within the storm as the birds fly in the way of the creature's attacks.

Insects. The creature takes 4d6 poison damage, and it must make a Constitution saving throw each time it casts a spell while within the storm. On a failed save, the creature fails to cast the spell, losing the action but not the spell slot.

Subliminal Aversion

1st-level abjuration (liminal)
Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: 1 minute

You ward a creature within range against attacks by making the choice to hit them painful. When the warded creature is hit with a melee attack from within 5 feet of it, the attacker takes 1d4 psychic damage.

Sudden Slue

4th-level conjuration
Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous

With a growl, you call forth dozens of bears to overrun all creatures in a 20-foot cube within range. Each creature in the area must make a Dexterity saving throw. On a failed save, a creature takes 6d6 bludgeoning damage and is knocked prone. On a successful save, a creature takes half the damage and isn't knocked prone. The bears disappear after making their charge.

Sudden Stampede

4th-level conjuration
Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a horseshoe)
Duration: Instantaneous

You conjure up a multitude of fey spirits that manifest as galloping horses. These horses run in a 10-foot-wide, 60-foot-long line, in a given direction starting from a point within range, trampling all creatures in their path, before vanishing again. Each creature in the line takes 6d10 bludgeoning damage and is knocked prone. A successful Dexterity saving throw reduces the damage by half, and the creature is not knocked prone.

Suppress Regeneration

1st-level transmutation
Casting Time: 1 action
Range: 30 feet
Components: V, S, M (skin from a troll or other regenerating creature)
Duration: Concentration, up to 1 minute

You temporarily remove the ability to regenerate from a creature you can see within range. The target must make a Constitution saving throw. On a failed save, the target can't regain hit points from the Regeneration trait or similar spell or trait for the duration. The target can receive magical healing or regain hit points from other traits, spells, or actions,

as normal. At the end of each of its turns, the target can make another Constitution saving throw. On a success, the spell ends on the target.

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

Threshold Slip

2nd-level conjuration (liminal)
Casting Time: 1 bonus action
Range: Self
Components: V
Duration: Instantaneous

The threshold of a doorway, the sill of a window, the junction where the floor meets the wall, the intersection of two walls—these are all points of travel for you. When you cast this spell, you can step into the junction of two surfaces, slip through the boundary of the Material Plane, and reappear in an unoccupied space with another junction you can see within 60 feet.

You can take one willing creature of your size or smaller that you're touching with you. The target junction must have unoccupied spaces for both of you to enter when you reappear or the spell fails.

Toadstool Ring

6th-level divination (ritual)
Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a bit of dried mushroom)
Duration: 1 hour

You coax a toadstool ring to sprout from the ground. A creature of your choice can sit in the center of the ring and meditate for the duration, catching glimpses of the past, present, and future. The creature can ask up to three questions: one about the past, one about the present, and one about the future. The GM offers truthful answers in the form of dreamlike visions that may be subject to interpretation. When the spell ends, the toadstools turn black and dissolve back into the earth.

If you cast the spell two or more times before finishing your next long rest, there is a cumulative 25 percent chance for each casting after the first that the meditating creature gets a random vision unrelated to the question. The GM makes this roll in secret.

Toothless Beast

2nd-level enchantment
Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 minute

You hinder the natural attacks of a creature you can see within range. The creature must make a Wisdom saving throw. On a failed save, any time the creature attacks with a bite, claw, slam, or other weapon that isn't manufactured, it must roll the weapon's damage dice twice and use the lower total. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the spell ends on the target. This spell has no effect on constructs.

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

Tracer

3rd-level divination
Casting Time: 1 bonus action
Range: Self
Components: V, S, M (a drop of bright paint)
Duration: 8 hours

When you cast this spell and as a bonus action on each of your turns until the spell ends, you can imbue a piece of ammunition you fire from a ranged weapon with a tiny, invisible beacon. If a ranged attack roll with an imbued piece of ammunition hits a target, the beacon is transferred to the target. The weapon that fired the ammunition is attuned to the beacon and becomes warm to the touch when it points in the direction of the target as long as the target is on the same plane of existence as you. You can have only one *tracer* target at a time. If you put a *tracer* on a different target, the effect on the previous target ends.

