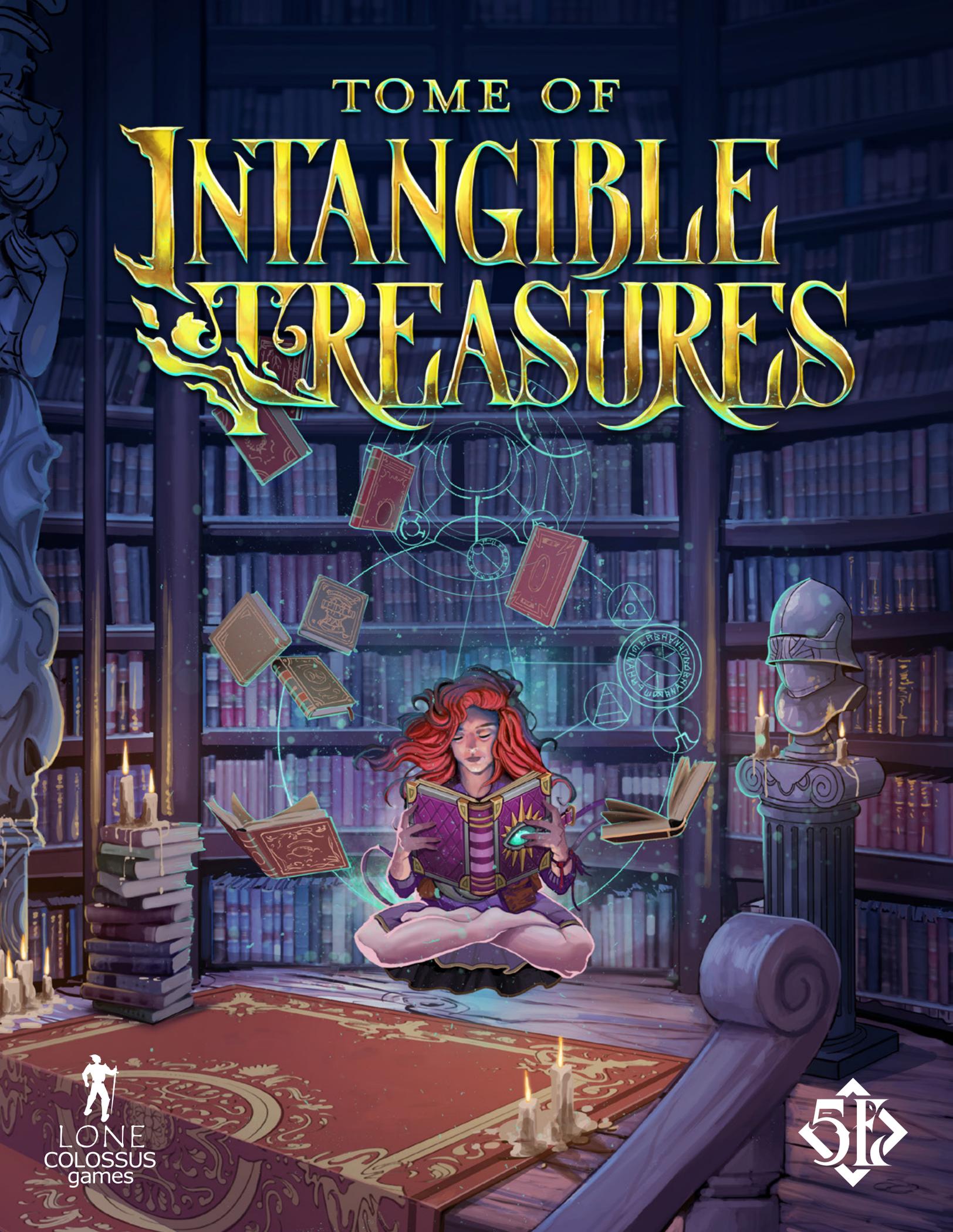


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The Tainted history was submitted by Secretrider; the Plagewalker by SweetLawOfGrace; the Dreamer by D. Vyin; the Betrayed by Rose “Gaming Mistress” Whitcomb; and the Arcane Crafter was adapted from submissions by Stromguard555 and Oliver Peltier. DungeonDoc’s “Delver” history was adapted into Archaeologist, Cave Dweller, and Crypt Stalker. The Mother of Strays was submitted by Rowan Ireliia; Dimitriessie by Colin “Tin Man” Kulsa; Revelry also by Rose “Gaming Mistress” Whitcomb; The Storyteller by Ethan; and Tirevalisyanir by Joanna Villafane. These histories and entities were included as part of a stretch goal for backer-submitted ideas that were voted on for inclusion in the book by all backers.



*This work includes material taken from the System Reference Document 5.1 (“SRD 5.1”) by Wizards of the Coast LLC and available at <https://dnd.wizards.com/resources/systems-reference-document>.*

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**ON THE COVER:** An adventurer studies forgotten magics in a mysterious library.

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**And every other  
 backer who brought  
 this book to life!**

# INTRODUCTION

In 5e, the stats of player characters represent the accumulation of the player's choices made outside of the game while leveling up. While these decisions *can* be made based on role-play reasons and what seems most likely for the character, they are often meant to optimize the character. This is not to say that's a bad thing—having really effective characters can allow combat to feel more dramatic as both the characters and their enemies bring their might to bear against each other. The more powerful a party is (as long as the characters are of similar power levels), the more epic the encounters can be. However, this leaves little room for characters' stats and abilities to change and grow based on the story that's been told. Therefore, this compendium is filled with content designed to add aspects to characters' abilities, stats, and traits that represent the things they've accomplished, and the ways they've been forced to change and adapt over the course of the story.

## BETTER CHARACTER DEVELOPMENT

When characters are created, they get a background feature that makes them unique or special in some way outside of combat. These features come from the things they have done prior to the start of the campaign, and represent a reward or learned capability from their life up until the present. However, once a campaign starts, characters typically only gain combat abilities, or the occasional utility feature, depending on their class. This book supplies your table with reward options that drive character development, and gives you and your characters more tools to drive non-combat gameplay; whether that's exploration, infiltration, or political intrigue.

## OUTLINE

Chapter 1 presents **boons**, including aberrant, celestial, fey, primal, and unholy, as well as some boons that may be taught by or earned from a variety of individuals, including mortals; **charms**—consumable powers with limited lifetime for use; and **pacts**—powerful rewards akin to boons but which come at some cost. Chapter 2 contains **histories**, extensions of backgrounds to expand character backstories and encourage character development beyond level 1, and **titles**—niche abilities and benefits representing the ways a character's renown has spread and influenced the ways the people they meet in the world view them. Chapter 3 provides **advanced trainings**, special abilities that enhance and blend the core features of specific class combinations, **epic trainings** for capstone features that define high-level characters based on their chosen archetype, and a host of **NPCs to use as trainers** for the advanced trainings found in the chapter. Finally, chapter 4 contains a number of fully statted **entities** that can grant boons, charms, and pacts.

## CONVERTING TO THE 2024 RELEASE

At the time of this book's writing, the Players Handbook for the 2024 iteration of D&D 5e has just been released. However, as of yet no SRD for the new rule set is available. If an SRD becomes available, a guide to conversion (as needed) for the content provided in this book will be provided at the link below.

[www.shop.lonecolossusgames.com/ToIT2024](http://www.shop.lonecolossusgames.com/ToIT2024)



# BOONS, CHARMS, AND PACTS



**B**oons, charms, and pacts provide new ways to grant your characters rewards as a result of their interactions with powerful entities, places of magical power, or through other magical or supernatural encounters. This chapter provides 380 such rewards, including 250 boons granted by powerful aberrant, celestial, fey, primal, and unholy entities, 65 charms, and 65 pacts.



## WHERE POWER IS EARNED

These abilities are bestowed in a place of power, such as the domain of an entity, a place where they are worshiped, or somewhere that holds importance to them. Shrines and temples are the most common examples, but some entities bestow power from more esoteric locations as well; a demi-plane formed out of stardust, the heart of a dormant volcano, or even inside the mind of a dead god.

Power can also be earned at the completion of a quest or from an offering made with sincerity. This depends on the entity in question, and it's common for powerful beings to require a show of worship in a place of their choosing in exchange for their gift.

## RARITY

The rarity of boons and charms are provided as a way to estimate their power compared to the magic items they can be used to replace as rewards in your campaign. However, unlike magic items, boons and charms are assigned to a specific creature and can't be traded or sold to another—although they also do not require attunement.

Mechanically speaking, a rare boon should be considered to be of equivalent power level to a rare permanent magic item, while a rare charm should be considered to be of equivalent power level to a rare potion or other consumable item.

## ENTITY TYPE

An entity type most likely to grant the ability is listed after the rarity for boons and charms, or the entity level for pacts. Some charms and pacts list more than one type, indicating two or more types that are likely to grant the pact. Entities are classified into the following types: **Aberant** (strange, unknowable and alien beings from the far reaches of the cosmos), **Celestial** (angels, holy or generally good deities, and other such beings), **Fey** (faeries, archfey, and other creatures living in the fey realms), **Primal** (elementals, nature spirits, and other such beings of natural power), and **Unholy** (fiends, undead, evil deities, and other such beings).

A sixth type is included for boons: **Universal**. Universal type encompasses any being of sufficient power, whether or not they fit into any of the other five categories.

# BOONS

**B**oons are permanent modifications to characters that function identically to magic items with the exception that they can't be transferred to another character (can't be sold or traded), and don't require attunement. They can be offered by any being of power, but are most commonly granted by gods, aberrations, celestials, demons, devils, archfey, or primal entities, and can take the form of anything from the blessing of the granting entity to an enchantment placed on the character by the entity through a ritual. Clerics or other servants of these beings may also be able to grant such blessings, though typically only those of uncommon or rare status.

This section is organized by entity type, then by alphabetical order.

## ABERRANT BOONS

Boons granted by aberrant beings, such as an entity from the depths of the void, a being of pure chaos, or other horror whose very existence threatens the sanity of its observer. The themes of boons in this category tend toward physical and mental alterations that result from interactions with these creatures, such as enhanced psychic abilities, extra limbs, or expanded understanding of the hidden nature of the universe.

### A MIND UNBLEMISHED

*Boon, very rare (aberrant)*

Your mind is now capable of simply rejecting reality when needed. At the start of your turn, as long as you are not incapacitated, you can choose to instantly forget details of your recent past with the following effects:



- ✦ Any effect that was causing you to be charmed or frightened ends.
- ✦ If you are under the effects of an enchantment spell, you can cause that spell to end.
- ✦ If you have a Bardic Inspiration die, you lose it.
- ✦ You forget the location of every creature you can't see (but not whether they are nearby).

### ABERRANT INEDIBILITY

*Boon, rare (aberrant)*

Your flesh tastes abhorrent to any creature that would try to consume you. Any creature that hits you with a bite attack has disadvantage on any future bite attacks against you, and, if you would be swallowed by a creature, you are instead spat out.



### ACIDIC BLOOD

*Boon, uncommon (aberrant)*

Your blood has been made caustic by monstrous, alien creatures. As a reaction to being hit by a melee attack, you can activate this boon to cause your wounds to spray acidic blood. The attacker must make a DC 13 Dexterity saving throw, taking 4d6 acid damage on a failed save, or half as much damage on a successful one. Once you have used this ability, you can't use it again until you finish a long rest.



### ADAMANTINE SKIN

*Boon, rare (aberrant)*

A creature of indescribable form replaced the outer layer of your skin with a flexible layer of adamantine-studded chitin. A number of times per day equal to your proficiency bonus, critical hits against you become normal hits instead. Additionally, you can't be affected by spells or effects that would alter your skin, such as *barkskin*, and, while you are not wearing armor, you gain resistance to nonmagical bludgeoning, piercing, and slashing damage.



### ADHESIVE FLESH

*Boon, rare (aberrant)*

As an action, you can cause yourself to become adhered to an object, surface, or creature within your reach. If the target is an unwilling creature or an object it carries, the creature can make a Dexterity saving throw against your adhesion DC to avoid becoming stuck to you.