A creature must succeed on an Intelligence (Arcana) check against your spell save DC to notice the magical beacon.

Tree Heal

Evocation cantrip
Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Instantaneous

You touch a plant and it regains 1d4 hit points. Alternatively, you can cure it of one disease or remove pests from it. Once you cast this spell on a plant or plant creature, you can't cast it on that target again for 24 hours. This spell can be used only on plants and plant creatures.

Trollish Charge

4th-level illusion
Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Concentration, up to 1 minute

You veil a willing creature you can see within range in an illusion others perceive as their worst nightmares given flesh. When the affected creature moves at least 10 feet straight toward a creature and attacks it, that creature must succeed on a Wisdom saving throw or become frightened for 1 minute. If the affected creature's attack hits the frightened target, the affected creature can roll the attack's damage dice twice and use the higher total.

At the end of each of its turns, a creature frightened by this spell can make another Wisdom saving throw. On a success, the creature is no longer frightened and can't be frightened by this spell again for 24 hours.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can target one additional creature for each slot level above 4th. The creatures must be within 30 feet of each other when you target them.

Vine Carpet

3rd-level conjuration
Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: 1 hour

You cause a thick carpet of vines to grow from a point on the ground within range. The vines cover objects and prone creatures within 20 feet of that point. While covered in this way, objects and creatures have total cover as long as they remain motionless. A creature that moves while beneath the carpet has only three-quarters cover from attacks on the other side of the carpet. A covered creature that stands up from prone stands atop the carpet and is no longer covered. The carpet of vines is plush enough that a Large or smaller creature can walk across it without harming or detecting those covered by it.

When the spell ends, the vines wither away into nothingness, revealing any objects and creatures that were still covered.

War Horn

4th-level enchantment
Casting Time: 1 action
Range: Self (30-foot radius)
Components: M (metal horn worth at least 50 gp)
Duration: 1 minute

You blow a blast on your war horn, sending a ripple of fear through your enemies and bolstering your allies. Choose up to three hostile creatures in range and up to three friendly creatures in range. Each hostile target must succeed on a Wisdom saving throw or become frightened for the duration. At the end of each of its turns, a frightened creature can make another Wisdom saving throw. On a success, the spell ends on that creature.

Each friendly target gains a number of temporary hit points equal to 2d4 + your spellcasting ability modifier and has advantage on the next attack roll it makes before the spell ends. The temporary hit points last for 1 hour.

Wild Hunt

7th-level enchantment
Casting Time: 1 hour
Range: 30 feet
Components: V, S, M (a jeweled dagger worth at least 500 gp, which the spell consumes)
Duration: 24 hours

While casting this spell, you must chant and drum, calling forth the spirit of the hunt. Up to nine other creatures can join you in the chant.

For the duration, each creature that participated in the chant is filled with the fervent bloodlust of the wild hunt and gains several benefits. The creature is immune to being charmed and frightened, it deals one extra die of damage on the first weapon or spell attack it makes on each of its turns, it has advantage on Strength or Dexterity saving throws (the creature's choice), and its Armor Class increases by 1.

When this spell ends, a creature affected by it suffers one level of exhaustion.

7 Magic Items

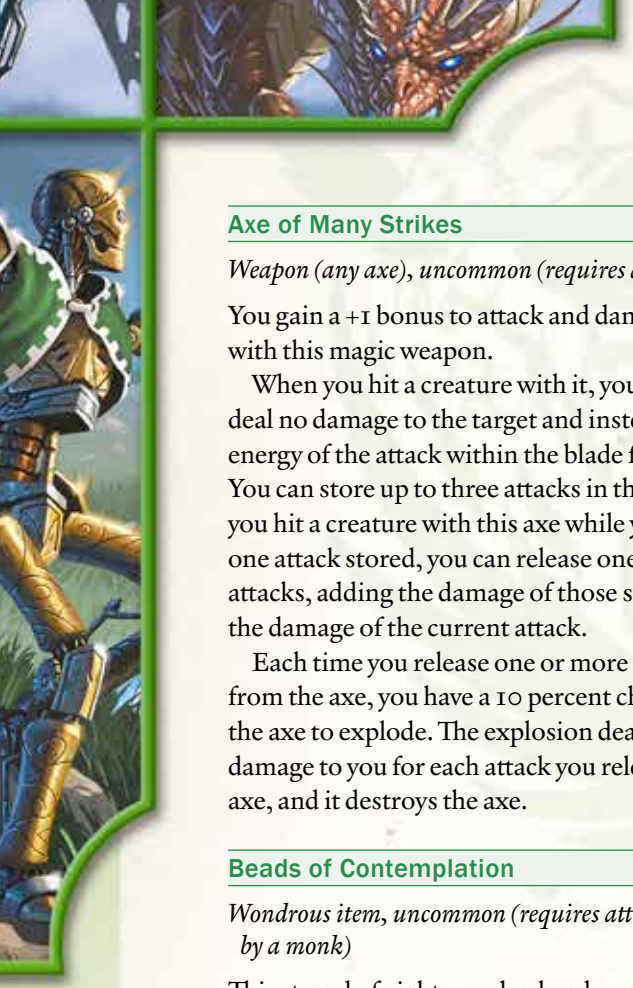
Sometimes a standard sword just isn't enough to face the world's most terrifying creatures or slay its mightiest foes. In these cases, heroes must turn to items and weapons enchanted with magic to give them the edge they need to triumph. Here you'll find magic items of all kinds to outfit your characters for their toughest challenges.

Argent Mantle

Wondrous item, rare

Often reserved for ranking knights of more dogmatic or monastic military orders, these finely made, hood-and-shoulder pieces endow the wearer with exceptional battlefield, statecraft, and leadership skills. You can use a bonus action to speak a command word, causing a nimbus of golden light to surround your head. This nimbus sheds bright light in a 20-foot radius and dim light for an additional 20 feet. Friendly creatures in the bright light shed by this nimbus have advantage on initiative checks and can't be surprised except when incapacitated. The nimbus lasts until you use a bonus action to speak the command word again or you remove the mantle.

Endearing Leader. While wearing this mantle, you can use an action to increase your Charisma score to 20 for 10 minutes. This has no effect on you if your Charisma is already 20 or higher. This property of the mantle can't be used again until the next dawn.



Axe of Many Strikes

Weapon (any axe), uncommon (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this magic weapon.

When you hit a creature with it, you can choose to deal no damage to the target and instead store the energy of the attack within the blade for 1 minute. You can store up to three attacks in this way. When you hit a creature with this axe while you have at least one attack stored, you can release one or more stored attacks, adding the damage of those stored attacks to the damage of the current attack.

Each time you release one or more stored attacks from the axe, you have a 10 percent chance of causing the axe to explode. The explosion deals 2d6 force damage to you for each attack you released from the axe, and it destroys the axe.

Beads of Contemplation

Wondrous item, uncommon (requires attunement by a monk)

This strand of eight wooden beads, each cleverly carved with geometric patterns, hangs from a stout length of cording. The beads store ki energy placed into them, holding the ki until you use it. The beads can store up to 8 ki points. At the end of a short or long rest, you can place ki energy into the beads by touching them and expending a number of ki points equal to half your proficiency bonus.

While wearing or carrying the beads, you can use a bonus action to remove any number of ki points from the beads, regaining that amount of ki points and freeing up space in the beads.

Bloodspeed Elixir

Potion, rare

When you drink this potion, your speed triples for 1 minute, but if you take the Dash action, you take 2d6 poison damage as your body is pushed beyond its normal limits. The murky, crimson liquid smells of ozone and has a thick, sludge-like consistency.