The effect ends if you and the thing you are stuck to are pulled apart by at least 1000 pounds of force, or if a creature touching you uses its action to make a successful Strength check against your adhesion DC. Fragile objects may break before the weight limit is reached. If an object or surface affected by this ability is destroyed, the effect ends.

This effect can also be ended by the *grease* spell, *universal solvent*, or similar effects, or if you use your bonus action on a future turn to unstick yourself.

Your adhesion DC = 8 + your proficiency bonus + your Constitution modifier.

### BLESSING OF 1000 FACES

*Boon, uncommon (aberrant)*

You have been blessed with a shifting face that never appears exactly the same to others. You can change your face at will into any other face.



**BLESSING OF THE ALIGNED STAR***Boon, legendary (aberrant)*

The stars have aligned and granted you a blessing from the Great Old One. You gain advantage on saving throws against being frightened, your Constitution score and Constitution score maximum increase by 2, you gain telepathy out to 120 feet, and you gain immunity to psychic damage.

**BLESSING OF THE BLACK STAR***Boon, very rare (aberrant)*

You have been blessed by an invisible star, burning at the edge of space and lighting nothing but endless void. You gain resistance to cold and necrotic damage. Whenever you deal cold or necrotic damage, you deal an additional 1d8 damage of that type and the target has its speed reduced by 10 feet until the start of your next turn. Additionally, you can cast the *cone of cold* spell once per day without expending a spell slot. When you cast the spell in this way, creatures take 4d8 cold damage and 4d8 necrotic damage instead of 8d8 cold damage.

**BOON OF MADNESS***Boon, very rare (aberrant)*

Your mind has been given freedom from the shackles of sanity, allowing you to pierce the veil and see beyond the limits of your mortal form. You gain truesight out to 120 feet, you gain the benefits of the *mind blank* spell, and you have advantage on saving throws against illusions and illusory effects.

**BOON OF WARPED SPACE***Boon, rare (aberrant)*

You have been granted the unnatural ability to warp gravitational fields. In place of an attack made as part of the Attack action, you can cause a number of creatures or unattended objects you can see within 60 feet of you equal to your proficiency bonus to fall 30 feet in a direction of your choice. An unwilling creature can make a DC 15 Charisma saving throw to resist falling. If they land on a surface, they treat that surface as the ground for as long as you continue concentrating on this effect (as if it were a spell). A creature subjected to the effect can make a new Charisma saving throw at the end of each of its turns to end the effect on itself. You can use this boon again while concentrating on it to add creatures to the effect. You can choose directions for each creature independently.



You can use this boon a number of times equal to your proficiency bonus, regaining expended uses when you finish a long rest.

**CACOPHONOUS BLESSING***Boon, rare (aberrant)*

A discordant multitude nearly overwhelmed your own thoughts. You still occasionally hear their whispers, but can now direct echoes from the tumultuous choir for your own purposes. You gain advantage on saving throws against being deafened.



Additionally, you can use your action to let out a discordant shriek. Each creature in a 15-foot cone must make a DC 15 Wisdom saving throw. A creature that fails its saving throw takes 2d6 psychic damage and 2d6 thunder damage, is deafened, and can't take reactions until the start of your next turn. A successful saving throw halves the damage and avoids the other effects.

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

**CHAOTIC STRIKES***Boon, rare (aberrant)*

Your strikes are infused with the raw chaotic and unknowable energy of aberrations. Whenever you score a critical hit with a melee attack, your target succeed on a DC 13 Charisma saving throw or suffer a random effect from the table below as part of their body suddenly transforms into jelly. The target can make a new saving throw at the end of each of its turns to end this effect on itself.

**D20 EFFECT**

- | D20   | EFFECT   |
|-------|--|
| 1-7   | <b>Legs.</b> The target's movement speed becomes 0 and they fall prone.  |
| 8-14  | <b>Arms.</b> The target loses the ability to use one of its arms (determined randomly) and takes a 1d4 penalty to all of its attack rolls. |
| 15-18 | <b>Body.</b> The target loses 2d6 hit points at the start of each of its turns and has disadvantage on Constitution saving throws.         |
| 19-20 | <b>Head.</b> The target loses 4d6 hit points at the start of each of its turns and is incapacitated.                                       |

**CRYPTIC MIND***Boon, rare (aberrant)*

A maelstrom of incomprehensible and unspeakable thoughts bound in flesh placed a veil of chaos over your mind, making it as incomprehensible to others as the aberration's own. You are immune to any effect that would sense your emotions or read your thoughts, and have advantage on saving throws to resist effects that would alter or control your emotions or thoughts. A creature that attempts to read your thoughts takes psychic damage equal to your level, and must succeed on an Intelligence saving throw (the DC is equal to 8 + your proficiency bonus + your Intelligence modifier) or become stunned until the start of its next turn.

**DAWN OF THE INKY SUN***Boon, legendary (aberrant)*

You have been granted knowledge of a strange world orbiting an inky black sun surrounded by a swirling corona of colorful lights. As an action, you can draw on the power granted to you by this knowledge to conjure a *sphere of annihilation* in an empty space within 30 feet of you. You control the sphere when it is summoned. It lasts for 1 minute, or until another creature successfully attempts to control the sphere.

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



**DREAM DRINKER**

*Boon, very rare (aberrant)*

Your mind is a voracious parasite traveling intently through realms of oblivion, drinking in the very dreams of others to stay alive. Whenever you take damage that reduces you to half your maximum hit points or fewer, you can use your reaction to mentally lash out at a hostile creature you can see within 30 feet of you. That creature must make a DC 18 Intelligence saving throw, taking 6d8 psychic damage on a failed save or half as much on a successful one. You regain hit points equal to the damage dealt.

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

**DREAMS OF A DISTANT MOON**

*Boon, rare (aberrant)*

You've seen an alien world in your dreams—a distant planet hangs in the sky above, calling to you. As an action, you can share your dream with another creature you can see, overwhelming its mind and leaving it in a panic. That creature must make a DC 15 Wisdom saving throw, becoming stunned until the end of your next turn on a failed save, or frightened of the universe (effectively reducing its speed to 0) until the end of your next turn on a successful one. The creature then becomes immune to this ability for 24 hours.

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

**ECLIPSE THE LIGHT OF MEANING**

*Boon, legendary (aberrant)*

Your presence channels the deep void that blots out all light, magic, and hope. As an action, you can cause darkness to emanate from you in a 60-foot radius with the following effects:

- ✦ A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it.
- ✦ If any of the darkness overlaps with an area of light created by a spell, the spell that created the light is dispelled.
- ✦ The radius acts as an *antimagic field*. Spells and magical effects that you create ignore the field.
- ✦ Creatures other than you within the darkness have disadvantage on Wisdom saving throws.

The darkness persists for 1 hour, or until you end it as a bonus action. Once you have used this ability you can't use it again until you finish a long rest.

**ELDRITCH GAZE**

*Boon, rare (aberrant)*

The eyes of the Old Ones always see through to the truth. When you succeed on a Charisma (Intimidation) check against a creature that can see your eyes, you can compel them to answer one yes or no question truthfully. They can respond with a falsehood that they believe to be true. That creature is then immune to this effect for 24 hours.



Additionally, you can cast *command* with a spell save DC of 14 on a creature that can see your eyes without expending a spell slot. Once you have cast the spell in this way, you can't do so again until you finish a long rest.

**GIBBERING MIND**

*Boon, very rare (aberrant)*

Your mind is a maze of whispers and gibbering voices. You have advantage on saving throws against mind-affecting effects and resistance to psychic damage. Additionally, whenever you succeed a saving throw against an effect that would deal psychic damage, you instead take no damage, and the origin of the effect takes that damage instead.

**GREATER ABERRANT ARMAMENTS**

*Boon, very rare (aberrant)*

Your weapons move in strange and unnatural ways—and so do the legs of those you strike with them. Your unarmed strikes and weapons you wield gain a +3 bonus to attack rolls, unless the existing bonus of a weapon you wield is higher, and reduce the effects of total cover to three-quarters cover, and three-quarters or half cover to no cover. Additionally, whenever you hit a creature with a weapon attack it takes a cumulative -5-foot penalty to its speed until the start of your next turn (to a minimum of 5 feet). This has no effect on oozes or aberrations. Your attacks are always considered magical.

**GREATER BLESSING OF THE HUNGERING ONE**

*Boon, very rare (aberrant)*

You have been blessed with a portion of the unknowable's hunger. You gain a secret extradimensional space that you can access through your mouth. Whenever you place something into your mouth, you can choose to send it to this space. Additionally, you can supernaturally unhinge your jaw, allowing you to fit anything of up to 3 feet wide into this space.

This space can hold up to 500 pounds or 65 cubic feet of material, and has air as long as you are able to breathe. Retrieving an item from this space requires you to spit up all the contents over the course of one minute. They land on the ground in front of you, covered in a thin casing of slime.

If the inside walls of the space are dealt at least 25 damage in one turn, you suffer the damage dealt and become incapacitated for one round as you immediately spit up all the contents. This boon then becomes unusable for 1 week.

**GREATER TENTACULAR BLESSING**

*Boon, very rare (aberrant)*

You have been blessed with the signature limbs of aberrations. You sprout two tentacles which you can move around your body at will. These tentacles have roughly the length and reach of your existing limbs, and attempts to grapple with them are made with advantage. Each turn, you gain an extra action that can only be used to make the Attack action using your tentacles. Your tentacles are finesse weapons and deal 1d6 bludgeoning damage on a hit. You are proficient with their use.



You also gain advantage on ability checks made to climb trees and other surfaces with handholds that can be wrapped around by your tentacles.

#### HARDENED CHITIN

*Boon, uncommon (aberrant)*

You have been bestowed power by an insectoid creature. As a reaction to being hit by an attack, you can activate this boon to gain a thick carapace for 1 minute. While this boon is active, you gain a +2 bonus to your AC. This can cause the triggering attack to miss.



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

#### HORROR OF THE DROWNING DEPTHS

*Boon, rare (aberrant)*

You have been rewarded by one that sleeps beneath the waves. As an action, you can force a hostile creature you can see to make a DC 15 Wisdom saving throw as it experiences the horrors of the ocean's eldritch depths. On a failed saving throw, it acts as though it is fighting underwater—its movement speed is halved, it has disadvantage on attack rolls with slashing and bludgeoning weapons, and it holds its breath. The target can make a new saving throw to end this effect at the end of each of its turns, or by spending an action trying to “swim” upward. This action provokes opportunity attacks.



#### KALEIDOSCOPIIC BODY

*Boon, very rare (aberrant)*

Your skin has been suffused with raw magic, becoming an ever-changing tapestry of colors and hues. Whenever you take damage from a spell or magical effect, you can use your reaction to change the damage type of the triggering spell or effect. The new damage type must be one that you don't have immunity to, and it is still considered to be magical.



#### KNOWLEDGE EATER

*Boon, rare (aberrant)*

Your encounter with the Old Ones has blessed you with an unnatural capacity to absorb information. As a special ritual, you can mystically absorb the knowledge of one book, tome, scroll, or other object containing written information. The ritual takes 10 minutes, and, when it is complete, the book vanishes into the aether, granting you perfect recall of all of its information. You can automatically find any specific piece of knowledge in the absorbed book by spending 1 minute to search its pages in your memory.



If you perform this ritual on a different book, the original book reappears in the new book's place at the conclusion of the ritual, and you lose your access to the original from your memory.

#### LESSER ABERRANT ARMAMENTS

*Boon, rare (aberrant)*

Your weapons move in strange and unnatural ways in your hands. Your unarmed strikes and



weapons you wield gain a +1 bonus to attack rolls unless the existing bonus of a weapon you wield is higher, and reduce the effects of three-quarter cover to half cover, and half cover to no cover. Your attacks are always considered magical.

#### LESSER BLESSING OF THE HUNGERING ONE

*Boon, rare (aberrant)*

You have been blessed with a fraction of the unknowable's hunger. You gain a secret extradimensional space that you can access through your mouth. Whenever you place something into your mouth, you can choose to send it to this space.