Campaign Field Tent

Wondrous item, rare

You can use an action to place this 1-inch cloth cube on the ground and speak its command word. The cube rapidly grows into a field tent with open or closed sides (your choice) that remains until you use an action to speak the command word that dismisses it, which works only if the tent is empty.

The field tent is a canvas tent, 15 feet on a side and 10 feet high. It remains firmly fixed to the ground, even when standing on bare stone, a ship's deck, or loose sand, and its magic prevents it from being tipped over.

Each creature in the area where the tent appears must make a DC 15 Dexterity saving throw, taking 5d10 bludgeoning damage on a failed save, or half as much damage on a successful one. In either case, the creature is pushed to an unoccupied space outside but next to the tent. Objects in the area that aren't being worn or carried take this damage and are pushed automatically.

The tent has 50 hit points, immunity to nonmagical attacks, excluding siege weapons, and resistance to all other damage. The tent contains a small table with a chair and five simple beds made of cloth and foldable wooden frames.

The field tent can hold up to six Medium or smaller creatures. When a creature finishes a short rest in the tent, it regains double the hit points from any Hit Dice it spends. When a creature finishes a long rest in the tent, it reduces its exhaustion level by 2 instead of 1. In addition, a creature has advantage on saving throws it makes against disease and poison while it rests in the tent.

Cestus

Wondrous item, uncommon (+1), rare (+2), or very rare (+3)

These leather hand wraps are padded across the knuckles. You have a bonus to attack and damage rolls made with unarmed strikes while wearing these hand wraps. The bonus is determined by the item's rarity.

Chain Cilice

Wondrous item, uncommon

This bracelet made of spiked chain is designed to fit around the ankle, wrist, or thigh. While wearing the cilice, you can use an action to speak its command word, causing it to tighten on your skin and dealing

1d6 piercing damage to you at the start of each of your turns until you use a bonus action to end it. If you have the Ki class feature or ki points from another source, such as the Inner Resilience feat (see the Backgrounds and Feats chapter), you regain 1 ki point for every 5 damage caused by the cilice.

If the cilice would reduce you to 0 hit points, it reduces you to 1 hit point instead and the effect ends. If the cilice's effect was ended in this way, it can't be used again until the next dawn.

Cloak of Tentacles

Wondrous item, rare (requires attunement)

This cloak settles around your shoulders like a writhing creature, somehow simultaneously warm to the touch and icy cold against your skin.

Shimmering Skin. While wearing this cloak, you can use an action to expose its shimmering inner lining. Each creature within 10 feet of you and that can see you must make a DC 15 Wisdom saving throw. On a failed save, a creature is incapacitated until the end of its next turn. Once used, this property of the cloak can't be used again until the next dawn.

Writhing Tentacles. While wearing this cloak, you can use a bonus action to command the cloak to sprout four writhing tentacles for 1 minute. When a creature hits you with a melee attack while within 10 feet of you, one of the tentacles lashes out and makes an attack roll at your attacker with a +7 bonus. On a hit, the tentacle deals 2d10 bludgeoning damage then falls still, becoming inert. When the duration ends or once all four tentacles become inert, this property of the cloak can't be used again until the next dawn.

Deepstone Cestus

Wondrous item, very rare (requires attunement by a monk)

These leather hand wraps are fitted with round, flat stones engraved with runes. While wearing these wraps, your ki save DC increases by 2.

Esquire's Rowels

Wondrous item, rare (requires attunement)

While riding a mount and wearing these silver-chased spurs, you have a +1 bonus to initiative rolls, and your mount's Armor Class increases by 2. In addition, while riding a mount and wearing these spurs, you and your mount have advantage on Constitution saving throws against exhaustion caused by traveling more than 8 hours in a day.

Fletcher's Retort Gloves

Wondrous item, rare (requires attunement by a monk)

When you use the Deflect Missiles reaction while wearing these gloves, you can spend 1 ki point to reduce the damage you take from the attack by 1d10 + your Dexterity modifier + twice your monk level instead. If you reduce the damage to 0 in this way and spend 1 ki point to throw the missile, the attack has a normal range of 30 feet and a long range of 120 feet.

In addition, when a friendly creature within 5 feet of you is hit with a ranged weapon attack while you are wearing these gloves, you can use Deflect Missiles to deflect or catch the missile.

Giantstrike Cestus

Wondrous item, very rare (requires attunement by a monk)

These leather hand wraps are fitted with iron plates engraved with runes. When you make unarmed strikes while wearing these wraps, your Martial Arts die is one die higher.

Heartglow Lantern

Wondrous item, rarity varies

Fashioned from a single piece of specially grown, hexagonal crystal fitted within a metal frame, a *heartglow lantern* doesn't use burning fuel or ignited material to generate light, making it ideal in caverns where air supplies can be precious. You can use an action while holding one of these lanterns to cause it to shed bright light in a 20-foot radius and dim light for an additional 20 feet. The light lasts until you use a bonus action to repeat the command word or until the lantern is no longer being held or carried by a living creature.

Each lantern can create an additional effect when it is infused with vitality. Any creature touching a lantern can use an action to infuse it with some of the creature's vitality. The creature's hit-point maximum is reduced by an amount equal to the creature's proficiency bonus, and the lantern gains charges equal to that amount. This reduction lasts until the creature finishes a long rest. Each lantern can hold any number of charges from any number of creatures, but each creature can infuse a lantern with vitality only once between long rests.

Deadbane (Uncommon). While holding this lantern, you can use an action and expend 1 or more of its charges to cause the lantern to detect undead for 1 hour. When an undead is within 20 feet of the lantern, the light it sheds changes to blue, growing brighter the closer the undead is to the lantern. For each charge you spend beyond the first, the duration increases by 30 minutes, and the distance the lantern can detect undead increases by 5 feet. Increasing this distance doesn't increase the radius of the light shed by the lantern.

Floodmote (Very Rare). If you are submerged while holding or carrying this lantern, you can use a reaction and expend 1 or more of its charges to create a small bubble of air for yourself for 1 hour. For each charge you spend beyond the first, the duration increases by 1 hour, and you can choose one additional creature within 30 feet of you to also be protected with a bubble of air. The bubble of air surrounds only a creature's head or other air-breathing organ and provides breathable air to the creature for the duration.

Tumblesafe (Rare). If you or a friendly creature you can see within 40 feet of you falls while you are holding or carrying this lantern, you can use a reaction and expend 1 or more of its charges to slow the fall. For each charge you spend beyond the first, you can extend the light shed by the lantern by 5 feet. Each falling creature and object in the lantern's light descends at a rate of 60 feet per round and takes no damage from falling. It continues to descend at this rate until it lands, even if it exits the lantern's light before it lands.

Javelin of Teleportation

Weapon (javelin), uncommon

This short-hafted javelin bears a long, metal head. You gain a +1 bonus to attack and damage rolls made with this magic weapon. When you hit a creature with this weapon, you can speak its command word and force the target to make a DC 13 Wisdom saving throw. On a failed save, the target is teleported to an unoccupied space you can see within 60 feet of you. That space must be on the ground or on a floor.

The javelin's property can't be used again until the next dawn. In the meantime, the javelin can still be used as a magic weapon.

Knight-Sergeant's Surcoat

Wondrous item, uncommon (requires attunement)

Fashioned from durable canvas and fine silk, this long, padded knight's tabard bears the colors and heraldry of a long-forgotten order of knights. While wearing this surcoat, you have advantage on Wisdom (Animal Handling) checks when interacting with horses, and you have advantage on Charisma (Persuasion) checks made to interact with humanoids of a higher social rank than you, such as an army's general or a region's monarch.

Knight's Livery. While attuned to and wearing both the *knight-sergeant's surcoat* and the *argent mantle*, your Charisma score is 20. This has no effect on you if your Charisma is already 20 or higher.

Medic's Sash

Wondrous item, uncommon (requires attunement)

While wearing this sash, your carrying capacity doubles. In addition, your movement doesn't provoke opportunity attacks if you are carrying a friendly creature that has 0 hit points or is dying.