This space can hold up to 100 pounds or 15 cubic feet of material, and has air as long as you are able to breathe. Retrieving an item from this space requires you to spit up all the contents over the course of one minute. They land on the ground in front of you, covered in a thin casing of slime.

If the inside walls of the space are dealt at least 15 damage in one turn, you suffer the damage dealt and become incapacitated for one round as you immediately spit up all the contents. This boon then becomes unusable for 1 week.

#### LESSER TENTACULAR BLESSING

*Boon, rare (aberrant)*

You have been blessed with a signature limb of aberrations. You sprout a tentacle which you can move around your body at will. This tentacle has roughly the length and reach of your existing limbs, and attempts to grapple with it are made with advantage. You can attempt to grapple a creature within reach using your tentacle as a bonus action.



#### LUCID OBSERVER

*Boon, rare (aberrant)*

You've earned the attention of a distant entity who observes you from beyond the stars. As an action, you can invoke the power of this entity and undergo a transformation. For 8 hours, or until you use an action to end it, the upper half of your head turns into a single, lidless eye and you gain the following benefits:



- ✦ You can see in all directions simultaneously and you can't be surprised.
- ✦ You gain darkvision out to 240 feet.
- ✦ You can see up to 5 miles away and are able to discern even fine details as though looking at something no more than 20 feet away from you.

It's hard for you to move and fight effectively while transformed in this way, and you have an unsettling appearance, giving you the following drawbacks:

- ✦ Your speed is halved.
- ✦ You automatically fail saving throws against being blinded.
- ✦ You have disadvantage on attack rolls and Charisma checks.

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

**MALLEABLE FLESH**

*Boon, uncommon (aberrant)*

Your form has been made less stable, granting you occasional control over its shape. Once per day, as an action, you can liquefy your form into an ooze-like substance for 1 minute. While in this state, your speed becomes 20 feet, you no longer need to breathe, you gain a swim speed equal to your speed, and you can move through passageways as small as 1 inch in diameter.

**MERCIFUL DEGENERATION**

*Boon, legendary (aberrant)*

You have been embedded with a parasite or malady that should have taken you, but you overcame its attempt to overwrite your mind. You gain the following features:



**Stunning Blast.** As an action, you emit a 30-foot cone of psychic information, overloading the brains of creatures in the area. Each creature in the cone must succeed on a DC 17 Intelligence saving throw or take 3d10 psychic damage and be stunned until the end of your next turn. You can't use your blast again until you finish a short or long rest.

**Tentacles.** You grow two tentacles, usually from your mouth or back. These tentacles are natural weapons, which you can use to make melee attacks (including spell attacks) out to a reach of 10 feet. You can use your Intelligence in place of Strength for attack rolls and damage rolls made using these tentacles.

**Telekinesis.** You can cast the *telekinesis* spell, ignoring its spell components and without expending a spell slot. You can't do so again until you finish a long rest.

**OOZE FORM**

*Boon, legendary (aberrant)*

Your form has been blessed with the splitting nature of oozes. Whenever you take piercing or slashing damage, you can use your reaction to split your form, creating an oozy duplicate. This duplicate uses your statistics, but is mindless, has resistance to bludgeoning damage, and has a speed of 10 feet. If you are a spellcaster, your duplicate can cast spells using your spell slots. It takes its action in the initiative slot immediately following the turn on which you triggered this ability. The duplicate lasts for 1 minute and then melts into a harmless pool of saltwater.



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

**PSYCHIC INFLUENCE**

*Boon, uncommon (aberrant)*

An alien presence has touched your mind; now you can do the same. You can telepathically communicate with any creature you can see within 30 feet of you. You don't need to share a language with the creature for it to understand your communications, but the creature must speak at least one language. Creatures you speak to this way can respond telepathically to your messages. They can't initiate telepathic contact with you unless a different feature grants them that ability.

**RECONSTRUCTING FLESH**

*Boon, rare (aberrant)*

Your flesh has been touched by strange, alien creatures. As a bonus action, you can grant yourself lesser regenerative powers for a minute. While this boon is active and you are conscious, you regain 3 hit points at the start of each of your turns. In addition, you gain advantage on death saving throws.



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

**SEE BEYOND GEOMETRY**

*Boon, rare (aberrant)*

Your eyes aren't limited by conventional geometry. As a bonus action, you can designate a creature you are aware of within 60 feet of you. Until the start of your next turn, ranged weapon and spell attacks you make can target the creature as if you had a straight, unimpeded line of sight to it. Your projectiles travel around corners and ignore cover to strike the creature.



You can use this ability a number of times equal to your proficiency bonus, and regain expended uses after you finish a long rest.

**SCRY SIGHT**

*Boon, rare (aberrant)*

You have been blessed with a greater awareness of when you are targeted by magic intended to locate you or invade your mind, as well as fortitude to resist.



You have advantage on saving throws against spells and other magical effects that would attempt to control or read your mind such as *charm person*, *detect thoughts*, or *suggestion*, or to locate you such as *locate creature* or *scrying*.

You are automatically aware of any attempts at divination, mind reading, or mind control, and the location of the originating source if they are within line of sight.

**SLIMY DISTRACTION**

*Boon, very rare (aberrant)*

A creature from the fathomless depths has blessed you with a sheath of quasi-autonomous slime. Once per day as a reaction to taking damage, you can cause a slime clone to erupt from the wound. The clone looks identical to you and uses your movement speeds, but otherwise uses the **gray ooze** stat block. When the clone emerges, either you or the clone (your choice) moves to an unoccupied square within 5 feet of the other. The clone acts on your turn, either before or after you, and can only move and take the dash and dodge actions. Until you or the clone is hit by an attack, creatures must succeed on a Wisdom (Perception) check to discern which creature is you and which is the clone. The DC for this check is 8 + your proficiency bonus + your Charisma modifier.



**SUCTION CUPS**

*Boon, uncommon (aberrant)*

You earned the begrudging respect of a powerful, tentacled denizen of the deep, who grafted octopi-like suction cups to the undersides of your arms. While you are grappling a creature, it has disadvantage on Strength (Athletics) and Dexterity (Acrobatics) checks to break your grapple. If your grapple ends either because the target succeeded on a check or because it was pushed away from you, both you and the target take 2d6 bludgeoning damage. Additionally, you have advantage on ability checks made to cling to surfaces, and can hang from a vertical surface indefinitely as long as one of your arms is touching that surface.

**TOO MANY TEETH**

*Boon, uncommon (aberrant)*

You tapped into an otherworldly power that has altered your physical form. You grow an unsettling number of teeth in your mouth. They look sharper than teeth should be and it sets people on edge. You gain proficiency with Charisma (Intimidation) checks as long as your teeth can be seen by those you are intimidating.

**VISIONS OF AN INVERTED WORLD**

*Boon, rare (aberrant)*

You have been made witness to an inverted world where darkness casts shadows of light. As a bonus action, you can cause your vision to invert light and dark. For the next minute, or until you end the effect as a bonus action, you can see in perfect darkness as though it were bright light and bright light as though it were perfect darkness. You can use this ability a number of times equal to your proficiency bonus, regaining expended uses when you finish a long rest.

**VISIONS OF THE COSMOS**

*Boon, rare (aberrant)*

You have gazed into the depths of the cosmic abyss, and it has changed you. You have advantage on saving throws against illusions and other effects that would alter your sense of reality. Additionally, you can cast *see invisibility* at will, without expending a spell slot.

**VOID STAR'S GAZE**

*Boon, rare (aberrant)*

You have garnered the attention of the Void Star. You gain a +2 bonus to saving throws made to resist the charmed, stunned, and paralyzed conditions. Additionally, when you succeed on one of these saving throws you can spend your reaction to reflect the effect back at its origin. If you do, the originating creature must make a saving throw against its own effect. Once you have used this ability, you lose the benefits of this boon until you finish a long rest.

**WANING WICK'S BLESSING**

*Boon, rare (aberrant)*

You have been blessed by a horror of fire and wax. As an action, you can cause the top of your head to ignite with flame, casting bright light for 10 feet and dim light for another 10 feet beyond that. While this flame is present, your attacks and spells that deal fire damage deal additional fire damage equal to your proficiency bonus. If you are drenched with water while the flame is lit, it goes out and you take cold damage equal to twice your level (this damage can't be reduced).



The flame lasts for 1 minute, after which you must finish a long rest before it can be ignited again.

**WORM'S BLESSING**

*Boon, rare (aberrant)*

You have been blessed with an extendable body, which can reach worm-like proportions.



As an action, you can cause your body to grow up to 50 feet in length. While in this form, your speed is reduced to 5 feet, attack rolls made against you have advantage, you automatically fail reflex saving throws, and you gain a climb speed of 5 feet. When you grow, you can choose to grow upward, reaching a height of 50 feet immediately. If you do, you must grab something to keep yourself in place or else you fall to the ground, taking 3d6 bludgeoning damage in the process. Your body remains this length until you reverse the process as an action. When you reverse the process, you can choose which end to have remain in position. Once you have used this ability, you must finish a short or long rest before you can do so again.

**CELESTIAL BOONS**

Boons typically granted by celestial and divine beings, such as an archangel, a cleric, or even a deity itself. The themes of boons in this category tend toward holy protections, divine retribution, and other blessings of celestial light.

**ARMOR OF THE DIVINE WARRIOR**

*Boon, very rare (celestial)*

You have been granted the radiant armor of an angelic spirit. You can conjure this armor as a bonus action, gaining temporary hit



points equal to 2 times your level. While these hit points remain, you have advantage on saving throws against damaging spells and effects, and attack rolls made against you have disadvantage. Once you have used this ability you can't use it again until you finish a long rest.

**BLESSING OF THE FARSTRIDER***Boon, rare (celestial)*

You have been blessed with the swiftness of the Farstrider. Your walking speed increases by 5 feet, and you can cast both *misty step* and *dimension door* once per long rest without expending spell slots.

**BOON OF DIVINE FERVOR***Boon, rare (celestial)*

Your displays of faith are rewarded with favor. Once per day, as an action, you can call out a prayer or other praise to the entity who granted you this boon. When you do, you gain temporary hit points equal to twice your proficiency bonus, and your attacks deal an additional 1d4 radiant damage for the next minute. Additionally, you emit bright light in a 5-foot radius and dim light for another 5 feet beyond that.

**CHORUS***Boon, uncommon (celestial)*

Some people have a voice like an angel; you literally have angels as backup singers. Whenever you make a Performance check involving song or an Intimidation or Persuasion check involving invoking the authority of your god, a spectral chorus of angels appears behind you and lends their voices to yours, granting you advantage on that check.

**DIVINE SHROUD***Boon, uncommon (celestial)*

Guardian spirits watch over you while you sleep. While you are unconscious, attack rolls against you are made at disadvantage and any critical hit is turned into a normal hit.

**EVERLIGHT'S BLESSING***Boon, legendary (celestial)*

You overflow with celestial radiance, which grants you an eternity of splendor. You cease aging and are immune to the effects of aging, you gain truesight out to 120 feet, you can't be blinded, and you emit bright light in a 60-foot radius, which automatically dispels darkness spells and effects of 8th level or lower. Additionally, you can use your bonus action to cause any damage you deal to be radiant instead of its normal type until the end of your turn.

**EXALT THE RIGHTEOUS***Boon, rare (celestial)*

As a reward for your fervor, you have been blessed with the ability to empower those who follow you. As an action, you can speak a few words of zealous encouragement to bolster the morale of your allies. Each ally within 30 feet that can hear you gains temporary hit points equal to 3 times your proficiency bonus. While these temporary hit points remain, they gain a +1 bonus to attack rolls and damage rolls, and a +1 bonus to their saving throw DCs.

**EYE OF JUSTICE***Boon, rare (celestial)*

You have been blessed with the ability to detect great evil and wipe it out. Once per day, you can use an action to discern the distance and direction of the greatest source of evil within 1500 feet of you. You continue to know its distance and direction for 10 minutes. If the source of evil is a creature, your next attack that hits that creature within the next 10 minutes is a critical hit.