First Aid. The sash has 3 charges. While wearing the sash, you can expend 1 charge as an action to cast the *spare the dying* spell, and you can expend 2 charges as an action to cast the *cure wounds* spell, using your Charisma modifier as your spellcasting ability modifier (minimum of +1). The sash recovers all expended charges daily at dawn.

Momentblade

Weapon (any axe or sword), rare (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this magic weapon.

When you roll a 20 on an attack roll made with this weapon, the target disappears and shuffles forward in time. At the end of your next turn, the target returns to the space it previously occupied, or the nearest unoccupied space. When the target returns, it is unaware that any time has passed. If the target is concentrating on a spell and succeeds on the check to maintain concentration after taking damage from your attack with this weapon, the round it disappeared doesn't count against the spell's remaining duration.

Ninefold Swarmdagger

Weapon (dagger), rare

You gain a +1 bonus to attack and damage rolls made with this magic weapon.

When you hit a creature with this weapon, you can use a bonus action to launch ghostly duplicates of the dagger at nearby creatures. Ghostly duplicates of the dagger fly at up to three creatures you can see within 30 feet of the creature you hit. Make a ranged attack with this dagger at each target. On a hit, a target takes 1d4 force damage. Once you hit six creatures with these ghostly daggers, you can't launch ghostly daggers from this weapon again until the next dawn.

Paired Gauntlets of Striking

Wondrous item, uncommon (requires attunement)

These leather gloves are reinforced with steel plates and decorated with images of two humanoids fighting side-by-side. While you and another creature are each wearing one of the gauntlets and are each within 5 feet of the same creature, you both have advantage on the first attack roll you make against that creature on each of your turns.

Phase Arrow

Weapon (arrow), uncommon

When you make a ranged attack with this arrow, the attack ignores half and three-quarters cover as the arrow dips briefly into the Plane of Shadow on its way to the target. If the target has full cover and you are aware the target is in a particular space, you can fire this arrow at the target with disadvantage on the attack roll.

Potion Belt

Wondrous item, rarity varies

One or more thin bands of flexible, pale blue crystal run along this plain, brown leather belt. As an action, you can pour a potion onto a band of crystal, which absorbs the potion and turns a deep blue. Each band of crystal can store only one potion at a time.

Potion Belt (Common). This belt contains only one band of crystal. While wearing the belt, you can use an action to speak the belt's command word and gain the benefits of the potion as if you drank it.

Greater Potion Belt (Rare). This belt contains three bands of crystal. While wearing the belt, you can use a bonus action to speak the belt's command word and the name of one of the potions and gain the benefits of the named potion as if you drank it.

Potion of Infinite Possibilities

Potion, very rare

This deep purple potion swirls with glittering flashes of red, green, and blue and smells faintly of ozone. For 1 hour after drinking this potion, you gain the following benefits:

- You have blindsight out to a range of 60 feet.
- When you roll a 1 on an ability check, saving throw, or attack roll, you can reroll the die and must use the new roll.
- You can see into the Ethereal Plane. Ethereal creatures and objects appear ghostly and translucent.