**FAVORED BY THE GODS***Boon, uncommon (celestial)*

A deity or their agent blessed you with otherworldly healing. Whenever a class feature, spell, or potion allows you to roll to recover hit points, you can choose to reroll a die with the lowest result. You must take the second result.

**FOESENSE***Boon, rare (celestial)*

Your future is known to contain many hidden enemies, and you have been blessed by the divine to sense them out before they strike you down. As an action, you can extend your senses to learn the location of any creature that is hostile or bears malicious intent toward you within 15 feet of you until the beginning of your next turn. You know the type of creature (celestial, fiend, etc.) but not their identity. Additionally, while this effect lasts you have advantage on Wisdom (Insight) checks made to tell if someone is lying.



You can use this ability a number of times equal to half your proficiency bonus, rounded down, after which you must finish a long rest before you can use this ability again.

**FONT OF RADIANCE***Boon, varies (celestial)*

You bear a gift of radiant embers, which you unleash in moments of need. When you are reduced to 0 hit points, you can call upon this reserve of power (no actions required). You regain 1 hit point and gain a number of temporary hit points based on the rarity of the boon. As a bonus action, you can sacrifice any remaining temporary hit points, dealing radiant damage equal to the sacrificed temporary hit points divided as you choose between creatures within 10 feet of you.



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

- ✦ **Rare:** 2 times your level
- ✦ **Very rare:** 3 times your level
- ✦ **Legendary:** 4 times your level

**GIFT OF DIVINE ATHLETICISM***Boon, uncommon (celestial)*

You have been blessed with the grace and athleticism of a demigod. You become proficient in Acrobatics and Athletics if you weren't already.



Additionally, whenever you spend at least 1 minute preparing for an act of acrobatics or athleticism you gain advantage on the next Acrobatics or Athletics check you make within the next 10 minutes.

#### GREATER BLESSING OF THE GUARDIAN ANGEL

*Boon, very rare (celestial)*

You are watched by a powerful divine protector. When you would die due to a failed death saving throw, you instead regain hit points equal to 5 times half your level, rounded up. If you would fail your saving throw against a spell or effect that causes instant death, you can reroll that save with advantage.



Once either of these effects have been used, they can't be used again until you finish a long rest and spend at least an hour praying or giving thanks.

#### GREATER BLESSING OF THE HOLY ASSASSIN

*Boon, very rare (celestial)*

You are blessed with angelic precision so that you can better serve the needs of the divine being that guides your blade. Your Sneak Attack deals an additional 6d6 radiant damage against fiends and undead. Additionally, whenever you make an attack roll against such a creature, you can choose to ignore a source of disadvantage that you would have on the attack. Once you have used this ability, you must finish a long rest before you can do so again.



#### GREATER BLESSING OF THE PROTECTOR

*Boon, very rare (celestial)*

You have been blessed with powerful divine protection. You gain a +2 bonus to AC and saving throws. Additionally, you can cast the *shield* spell without using a reaction or expending a spell slot.



Once you have done so, you can't use it again until you finish a short or long rest.

#### GREATER CELESTIAL ARMAMENTS

*Boon, very rare (celestial)*

You have been granted an angel's skill at arms. Your unarmed strikes and weapons you wield gain a +3 bonus to attack rolls unless the existing bonus of a magic weapon you wield is higher, and deal an additional 1d10 points of radiant damage on a hit. Additionally, whenever you hit a creature with a weapon attack, it takes a cumulative -1 penalty to its next attack roll made before the start of your next turn. This has no effect on creatures that can't be blinded. Your attacks are always considered magical.



#### GREATER MAGICAL PROTECTOR

*Boon, rare (celestial)*

Your willingness to protect your allies has not gone unnoticed, and you have been blessed with the ability to do so more effectively as a reward for your efforts. As a reaction to an ally being targeted with a spell or magical effect that requires a saving throw, you grant that ally advantage on their saving throw to resist the spell or effect. If they succeed, they suffer no



damage from the effect. Once you have used this ability, you can't use it again until you finish a long rest.

#### GUIDING LIGHT

*Boon, common (celestial)*

You learn the *light* cantrip. While within the radius of your *light* spell, as a reaction to failing an ability check, you can roll a d4 and add it to the result of your roll, potentially turning your failure into a success. Once you have used this ability, you can't use it again until you finish a long rest.



#### HALO OF THE ALIGNED HEAVENS

*Boon, rare (celestial)*

You have been blessed by an alignment of the sun and moon, filling you with sacred energy and protecting you from outside influences. You have advantage on saving throws made to resist being charmed, and you can't be possessed.



#### HEAVEN'S LANCE

*Boon, very rare (celestial)*

You have been granted the ability to call the literal wrath of the heavens upon your enemies. As an action, as long as you are outside, you can call down a searing pillar of light from the sky above. Each creature in a 10-foot radius, 200-foot high cylinder centered on a point you can see within 120 feet must make a DC 19 Constitution saving throw, taking 10d8 radiant damage on a failed save, or half as much damage on a successful one. Additionally, each creature in the area is blinded until the end of their next turn, lose the invisible condition if they have it, can't benefit from invisibility for 1 minute, and have their true forms revealed if they were disguised by illusion or shapeshifting.



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

#### HEALER'S GIFT

*Boon, rare (celestial)*

You are blessed with an ever flowing font of healing energies. Whenever a spell or effect you use would restore hit points to another creature, it regains additional hit points equal to your proficiency bonus. Additionally, you gain advantage on Medicine checks made to stabilize a dying creature.



#### HELM OF THE DIVINE WARRIOR

*Boon, rare (celestial)*

You have been blessed with the protective helm of an angelic warrior spirit. When you would fail a saving throw against an effect that would apply the restrained, paralyzed, or stunned condition, you can use your reaction to reroll the saving throw. You must use the new result. You can use this ability a number of times equal to your proficiency bonus, regaining expended uses when you finish a long rest.



**HERCULEAN MIGHT***Boon, uncommon (celestial)*

You have been blessed with incredible throwing power. You gain proficiency with improvised weapons and can treat all objects you can lift as having the thrown (range 20/60) property. The amount of damage an improvised weapon deals when thrown is based on its size category: starting at 1d4 for small and tiny objects, increasing by 1d4 for every size category above. For example, a large object would deal 3d4 damage.

**HEROIC SOUL***Boon, rare (celestial)*

You have been granted a spark of the spirit of an ancient warrior, and your deeds remind others of their stories and legends from long ago. As a reaction to hitting an enemy with an attack on your turn, choose up to three creatures within 30 feet of you that saw the attack. Until the end of your next turn, whenever one of those creatures makes an attack roll or a saving throw, they can roll a d4 and add the number rolled to the attack roll or saving throw. Once you use this ability, you can't use it again until you finish a long rest.

**INDELIBLE FORM***Boon, rare (celestial)*

You have been blessed with physical certainty. Whenever you are subjected to an effect that would alter your form, such as the *polymorph* spell, you can choose whether or not to allow the effect to affect you. Additionally, you have advantage on saving throws against disease.

**INESCAPABLE GRASP***Boon, rare (celestial)*

Not even the trickiest foes can escape you. Creatures you are holding or grappling can't travel by any form of extradimensional movement unless you permit them to. This includes teleportation or travel to a different plane of existence. This effect does not prevent the creature from passing through an interdimensional portal.

**LESSER BLESSING OF THE GUARDIAN ANGEL***Boon, rare (celestial)*

Your devotion to your faith is rewarded with protection in your time of need. When you would die due to a failed death saving throw, you instead stabilize. You must spend a day praying or giving thanks before this ability can be used again.

**LESSER BLESSING OF THE HOLY ASSASSIN***Boon, rare (celestial)*

You are blessed with deadly precision so that you may more easily slay the enemies of the divine. Your Sneak Attack deals an additional 2d6 radiant damage against fiends and undead.

**LESSER BLESSING OF THE PROTECTOR***Boon, rare (celestial)*

You have been blessed with divine protection. You gain a +1 bonus to AC and saving throws.

**LESSER CELESTIAL ARMAMENTS***Boon, rare (celestial)*

You have been granted a fragment of an angel's skill at arms. Your unarmed strikes and weapons you wield gain a +1 bonus to attack rolls unless the existing bonus of a magic weapon you wield is higher, and deal an additional 1d4 points of radiant damage on a hit. Your attacks are always considered magical.

**LESSER MAGICAL PROTECTOR***Boon, uncommon (celestial)*

You have been charged with keeping those around you safe, and been blessed with the ability to do so more effectively. As a reaction to an ally being targeted with a spell or magical effect that requires a saving throw, you can grant that ally advantage on their saving throw to resist the spell or effect. Once you have used this ability, you can't use it again until you finish a long rest.

**LIBERATOR'S BLESSING***Boon, rare (celestial)*

You are blessed with a divine empowerment to rescue others. You gain a bonus equal to your proficiency bonus when making ability checks and damage rolls to free another creature from restraints or another effect or condition that reduces its freedom such as paralysis (e.g., breaking or untying a rope, disrupting a caster's concentration, or breaking a creature's grab).

**MANA TOUCH***Boon, uncommon (celestial)*

A divine agent has blessed your tongue, and whenever you take a bite of ordinary food, it transforms into heavenly mana. As a bonus action, you can consume a bite of food and either regain 1d4 hit points or cure the poisoned condition. You can't benefit from this ability while you are unconscious.



You can use this ability a number of times equal to your proficiency modifier, regaining expended uses when you finish a long rest.

**PATH TO AWAKENING***Boon, rare (celestial)*

Your interaction with an entity of higher understanding has set you on the road to enlightenment. You gain a bonus to Wisdom checks equal to half your proficiency bonus. Additionally, you can cast the *sanctuary* spell on yourself without expending a spell slot or requiring material components. Wisdom is your spellcasting ability for this spell. You can't cast the spell in this way if you have harmed, or tried to harm, another creature within the last minute.



**PLANESTRIDER'S BLESSING***Boon, very rare (celestial)*

You have been granted the ability to easily walk between planes. While on the material plane, you can cross over to the ethereal plane, and vice versa, by spending movement equal to your base speed. Additionally, you can cast the *plane shift* spell twice without expending spell slots, after which you must finish a long rest before you can do so again.

**RADIANT REJUVENATION***Boon, uncommon (celestial)*

When you spend the entirety of a short rest in direct sunlight and are not wearing armor, you regain hit points equal to your level. Additionally, you have advantage on death saving throws while in direct sunlight.

**RADIANT RETALIATION***Boon, uncommon (celestial)*

A soft, golden hue permeates your skin, representing protection bestowed upon you by the divine. Whenever you are hit by an attack, you can use your reaction to deal 1d8 radiant damage to the attacker.

**RADIANT WINGS***Boon, rare (celestial)*

An angel has lent you their wings, allowing you to summon them in times of need. As an action, you can sprout iridescent wings from your back. For the next hour, you have a flying speed of 60 feet, and you shed bright light in a 20-foot radius and dim light for an additional 20 feet. This light is sunlight. Once you use this ability, you can't use it again until you finish a long rest.

**RIGHTEOUS RESOLVE***Boon, uncommon (celestial)*

As a reward for your fervent belief in your ideals, you are blessed with the strength to resist those who would force you to act against them. Whenever you would fail a saving throw against a spell or effect that would force you to act against your ideals, you can choose to reroll the saving throw with advantage. If you do, you can't use this ability again until you finish a long rest.

**SHIELD OF LIGHT***Boon, rare (celestial)*

You have been granted a mote of celestial light that you can call on to protect you. You can cast the *shield of faith* spell on yourself once per day without expending a spell slot. Additionally, when you cast the spell in this way you gain temporary hit points equal to 5 times half your level, rounded up, which last until the spell ends.