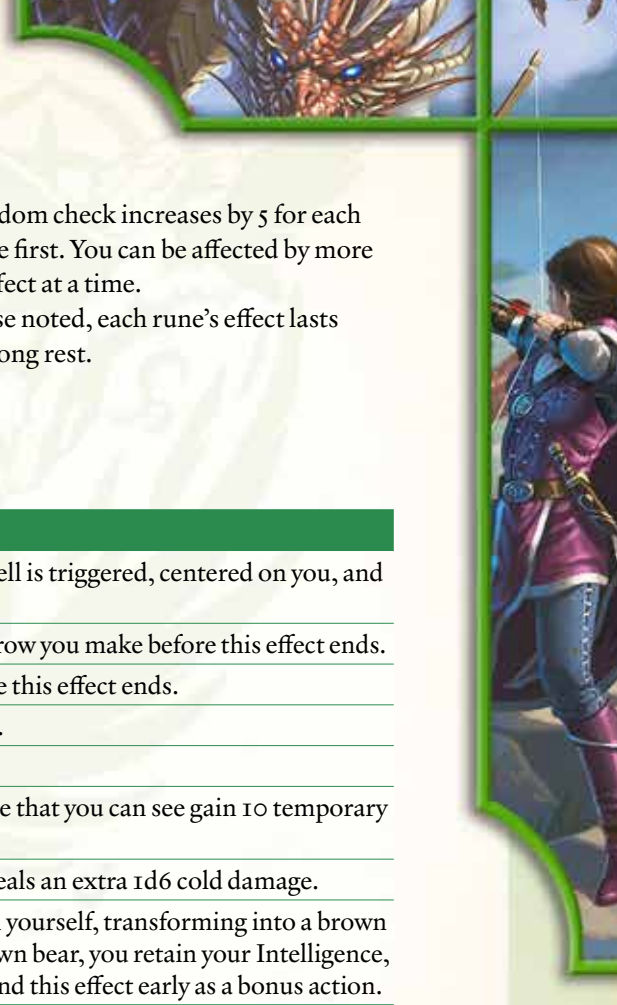
When the duration ends, you are stunned until the end of your next turn as your mind reels from the loss of the mind-altering effects.

Pouch of Runestones

Wondrous item, rare

This ordinary bag, made from cured animal hide, appears empty. Reaching inside the bag, however, reveals the presence of a number of flat, bone tiles. The bag weighs 1/2 pound.

You can use an action to pull one of the tiles from the bag and throw it into the air in front of you. The tile floats 5 feet off the ground and displays a runic symbol. Make a DC 12 Wisdom check. The symbol on the tile is upright on a successful save, and it is reversed on a failed save. Roll a d12 and consult the



appropriate table to determine the rune's effect. If a result requires a saving throw, the DC is 15. The tile vanishes after it displays a rune, but the bag never runs out of tiles.

Once used, the bag shouldn't be used again until the next dawn. Each time it is used again before then, the DC of the Wisdom check increases by 5 for each tile drawn after the first. You can be affected by more than one rune's effect at a time.

Unless otherwise noted, each rune's effect lasts until you finish a long rest.

UPRIGHT RUNESTONE

d12	Rune	Meaning	Effect
1	Ansuz	Truth	When this rune appears, a *zone of truth* spell is triggered, centered on you, and it moves with you for 1 hour.
2	Naudiz	Necessity	You have advantage on the next saving throw you make before this effect ends.
3	Hagalaz	Winter	You can cast the *ice storm* spell once before this effect ends.
4	Laukaz	Sea	You can breathe air and water for 5 hours.
5	Algiz	Protection	You gain a +2 bonus to AC.
6	Mannaz	Teamwork	You and up to five creatures of your choice that you can see gain 10 temporary hit points.
7	Isaz	Ice	When you hit with an attack, the attack deals an extra 1d6 cold damage.
8	Berkanan	Bear Maiden	You can use an action to cast *polymorph* on yourself, transforming into a brown bear. While you are in the form of the brown bear, you retain your Intelligence, Wisdom, and Charisma scores. You can end this effect early as a bonus action.
9	Perto	Mystery	You can cast *disguise self* at will.
10	Ehwaz	Freedom	Until this effect ends, you can spend 5 feet of movement to automatically escape from nonmagical restraints, such as manacles or a creature that has you grappled.
11	Raido	Easy Travel	Your walking speed increases by 10 feet.
12	Kaunen	Enlightenment	You can cast the *lesser restoration* spell as a bonus action once before this effect ends.