**SHIELDWARDEN***Boon, very rare (celestial)*

Recognised as a protector and defender of your closest allies and strangers alike, you have been enhanced by a celestial to strengthen your



conviction and role as a guardian. You gain a +1 bonus to your AC, and your hit point maximum increases by 15. When an ally within 15 feet of you takes damage, you can use your reaction to take that damage instead of them. Any other effects that might accompany the damage are applied to their original target, and the damage can't be reduced in any way. You can use this ability twice, regaining expended uses when you finish a long rest.

**SWORD OF THE DAWN***Boon, rare (celestial)*

The sword of the gods is available to its adherents at all times. You can use your bonus action to call a divine sword to your open hand. It is a one-handed sword with the versatile (2d8) and finesse properties, and does 2d6 radiant damage on a hit. You are proficient in its use. Once you summon it, it remains available to you for one hour. During this time, you can dismiss it as a free action and recall it as a bonus action.



While this boon is active, you can end its effects early to give yourself an aura of divine energy. Allies within 15 feet of you have advantage on saving throws against being charmed or frightened. The aura lasts for 10 minutes, and removes magical darkness as if it was a 3rd level spell. You can use this boon once per day, regaining the use of it at the next sunrise.

**TOUCH OF THE DIVINE SMITH***Boon, uncommon (celestial)*

The divine smith touches all crafted works, and you have been granted the ability to tap into that power. You can lay your hands on any nonmagical weapon, set of armor, or shield that is broken, and perform a 10-minute ritual in which you beseech the gods for aid. As long as there is at least 1 pound of the destroyed object remaining, it is fully restored as if it had just been forged. A piece of equipment restored in this way bestows 5 temporary hit points on the next creature to wield or wear it.



You can restore two pieces of equipment in this way, regaining the ability to do so when you finish a long rest.

**TRAVELER'S BLESSING***Boon, uncommon (celestial)*

You have been blessed with extreme fortitude and swiftness in your journeys. Your speed increases by 10 feet for the purposes of overland travel, and you can travel for an additional 2 hours before risking exhaustion.

**TRIUMPH OF THE RIGHTEOUS WARRIOR***Boon, legendary (celestial)*

You grow stronger with each powerful foe you defeat. When you defeat a creature with legendary actions or with the Legendary Resistance trait, and a Challenge Rating equal to or higher than your level, choose Strength, Dexterity, or Constitution. The chosen ability score increases by 1, to a maximum of 30. You can gain this increase up to ten times.



## FEY BOONS

Boons typically granted by fey and other powerful natural beings, such as a courtier of the Summer Court, an archfey, or a hag. The themes of boons in this category tend toward the supernatural, playful or whimsical abilities, or expanded ways of thinking about the world from the perspective of a fey.

### A MOMENT SHARED...

*Boon, rare (fey)*

You have the ability to gift or borrow fragments of time from your allies in times of dire need. You gain access to the following abilities:

**...Is a selfless gift.** At the start of your turn, you can choose to give up your action, bonus action, movement, or any combination of the three. Choose an ally you can name within your line of sight, they can immediately use the corresponding actions and movement.

**...Is a present from a friend.** At the start of an ally's turn, if you can name them and they are within your line of sight, you can request a fragment of their time. They can choose to give up their action, bonus action, movement, or any combination of the three, and you can immediately use the corresponding actions and movement.

Once you have used one of this boon's abilities, you can't use this boon again until you complete a long rest.



### ANTLERS OF THE GREAT STAG

*Boon, rare (fey)*

The keeper of the forest gifted you a sliver of its essence. When you move 15 feet in a straight line, spectral antlers sprout from your head. Until the end of your turn, whenever a creature within 5 feet of you targets you with an opportunity attack, you deal magical piercing damage to it equal to your proficiency bonus (no action required).



### BLESSING OF DISAPPEARANCE

*Boon, uncommon (fey)*

You have been granted supernatural powers of stealth. Once per long rest, as a reaction to making a Stealth check, you can cast the *pass without trace* spell targeting only yourself.



### BLESSING OF THE AUTUMN-GILDED LORD

*Boon, legendary (fey)*

You have been blessed by the lord of autumn. As an action, you can surround yourself with one of the following 20-foot radius auras. The effects of the aura last until you end it as a bonus action or create a new aura:

**Radiance of Autumn Light.** Golden light spills from you, providing bright light within the aura. You and each ally within this light gains 5 temporary hit points at the start of each of your turns, and, whenever you or an ally in the light makes a saving throw, you or that ally can roll a d4 and add the number rolled to the saving throw. If it is dawn or dusk, the temporary hit points granted by the aura increase to 10.



**Terror of Autumn Night.** Light near you dims to shadow, reducing the brightness of light within the aura (bright to dim, dim to darkness), and you take on a horrific appearance. Hostile creatures that enter the area for the first time on a turn or start their turn there must succeed on a DC 18 Wisdom saving throw or be frightened of you until the start of their next turn. You have advantage on attack rolls against frightened creatures. If it is night, frightened creatures in darkness have disadvantage on saving throws made to resist your spells and effects.

### BLESSING OF THE MOONLIT HUNTER

*Boon, rare (fey)*

You have been blessed by the Moonlit Hunter. You gain 60 feet of darkvision, and your weapon attacks made while in dim light or darkness gain a +2 bonus to their damage rolls. Additionally, while in dim light or darkness, your speed increases by 5 feet.



### BLESSING OF TOUGHENED HIDE

*Boon, rare (fey)*

Your skin has been enchanted to provide extra protection when battle starts. When you roll initiative, you gain temporary hit points equal to your level. Additionally, while you have temporary hit points gained in this manner, you have a +1 bonus to AC and saving throws.



### BOON OF COURAGE

*Boon, rare (fey)*

You have been granted the courage to stand against the terrors of the unseelie. While frightened by an effect that a save can end, you can make a new saving throw to end the effect at the start of each of your turns.



### BOON OF FLOWERS

*Boon, uncommon (fey)*

You have been granted a supernatural connection to flowers. Once per day, as an action, you can pluck a flower and cause it to fill with a magical nectar. For the next minute, one creature can drink this nectar as a bonus action to gain 2d8+2 temporary hit points. These temporary hit points last until the creature finishes a long rest.



### BOUNDLESS MIRTH

*Boon, rare (fey)*

You have been blessed with an infectious laugh. You can cast the *hideous laughter* spell without expending a spell slot or requiring material components. Charisma is your spellcasting ability for this spell.



If you cast *hideous laughter* with this boon, each time an affected target makes a Wisdom saving throw to end the spell's effect on it, one creature of your choice within 5 feet of it must also succeed on the Wisdom saving throw or be likewise affected by the spell. If the adjacent creature is touching the affected target, the creature has disadvantage on the saving throw.

Once you cast *hideous laughter* in this way, you can't do so again until you finish a short or long rest.

### CRONE'S HUT

*Boon, rare (fey)*

You have gained the favor of a powerful hag. Whenever you go, you will always have a place to stay. You are capable of summoning a small house that includes a kitchen, which is always full of food, a bedroom with a single bed, and a common area. It can hold up to 2 guests, excluding yourself. This house remains in place for 3 days, then disappears, and any creature or item that didn't come with the house is left behind. Once you have summoned the house, you can't do so again until it disappears.



### DISTORTED MIRROR

*Boon, rare (fey)*

In a cracked and clouded mirror you have glimpsed an alternate version of yourself. As an action, you can exchange 2 skill or tool proficiencies you have for skill or tool proficiencies you do not have. If you have the Spellcasting class feature, you can also change one spell you have prepared to any other spell of the same level that's not on your spell list. These changes last until you finish a long rest.



Once you have used this ability, you can't use it again until 3 days have passed.

### DRAGONHEART BLESSING

*Boon, very rare (fey)*

You have been infused with the essence of the fey dragon. You gain advantage on saving throws against magical effects, and you are immune to the charmed and frightened conditions. Additionally, as an action, you can sprout ephemeral, bug-like dragon wings. These wings last for 1 hour, grant you a fly speed of 80 feet, and create an aura around you to a distance of 120 feet.



While the wings last, when creatures of your choice that you can see enter the area for the first time on their turn or start their turn there, they must succeed a DC 19 Wisdom saving throw or be charmed by you for 1 minute. A charmed creature can attempt a new saving throw at the end of each of its turns to end this effect on itself. A successful saving throw against this ability renders a creature immune to its effects for 24 hours. Once you have used the wings, you can't use them again until you finish a long rest.

### DREAMWALKER'S BLESSING

*Boon, very rare (fey)*

You have been gifted the power to traverse dreams. Each night as you sleep you can choose another creature with which you are familiar to visit in a dream. A visited creature must be



asleep while you are, and can banish you at any time by succeeding on a DC 17 Intelligence, Wisdom, or Charisma saving throw (their choice). While you are in its dream, you can speak with it as normal but can't cast spells. You and the visited creature can modify minor parts of the dream at will.

### DRYAD'S NOURISHMENT

*Boon, uncommon (fey)*

Your skin takes on a green hue. If you spend at least 4 hours in sunlight during a day with some of your skin exposed to the sun, you gain all the nourishment you need for the next 24 hours.



If you complete an uninterrupted long rest outside with your bare skin touching the earth, you grow roots into the ground and absorb water from it. For the next 24 hours, you do not need to drink. The roots wither away when you stop touching the earth with your bare skin.

### DULLAHAN'S BLESSING

*Boon, uncommon (fey)*

You have the circular blessing of a dullahan around your neck. As a bonus action, you can behead the corpse of a humanoid that died in the past 24 hours, magically turning its severed head into a loyal, bat-winged spirit for 1 minute. Other than its gruesome appearance, this boon functions identically to the *spiritual weapon* spell, using Charisma as your spellcasting ability modifier.



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

### EYES OF THE FEY

*Boon, rare (fey)*

By observing the fey and the way they see the world, you have learned to see beyond the bounds of reality for a short time. Once per day, as an action, you can blink your eyes three times causing them to turn golden green for 30 minutes. While your eyes are golden green, you have truesight out to 30 feet, and can cast the *identify* spell once without expending a spell slot or requiring material components.



### FASHIONISTA'S BLESSING

*Boon, rare (fey)*

You have been blessed with a fey's taste for stylish clothing. You can cast *disguise self*, adjusting only the appearance of your clothing, without expending a spell slot. You can use this ability 3 times, regaining expended uses when you finish a long rest.



### FEATHERFOOT STRIDE

*Boon, rare (fey)*

Your footsteps exert no pressure on the surface on which you walk. You can stand or move along any solid or liquid surface that can bear the weight of a feather.



You leave no footprints and have advantage on Dexterity (Stealth) checks that rely on moving silently.

**FEY DIPLOMACY***Boon, rare (fey)*

A fey has granted you the ability to communicate with the natural world. You gain the benefits of the spells *Speak with Plants* and *Speak with Animals* permanently without having to cast either spell.

**FEY LORD'S FRENZY***Boon, very rare (fey)*

You have been granted the ability to tap into the blinding rage of a fey lord. As a bonus action, you can enter a Fey Lord Rage, which lasts for 1 minute or until you fall unconscious. While in this rage, you gain the following benefits:



- ✦ You have advantage on Strength and Dexterity checks and Strength and Dexterity saving throws.
- ✦ When you make a melee weapon attack using Strength or Dexterity, you gain a +3 bonus to the damage roll.
- ✦ You have resistance to cold and fire damage as well as bludgeoning, piercing, and slashing damage.
- ✦ If you drop to 0 hit points and don't die outright, you can make a DC 10 Constitution saving throw. If you succeed, you drop to 1 hit point instead. Each time you do so while in this rage, the DC increases by 5 until the rage ends.

Once you have entered a Fey Lord Rage, you can't do so again until you finish a long rest. This rage counts as the Rage class feature for the purposes of effects that enhance the Rage class feature, and if you have the Rage class feature you can use your Rage Damage bonus in place of the damage bonus provided by this rage.

**FINE PRINT***Boon, uncommon (fey)*

Fey have a reputation for exploiting loopholes and finding creative ways to fulfill the letter of a contract without giving in to what the other party truly wants, and you've learned this art from them. You have advantage on Charisma (Persuasion) checks made to convince someone you had a contract with that you have delivered your end of the deal even if you have not fulfilled it in the way that was expected.

**GLOW OF THE EVERBRIGHT SWAN***Boon, uncommon (fey)*

Beautiful and violent, graceful and capricious, the Everbright Swan saw something of itself in you and gifted you a smidgen of its glow. You emit dim light in a 15-foot radius, which dispels magical darkness and illusions in the area. If any of this boon's light overlaps with an area of darkness or an illusion created by a spell with a level equal to or lower than your proficiency modifier, that darkness or illusion is dispelled. You can't turn the light off, but you can suppress it by wearing a shroud of black feathers.

**GOOD OMENS***Boon, uncommon (fey)*

Ever since a lucky encounter with a magnanimous faerie, you've received glimpses of what the day ahead brings, affording you the chance to take advantage of those moments. Whenever you finish a long rest, roll a d20 and record the number rolled. The first time you roll that number on an attack roll, saving throw, or ability check, you can choose to either reroll the die and use the new roll, or gain advantage on the next attack roll, saving throw, or ability check you make.

**GREATER BOON OF THE TRICKSTER***Boon, rare (fey)*

You have been granted a powerful boon that aids you in your pranks. Once per long rest, you can reroll a failed Deception, Sleight of Hand, or Stealth check with a +2 bonus. If you still fail this check, you regain your use of this ability.

**GREATER BOON OF WISDOM***Boon, rare (fey)*

You have been granted a gift of great wisdom and foresight. You have advantage on Wisdom (Insight) checks. Additionally, you can cast *Augury* without using a spell slot and without needing spell components. You can use this ability twice, regaining expended uses when you finish a long rest.

**GREATER FEY ARMAMENTS***Boon, very rare (fey)*

Your weapons and spells alike become more accurate and devastating. You gain a +2 bonus to attack rolls unless the existing bonus of a magic weapon or focus you wield is higher, and the DC to resist your spells and effects increases by 2. Once per turn, when you damage one or more creatures with an unarmed strike, attack, or spell, you can deal additional damage equal to your Intelligence, Wisdom, or Charisma modifier to one of those creatures. Your attacks are always considered magical.

**GREATER GIFT OF THE GODLING***Boon, very rare (fey)*

You have been granted the mark of a childlike archfey known as a Godling. You learn the *prestidigitation* cantrip. Additionally, once per day you can cast the *greater invisibility*, *dimension door*, or *seeming* spell without expending a spell slot or requiring material components.

**GREEN ONE'S GRACE***Boon, uncommon (fey)*

The forest recognizes you as one of its own, and lets you move through it with uncanny grace. You are not affected by the *spike growth* spell, moving through nonmagical difficult terrain created by plants costs you no extra movement, and you gain a climbing speed equal to your walking speed while climbing trees, vines, or other plants.



**JUBILANT CELEBRATION***Boon, uncommon (fey)*

The magic of music and parties supersedes all logic. As an action, you attempt to cause a creature you can see within 60 feet to believe it is partaking in a celebration. That creature must succeed on a DC 14 Charisma saving throw or do nothing except dance or sing in place and become indifferent about creatures that it was hostile toward for 1 minute. This indifference ends if the target is attacked or harmed by a spell, or if it witnesses any of its friends being harmed. Once you have used this ability, you can't use it again until you finish a long rest.

**LABYRINTHINE MIND***Boon, rare (fey)*

Your time with the fey has altered your thought process, granting you insight into the twisting paths of logic required by the fey realm. Your thoughts can't be read by magic. Additionally, you gain advantage on ability checks made to deceive others or assess a deception.

**LESSER BOON OF THE TRICKSTER***Boon, uncommon (fey)*

You have been granted a minor boon that aids you in your pranks. Once per long rest you can reroll a failed Deception, Sleight of Hand, or Stealth check.

**LESSER BOON OF WISDOM***Boon, uncommon (fey)*

You have been granted a gift of wisdom and insight. You have advantage on Wisdom (Insight) checks.

**LESSER FEY ARMAMENTS***Boon, rare (fey)*

Your weapons and spells alike become more accurate. You gain a +1 bonus to attack rolls unless the existing bonus of a magic weapon or focus you wield is higher, and the DC to resist your spells and effects increases by 1. Your attacks are always considered magical.

**LESSER GIFT OF THE GODLING***Boon, rare (fey)*

You have been granted the mark of a child-like archfey known as a Godling. You learn the *prestidigitation* cantrip. Additionally, once per day you can cast the *alter self*, *invisibility*, or *jump spells* without expending a spell slot.

**MISTMINDER'S BOON***Boon, rare (fey)*

Your sight has been blessed by the lord of mists. Fog and other natural clouds do not impede your vision out to a range of 60 feet. Additionally, once per long rest, you can cast *fog cloud* without expending a spell slot.

**PATTERN OF THE PAPER LORD***Boon, rare (fey)*

An archfey that folds matter and time like paper taught you its favorite trick. Once per day, as an action, you can flatten and fold yourself into the shape of an origami beast. This ability works like the druid's Wild Shape feature, except that your equipment always merges into your new form. If you fold into a Small or Tiny creature, you can move through a space as narrow as 1 inch wide without squeezing.

**PIXIE'S BOON***Boon, uncommon (fey)*

A pixie has favored you with a minor gift. As a bonus action, you can cause yourself to turn invisible until the start of your next turn. This effect ends if you make an attack or cast a spell. Once you have used this ability, you can't use it again until you finish a short or long rest.

**RETURN TO NATURE***Boon, uncommon (fey)*

A fey has given you the power to rewild barren and inhospitable lands. Every step you take on unpaved, outdoor ground causes plants and flowers native to the area you are in to sprout. If it is the correct season for them, they grow to full size by the following dawn. They survive the conditions they are grown in unless plucked, and can spread their seeds as they would in arable land. If they are planted in the winter, the seedlings will remain dormant until spring. You can activate or end this effect as an action.

**SATYR'S SPRINGING STRIDE***Boon, very rare (fey)*

You have been blessed with the levity and strength of a satyr, allowing you to bound through life and obstacles with a newfound freedom. Your vertical and horizontal jump height and distance are tripled. In addition, your walking speed increases by 15 feet, and you are immune to the restrained condition.

**SHROOMTENDER'S SPORES***Boon, very rare (fey)*

The keeper of the deliquescent grove infused you with its spores. While you are touching the ground with bare feet, you have 15 feet of tremorsense and know the location of any fungal creatures within 100 feet of you. Additionally, whenever you would fail a death saving throw, you can instead choose to dissolve into a puddle of inky black liquid spores. If the spores spend 8 hours in a dark, moist environment, you reform from them as if from the *true resurrection* spell.



**THE LILY LORD'S FAVOR***Boon, legendary (fey)*

You have been blessed with the favor of the Archfey of Lilies. As an action, you can spend any number of hit dice to grant yourself and your allies temporary supernatural growth (you do not regain hit points when spending hit dice in this way). You and each ally within a 15-foot radius centered on you gains 4 temporary hit points per hit die spent in this way, double in size (size category increases one step—e.g., from Medium to Large), and gain a +1 bonus to attack rolls, AC, and saving throws. If there isn't enough room for you or an ally to double in size, you or that ally attain the maximum possible size in the space available. You and affected allies' equipment and carried items also grow to match your new size, and you and your allies' weights are each multiplied by eight. While you and your allies' weapons are enlarged, attacks with them deal 1d4 extra damage.

This effect lasts for a number of rounds equal to the number of hit dice spent. The effect ends early on a creature if their temporary hit points are reduced to 0.

**TONGUESTEALER***Boon, rare (fey)*

A mischievous fey gifted you the ability to steal other's voices. As an action, choose a target whose voice you heard within the last hour and who is within 10 miles of you. The target must make a DC 14 Charisma saving throw. On a failed save, you can perfectly mimic the target's voice, and the target is unable to speak, for a number of rounds equal to your Charisma modifier. The target can repeat its save at the end of each round, and has advantage on its save if they are aware that you stole their voice.

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

**UNDERSTAND THAT DISTANCE IS ILLUSION***Boon, rare (fey)*

Once per round when you take the Dash action, you can teleport instead of gaining additional movement. This teleport can be to any location you can see within a range equal to your movement speed. Also, when a spell or feature other than this one lets you teleport, you can choose to double the distance that you travel.

**TIRELESS HUNTER***Boon, rare (fey)*

You have been blessed with the ability to hunt your prey without cease. Once per day, you can cast *hunter's mark* without expending a spell slot. If you are capable of casting spells, you cast it at the level of the highest level spell slot available to you.

Additionally, you gain advantage on Constitution checks and saving throws to stave off exhaustion while you are concentrating on *hunter's mark* and actively hunting the current target of the spell. When you kill the target of the spell, you regain 1d6 hit points per level the spell was cast at.

**UNFAMILIAR FACE***Boon, uncommon (fey)*

You have studied the shifting, changing nature of the fey realm and learned to apply its magic to yourself. You can cast *disguise self* without expending a spell slot. While disguised in this manner, you have advantage on Charisma (Deception) checks. Once you do, you can't cast the spell again in this way until you finish a long rest.

**PRIMAL BOONS**

Boons typically granted by elemental beings, nature spirits, or others aligned with the natural world such as a druid, a treant, or the spirit of a volcano. The themes of boons in this category tend toward gifts of nature, such as specific qualities of flora or fauna, the powers of the elements, or the primordial forces of creation.

**BEAST'S DRIVING MIGHT***Boon, uncommon (primal)*

A chorus of thunderous hooves echo through your soul. As an action, you can charge 30 feet in a horizontal straight line without provoking opportunity attacks. If you collide with another creature, your charge ends, and that creature must succeed on a Strength saving throw or take 2d6 bludgeoning damage and be knocked prone. The DC for this ability is equal to 8 + your proficiency bonus + your Strength modifier.

**BLESSING OF THE LIVING EARTH***Boon, rare (primal)*

You have been inured to the ravages of fire, and your strikes burn with the flames of the earth. You gain resistance to fire damage, and the first time you hit with a melee attack each turn the attack deals an additional 1d10 fire damage.

**BLESSING OF THE PATIENT WATCHER***Boon, rare (primal)*

You have been blessed with the supernatural ability to blend in with nature. As long as you do not move for at least 1 minute while in natural surroundings, you are invisible. This invisibility lasts until you make an attack roll, cast a spell, or move more than 5 feet.



**BOITATÁ'S EYES***Boon, uncommon (primal)*

Your eyes are granted powers akin to those of a boitatá, an elemental snake of fire that inhabits tropical forests and jungles. When a creature you can see within 30 feet of you makes an attack roll against you, you can use your reaction to cause your eyes to flare with light. The attacker has disadvantage on the attack roll, and must succeed on a DC 15 Constitution saving throw or be blinded until the start of its next turn. Once you use this ability, you can't use it again until you finish a short or long rest.

**BOON OF THE SPRINGING SAPLING***Boon, rare (primal)*

You have been imbued with the flexibility of a sapling, springing back into place with each disturbance. Whenever you would be knocked prone, you can use your reaction to immediately stand.

**BOON OF THE TIGRESS***Boon, uncommon (primal)*

You have been deemed a worthy avatar of the Tigress. Your face, stance, and gait take on feline features, your walking speed increases by 10 feet while you are not wearing armor, and you gain a bite attack that counts as a simple melee weapon for you and deals 1d8 piercing damage on a hit. You are proficient with this bite attack.

**BURR'S BOON***Boon, rare (primal)*

You have been granted the ability to cling like a burr. Creatures grappled by you have disadvantage on ability checks made to escape your grapple as long as they have fur, clothing, or other surfaces that burrs could stick to.

**ENDURING WRATH***Boon, very rare (primal)*

You have been blessed with nature's fury to sate your vendettas. When you gain this boon, choose acid, fire, cold, lightning, or poison. Whenever you finish a long rest, choose a creature toward which you harbor revenge. Your melee attacks deal an additional 2d6 damage of the chosen type against that creature. Additionally, when attacked by the target of your vengeance, you can use your reaction to deal 1d6 damage of the chosen type to all creatures within 5 ft of you. Once per day, for 24 hours, if the target of your vengeance is within 60 feet of you, you can become immune to damage of the chosen type for 24 hours (no action required).