REVERSED RUNESTONE

d12	Rune	Meaning	Effect
1	Ansuz	Falsehood	You believe everything you hear to be a lie.
2	Naudiz	Consequence	You have disadvantage on the next saving throw you make before this effect ends.
3	Hagalaz	Blizzard	When this rune appears, a *freezing sphere* spell is triggered, centered on you.
4	Laukaz	Sky	When this rune appears, a *reverse gravity* spell is triggered, centered on you. The effect ends at the start of your next turn.
5	Algiz	Vulnerability	Your Armor Class is reduced by 2.
6	Mannaz	Dissension	You and friendly creatures within 30 feet of you have disadvantage on attack rolls while within 10 feet of each other.
7	Isaz	Ice	You have vulnerability to cold damage.
8	Berkanan	Bear Matron	When this rune appears, a brown bear also appears an unoccupied space nearest to you, and it attacks you.
9	Perto	Unwanted Revelation	You have disadvantage on Charisma checks.
10	Ehwaz	Shackles	When this rune appears, a *maze* spell is triggered, targeting you. The effect lasts for 10 minutes or until you escape the maze.
11	Raido	Hard Travel	Your walking speed is reduced by 10 feet.
12	Kaunen	Insanity	You suffer a long-term madness.

Serpentine Sandals

Wondrous item, rare (requires attunement)

While wearing these glistening, snake-skin sandals, you ignore difficult terrain created by marsh, swamps, or other shallow water, such as a rain-soaked rooftop. In addition, you have advantage on ability checks and saving throws made to escape a grapple or the restrained condition while wearing these sandals.

Shattershot Arrow

Weapon (arrow), uncommon

When you hit a creature with this weapon, the target takes an extra 3d6 thunder damage as the arrow releases a sudden, loud ringing. Each creature made of inorganic material such as stone, crystal, or metal that is within 10 feet of the target must make a DC 13 Constitution saving throw, taking 3d6 thunder damage on a failed save, or half as much damage on a successful one. A nonmagical object that isn't being worn or carried also takes the damage if it's within 10 feet of the target.

Soulbound Wraps

Wondrous item, rare (requires attunement by a monk)

These cloth hand wraps are embroidered with symbols of balance and meditation. When you hit a creature with an unarmed strike while wearing these wraps, you can choose to reduce the damage you deal by up to 10, pulling some of the energy of the hit back into you through the wraps. You regain 1 ki point for every 10 damage you choose not to deal to a creature you hit. Once you regain a number of ki points equal to half your proficiency bonus, the wraps unravel and can't be worn again until the next dawn.

Stasis Stone

Wondrous item, very rare

This small, crystalline, purple stone measures 3/4 of an inch in diameter and weighs an ounce. Typically, 1d4 + 2 *stasis stones* can be found together.

You can use an action to throw the stone up to 30 feet. The stone explodes on impact and is destroyed. Each creature within a 10-foot radius of where the stone landed must succeed on a DC 15 Constitution saving throw or be petrified until the end of its next turn as the stone releases temporal magic and freezes it in time.

Stormheart Bow

Weapon (shortbow or longbow), rare (requires attunement)

This bow is made from dragon bone and fey heartstring. When you hit with an attack using this magic bow, the target takes an extra 1d6 lightning damage. The bow has 5 charges for the following other properties. It regains 1d4 + 1 expended charges daily at dawn.

Iceshard Arrow. You can expend 3 charges when you hit with an attack using this magic bow to cause the arrow to turn to ice and shatter in mid-air. Choose up to three targets within 30 feet of your original target. Your original target takes damage as normal, and each chosen target takes 1d6 cold damage.

Thunder Arrow. You can expend 2 charges when you hit with an attack using this magic bow to cause the attack to release a peal of thunder. The target takes damage as normal, and each creature within 15 feet of the target must make a DC 15 Constitution saving throw, taking 2d6 thunder damage on a failed save, or half as much damage on a successful one.

Victory Banner

Wondrous item, very rare (requires attunement)

This small banner is mounted on a short haft and can be attached to a backpack, saddle, or similar equipment. The banner has 3 charges. It regains all expended charges daily at dawn. You can expend 1 of its charges to give yourself advantage on weapon attacks for 1 minute. When you roll a 20 on an attack roll made with a weapon, you can expend 1 charge to move up to your speed without provoking opportunity attacks.

You must be within 5 feet of the banner to expend any of its charges.

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