**ERUPTING MIGHT***Boon, very rare (primal)*

You have been infused with volcanic might. With every blow your power builds until it is released with explosive force. Whenever you hit with a melee attack, you gain a charge of



Volcanic Force. If you begin a turn with Volcanic Force and you do not make a melee attack before the end of your turn, you lose all charges of Volcanic Force. The first time you gain a charge of Volcanic Force on your turn, you must succeed on a Strength saving throw based on charges accumulated or be forced to expend all charges to deal damage and knock your foe back based on the number of charges spent as shown in the table below. Whenever you hit with a melee attack, you can choose to expend all charges of Volcanic Force, dealing damage and knocking your foe back based on half the charges expended. A creature that hits a solid object from being knocked back takes bludgeoning damage as though they had fallen a distance equal to the distance they were prevented from moving by the object.

CHARGES	DAMAGE	KNOCKBACK	STRENGTH SAVE DC
1-3	1d6/charge	5 feet/charge	14
4-8	1d8/charge	5 feet/charge and prone	18
9-14	1d10/charge	5 feet/charge and prone	22
15+	1d12/charge	10 feet/charge and prone	28

**ESSENCE OF EARTH AND FIRE***Boon, very rare (primal)*

You have been blessed with the sturdiness of the earth and the volatility of flame. You gain the following benefits:



- ✦ Your maximum hit points increase by an amount equal to your level, and whenever you gain a new level you gain 1 additional maximum hit point.
- ✦ You have advantage on ability checks and saving throws made to resist being moved.
- ✦ The die size of your weapon and unarmed attacks increases by 1 (max d12). If the die size was a d12, or the weapon used multiple dice, you instead add 1d4.
- ✦ Once per long rest, when you are hit by an attack, you can use your reaction to evade the attack. If you do, you move 5 feet without provoking opportunity attacks.

**ESSENCE OF WIND AND RAIN***Boon, very rare (primal)*

You have been blessed with the flowing agility of the wind and the driving force of rain. You gain the following benefits:



- ✦ Your AC increases by 1 and you gain a +1 bonus to Dexterity saving throws.
- ✦ When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you can use your reaction to take no damage if you succeed on the saving throw, and only half damage if you fail. You can use this ability a number of times equal to your proficiency bonus after which you can't use it again until you finish a long rest.
- ✦ You have advantage on ability checks made to move other creatures and objects.
- ✦ Whenever you successfully Shove a creature, you can choose to both move it and knock it prone.

**FRIEND OF THE TREES**

*Boon, very rare (primal)*

You have been taught the treants' secret to awakening trees. Once per day, you can animate one tree you can see within 60 feet of you. The animated tree acts as an ally to you.



It has the same statistics of a **treant**, except it has Intelligence and Charisma scores of 1, can't speak, and only has access to the slam attack option, which it can use once per turn. It remains animated for 1 day, until it dies, or until you move more than 120 feet from it. If the tree is still alive when the magic fades, it takes root and becomes a normal tree.

**FROGFISH CAMOUFLAGE**

*Boon, rare (primal)*

You have been granted a frogfish's ability to blend in with surrounding plant growth. As an action, you can cause hair-like spines to grow from your skin, which take on a mossy appearance. While these spines are present, you can use an action to roll on the ground in areas with heavy foliage, moss, algae, or seaweed, or areas of dirt and sand, covering yourself in camouflaging debris. While covered in this way, you gain a +5 bonus on Stealth checks made in the terrain for which you are camouflaged. You can retract the spines as an action, ending this effect.

**GIFT OF LIVING LIGHTNING**

*Boon, rare (primal)*

You have been inured to lightning, and its influence crackles out from you when you strike. You gain resistance to lightning damage, and the first time each turn that you hit with an attack the attack deals an additional 1d6 points of lightning damage.

**GIFT OF THE JAGGED EARTH**

*Boon, rare (primal)*

You have been infused with the essence of jagged stone. Once per turn, when a creature hits you with a melee attack, you can use your reaction to cause stony spines to erupt from your body. If you do, roll 1d6. The attack's damage is reduced by the result, and the attacker takes the same amount of piercing damage.



You can do this a number of times equal to your proficiency bonus, after which you must finish a long rest before you can do so again.

**GREATER NATURE'S VIGOR**

*Boon, rare (primal)*

You have been infused with the vigor of the natural world. You gain three hit dice (3d10). They do not affect your hit point maximum, but can be used any other way a hit die can be used (e.g., regaining hit points during a short rest). Additionally, whenever you spend a hit die to regain hit points, you regain an additional 2 hit points.

**GREATER PRIMAL ARMAMENTS**

*Boon, very rare (primal)*

Primal instinct fuels your attacks and hones your reflexes. Your unarmed strikes and weapons you wield gain a +3 bonus to attack rolls unless the existing bonus of a magic weapon you wield is higher, and deal an additional 1d4 points of damage of a type dealt by the attack on a hit. Whenever you hit a creature with an attack, you can move 5 feet without provoking opportunity attacks. Your attacks are always considered magical.

**GREATER WILDFIRE'S BLESSING**

*Boon, very rare (primal)*

You have been imbued with a blaze of primal fire. You learn the *fire bolt* cantrip, and whenever you deal fire damage you deal 1d12 additional points of fire damage. Additionally, you gain immunity to fire damage.

**HURRICANE'S BLESSING**

*Boon, rare (primal)*

You have been infused with the primal essence of a hurricane. Your speed increases by 10 feet. Additionally, as a reaction to being targeted by a ranged attack using a projectile, you can cause intense winds to whip around you and gain a +5 bonus to your AC against that attack.

**LESSER NATURE'S VIGOR**

*Boon, uncommon (primal)*

You have been infused with a fraction of the vigor of the natural world. You gain a hit die (1d10). This does not affect your hit point maximum, but can be used in any other way a hit die can be used (e.g., regaining hit points during a short rest). You can gain this boon multiple times.

**LESSER PRIMAL ARMAMENTS**

*Boon, rare (primal)*

Primal instinct fuels your attacks. Your unarmed strikes and weapons you wield gain a +1 bonus to attack rolls unless the existing bonus of a magic weapon you wield is higher, and deal an additional 1d4 points of damage of a type dealt by the attack on a hit. Your attacks are always considered magical.

**LESSER WILDFIRE'S BLESSING**

*Boon, uncommon (primal)*

You have been imbued with a spark of primal fire. You learn the *fire bolt* cantrip, and whenever you deal fire damage you deal 1 additional point of fire damage.



**LIGHTNING'S SWIFTNESS***Boon, rare (primal)*

You have been infused by a spark of the primal essence of lightning. Your walking speed increases by 5 feet. Additionally, while moving during your turn, you can choose to teleport up to half your speed, rounded down (minimum 10 feet), to an empty space you can see, appearing in a (harmless) flash of lightning followed by a crack of thunder that is audible for 150 feet. Once you have used this ability, you can't use it again until you finish a short or long rest.

**NOURISHING TRAP***Boon, rare (primal)*

You have been granted the ability to gain nourishment from trapped foes. As an action, you can cause an enormous, carnivorous plant to sprout from a patch of soil you can see within 10 feet of you. The plant can be up to 10 feet in diameter, has an AC of 12, and 20 hit points. The first time a creature enters the area or starts its turn in the area, the plant attempts to trap all creatures in its space. Each creature in the area when the trap triggers must make a DC 14 Dexterity saving throw. On a failed save, a creature takes 2d6 bludgeoning damage and is restrained by the plant (escape DC 14). On a success, a creature takes half damage and is pushed to the nearest unoccupied space of its choice not in the plant's area. Whenever a trapped creature takes damage, including when it fails its initial saving throw, you regain 1d4 hit points. The trap breaks when any creature escapes from it using a Strength check, or when its hit points are reduced to 0.



Once you have used this ability you can't use it again until you finish a long rest.

**OCEAN'S DEEP CURRENTS***Boon, uncommon (primal)*

You have been blessed with the controlling power of the ocean currents. When you hit a creature with a ranged attack, you can choose to push or pull it 5 feet. You can do this a number of times equal to your proficiency bonus, after which you can't do so again until you finish a long rest.

**PACK LEADER'S GUIDANCE***Boon, rare (primal)*

You have been blessed with the instincts of a powerful pack leader. When you damage a creature, you can use your bonus action to command an ally to strike. The ally must be within 30 feet of the target and be able to hear you. That ally can use their reaction to make one weapon attack against the damaged creature. If they do, they gain advantage on their attack roll and deal an additional 1d4 damage of a type dealt by their weapon.



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

**PHOENIX-BLOODED***Boon, very rare (primal)*

You've received a mote of power from a phoenix, a primal spirit of elemental fire. In moments of mortal peril, it can grant you a surge of power. When you would drop to zero hit points, you can choose to activate this boon and drop to 1 hit point instead. If you do, you regain hit points equal to twice your character level.



Activating this boon also causes you to sprout fiery wings from your back. These wings last for one minute and grant you the following benefits:

- ✦ You gain a fly speed of 40 feet.
- ✦ Your wings shed bright light in a 30-foot radius, and dim light for an additional 30 feet.
- ✦ These wings can be used to attack. As a bonus action, you can hurl burning feathers at an enemy within 30 feet of you. This counts as a ranged spell attack you are proficient with, and uses your Charisma, Wisdom, or Intelligence modifier (your choice). On a hit, the target takes 3d6 fire damage.

Once you have used this ability, you can't use it again until the next sunrise.

**rites of the Bone Carver***Boon, rarity varies (primal)*

You've learned how to use primal magic and the bones of fallen creatures to mimic the effects of magic items. You can spend 1 minute performing a special ritual to turn the bones of a nearby corpse of Small size or larger into a temporary magic item called a kohlrose.



When you create a kohlrose, you can choose to imbue it with the properties of a magic item of any rarity lower than the rarity of this boon. The kohlrose must have roughly the same shape and size as the magic item it mimics. If the magic item normally requires attunement, you can choose yourself or another willing creature you can see within 30 feet to instantly attune to the item when you create it. The kohlrose lasts for 1 hour, after which it disintegrates into dust. Any effect caused or object created by the kohlrose disappears when it disintegrates.

You can create a number of kohlroses equal to half your proficiency bonus, after which you must finish a long rest before you can create another.

**GM NOTE: RITES OF THE BONE CARVER**

Rites of the Bone Carver allows the creation of magic items on the fly. While the items themselves can never be as powerful as one that would fill the slot of Rites of the Bone Carver, creative players might find ways to make this boon dramatically more powerful than it's intended to be. Don't be afraid to work with your players to place additional limitations on the items it can create if the boon becomes a problem.

**ROT'S BLESSING***Boon, uncommon (primal)*

You have been blessed by spirits of decay. As an action, you can quicken the breakdown of organic matter, encouraging the growth of fungi. Once per day, you can enhance this action, causing up to 1 cubic foot of stronger organic materials (e.g., rope or wood) to rapidly decay and weaken, rendering them broken and incapable of serving their intended purpose. This has no effect on living or magical materials.

**SACI'S WIND***Boon, very rare (primal)*

You gain the ability to transform into a dust devil, just like a saci, a mischievous spirit of the wind from tropical lands. While transformed, you have the statistics of an **air elemental**, except that you can't fly and have a speed of 50 feet. The transformation follows the same rules of the Druid's Wild Shape.



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

**SCORPION'S STING***Boon, rare (primal)*

You have been granted a supernatural venom. Your unarmed attacks deal an additional 1d6 poison damage, and, once per turn when you hit with an unarmed attack, the target must succeed on a DC 15 Constitution saving throw or be poisoned until the end of your next turn.

**SEAFARER'S BOON***Boon, uncommon (primal)*

The sea blesses you and makes you feel at home within it. You gain a swimming speed of 30 feet and you can breathe underwater.

**SILKWEAVER'S EMBRACE***Boon, rare (primal)*

You have been blessed with the careful steps of a spider. You aren't impeded by the stickiness of spider webs (including magical webs, such as those created by the *web* spell), and can walk on them as though under the effects of the *spider climb* spell.

**SPLITTING GRIP***Boon, rare (primal)*

You have been granted the incredible grip strength of a coconut crab. Whenever you make a Strength check to grab or maintain a grip on a creature or an object (including grappling), you can choose to gain advantage on the check. If you do, and you succeed on the check, the target of your grip takes 2d6 bludgeoning damage.

**STONE'S RELENTLESS ENDURANCE***Boon, rare (primal)*

You have been infused with the endurance of stone. You gain proficiency in Constitution



saving throws, or +1 to Constitution saving throws if you are already proficient. Additionally, you have advantage on Constitution saving throws against becoming exhausted due to weather and other environmental conditions.

**SWIFT SPRINT OF THE GALLOPING HORSE***Boon, uncommon (primal)*

You have been granted the ability to run with the speed of a galloping horse. Once per turn when you take the Dash action, you gain an additional 30 feet of movement.

**SWIFTNESS OF AUTUMN PREY***Boon, uncommon (primal)*

You have been granted the ability to move swiftly when hunted. You can cast the *expeditious retreat* spell once per long rest without expending a spell slot.

**THUNDERSTORM'S SINGING FURY***Boon, very rare (primal)*

Your voice carries the fury of a thunderstorm. Whenever you cast a spell with verbal components or make a verbal Intimidation check, you can choose to imbue your voice with the power of thunder. If you do, each creature in a 15-foot cone must make a Constitution saving throw against your spell save DC if you cast a spell or 8 + your Intimidation bonus if you made an Intimidation check. On a failed saving throw, a creature takes 4d6 thunder damage and is deafened for 1 turn. This effect can be heard by all creatures in a 300-foot radius.



Once you have used this ability you can't use it again until you finish a short or long rest.

**TORNADO'S DRAWING FORCE***Boon, rare (primal)*

You have been granted the ability to draw on a tornado's forceful winds. As an action, you can create a vortex of high speed winds to appear around you. Each creature within 20 feet of a 30-foot high column centered on you must succeed on a DC 15 Strength saving throw or be pulled 10 feet closer to you. Unattended, loose objects in the area weighing less than 1000 pounds are also drawn toward you. Then, creatures and objects within 5 feet of you must make a DC 15 Constitution saving throw, taking 4d6 slashing damage on a failed save, or half as much damage on a successful one.



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

**UNYIELDING STONE***Boon, uncommon (primal)*

You have been blessed with the solidity of stone. When you would fail a saving throw against an effect that would move you or apply a condition to you, you can reroll the saving throw and use the new result. Once you have used this ability you can't use it again until you finish a short or long rest.



**WARTHOG'S CHARGE***Boon, rare (primal)*

You have been granted the might of a warthog. You grow curving tusks that you can use as weapons. You are proficient with these tusks, which are melee weapons and deal 1d6 piercing damage on a hit.



Additionally, whenever you take the Dash action and move at least 20 feet in a straight line during your turn, you can make a special gore attack with the tusks. On a successful hit you deal an additional 2d6 piercing damage and your target must succeed on a DC 14 Strength saving throw or be knocked prone.

**WAVE'S INEXORABLE MIGHT***Boon, legendary (primal)*

Your strength and toughness are enhanced by the blessing of the ocean. Your Strength and Constitution scores increase by 4 and your maximum in those scores increase by 4.

**WILDFIRE'S BLESSING***Boon, rare (primal)*

You have been imbued with a modicum of primal fire. You learn the *fire bolt* cantrip, and whenever you deal fire damage you deal 1d6 additional points of fire damage. Additionally, you gain resistance to fire damage.

**WOLFHEARTED***Boon, rare (primal)*

You work best alone, and are a master of ambushing your foes. As long as you are more than 60 feet from any of your allies, your walking speed increases by 10 feet and you gain a +5 bonus to Dexterity (Stealth) checks.



In addition, whenever you move at least 15 feet in a straight line towards a hostile creature, you can leap up to 15 feet towards it, ending your movement next to the creature. If you do, you can use your bonus action to make a melee weapon attack against the creature. On a hit, that target suffers the normal effects of your attack and must succeed on a Strength saving throw or be knocked prone. The DC for the saving throw equals 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice).

**WORLDSMITH'S THUMB***Boon, legendary (primal)*

In the time before mortals, powerful elemental titans shaped the earth. You have a sliver of that power. When you receive this boon, choose between fire, earth, or water. Based on your choice, you become immune to either fire, acid, or cold damage, and can cast either *wall of fire*, *wall of stone*, or *wall of ice* twice per day at 6th level without using a spell slot. Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells when you cast them with this trait (choose when you receive this boon).

**UNHOLY BOONS**

Boons typically granted by fiends, undead, and other unholy beings, such as a lich, an archdemon, or an imp. The themes of boons in this category tend toward stereotypically evil or unnatural abilities, such as the innate abilities of a fiend or undead, powers granted by dark gods, or other selfish powers.

**ABYSSAL BLESSING***Boon, legendary (unholy)*

You have been blessed with abyssal traits. You gain resistance to acid, cold, and fire damage, and you have advantage on saving throws against spells and magical effects. Additionally, you gain darkvision out to 60 feet, or your darkvision increases by 30 feet if you already have it.

**BLESSING OF YOUTH***Boon, rare (unholy)*

You have been granted unnatural life by a fiend. You cease aging and retain a youthful form (growing younger in appearance if you are old), though your lifespan does not change. You also become immune to magical aging. You choose the age you wish to appear as when you gain this boon.

**ASPECT OF UNDEATH***Boon, very rare (unholy)*

You have been granted aspects of the undead that make you harder to kill. You are considered to be undead whenever being undead would be beneficial to you, and your Constitution score becomes 19 if it wasn't already higher. Additionally, you gain immunity to the exhausted, frightened, and poisoned conditions, resistance to necrotic damage, and you can cast the *vampiric touch* spell once per day at 5th level without expending a spell slot. Constitution is your spellcasting ability for this spell.

**BOON OF BRUTALITY***Boon, rare (unholy)*

You have been granted power that amplifies the violence you inflict. Whenever you score a critical hit, you roll an extra damage die of the attack's damage dice and you can choose to reroll a number of dice up to your proficiency bonus, taking the new result for those dice.



**CHALLENGER'S BLESSING***Boon, uncommon (unholy)*

Sensing an opportunity for instigation and provocation, a fiend bestowed a gift to incentivize you to seek out fresh foes. After rolling initiative, you gain a +2 bonus to the first attack roll you make against any creature that has not yet been the target of a hostile action during the combat. If you hit, your attack deals an extra 1d6 damage.

**COLLECTIVE SUFFERING***Boon, very rare (unholy)*

You have endured enough suffering to harness a unique power granted by the dark forces you serve. As a reaction to you or an ally within 60 feet of you taking damage, you can invoke this boon to force a hostile creature within 60 feet of you to suffer the collective harm suffered by you and your allies. That creature must make a DC 15 Charisma saving throw. It takes damage equal to the total damage taken by you and up to two allies within 60 feet of you from the triggering source on a failed save, or half as much on a successful one.



After using this ability, you can't use it again until you finish a long rest.

**CURSE-CASTER'S GAZE***Boon, very rare (unholy)*

Your stare can inflict a curse upon those who have drawn your ire. Once per long rest, you can cast the *bestow curse* spell targeting a creature you can see within 60 feet of you without expending a spell slot or requiring spell components. The duration of the spell is 24 hours.

**DREAD PROTECTOR'S BLESSING***Boon, rare (unholy)*

Whenever you critically hit a creature with an attack roll, that creature must succeed a DC 14 Wisdom saving throw or have disadvantage on attack rolls made against creatures other than you and become unable to willingly move away from you until the end of your next turn. Creatures immune to the frightened condition are immune to this effect.

**DREADLORD'S PALL***Boon, rare (unholy)*

A powerful undead took interest in your success and gifted you with its shadow pall. Undead creatures with Intelligence scores of 9 or less view you as friendly unless you attack them or their allies, or they are directly controlled by another creature.



Once per day, as a reaction to a creature you can see within 60 feet using Turn Undead, you can grant any undead of your choice advantage on their roll to resist being turned.

**DEVIL'S CHAINS***Boon, very rare (unholy)*

You have been granted powers akin to those of a chain devil. As a bonus action, you can produce or stow a 20-foot chain from one of your palms. You can have up to two of these chains at once, and they remain connected to your body. While a chain is present, you can't hold other objects with the hand it was produced from.



These chains count as +1 whips except that they have a reach of 15 feet, deal 2d6 bludgeoning damage on a hit, and are considered light weapons when you wield two of them at once. Additionally, in place of an attack, the chains can be used to grab inanimate objects and surfaces. As a bonus action, you can pull a grabbed object or grappled creature that weighs less than you to be next to you, or pull yourself to a grabbed object or surface, or to a grappled creature that is heavier than you.

**DEVIL'S TONGUE***Boon, very rare (unholy)*

A devil has taken you under their wing and trained you in the art of negotiation. Your Charisma score increases by 2, to a maximum of 22, and your proficiency bonus is doubled for Charisma (Deception) checks and Charisma (Persuasion) checks.

**ETHEREAL MARCH***Boon, uncommon (unholy)*

You had a close brush with death and learned some of the secrets of spectral undead. Once per day, you can use the **ghost's** Possession feature. The DC for this ability is equal to 8 + your proficiency bonus + your Wisdom modifier.

**FALSE NIGHT***Boon, rare (unholy)*

You have been given a fragment of a great vampire's power over the sun. By conducting a special ritual, you can gather dark clouds to blot out the sun in a 5-mile radius centered on you. The ritual takes 10 minutes to conduct, after which the weather shifts to overcast with clouds dark enough to reduce the ambient light to dim. This light does not count as sunlight. This weather lasts for 1 hour, then fades to whatever the prevailing conditions would have been at the end of the hour.



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

**FIENDISH CORRUPTION***Boon, legendary (unholy)*

A fiend of great power revels in the suffering you inflict, and seeks to encourage you further. Each time you inflict the blinded, deafened, frightened, incapacitated, paralyzed, petrified, poisoned, or stunned condition on a creature, or cause a creature to reach the third, fourth, or fifth level of exhaustion, you gain temporary hit points equal



to your proficiency bonus. Temporary hit points from this boon are added to temporary hit points you already have from this boon rather than replacing them. While you have temporary hit points from this boon equal to at least four times your proficiency bonus, you gain the fiend creature type (in addition to any other types you already have) and resistance to fire and nonmagical bludgeoning, piercing, and slashing damage.

#### FRIEND OF THE UNDYING

*Boon, uncommon (unholy)*

The undead recognize you as one of their own and are compelled not to harm you. Any undead creature that chooses you as the target of an attack or harmful spell must make a DC 13 Wisdom saving throw. On a failed save, the creature must choose a new target or lose the attack or spell. This doesn't protect you from area effects, such as the explosion of a *fireball*.

If you make an attack or cast a spell that affects an undead creature, this effect ends until you finish a short or long rest.



#### GILDED GIFT

*Boon, uncommon (unholy)*

You have been granted access to a devil's vault. As an action, you can store coins and gems in the vault by placing a bag filled with the coin into an extradimensional space that opens when you will it to. You can retrieve your money in the form of gold coins by spending an action and holding out your hand. A bag with the desired coinage appears in your hand, or at your feet if it weighs too much to carry. You can't use this ability if you are in an antimagic field, or if interplanar travel is blocked.



#### GILDED GUIDANCE

*Boon, uncommon (unholy)*

Even the temptation of a devil starts in small ways. As an action, you can produce up to 6 small gold coins. Each has a smiling fiendish face on it. A creature can use their action to crush one coin, casting *guidance* on themselves without requiring concentration. A creature can only benefit from one coin's effect at a time, and any unused coins crumble to dust when you create a new set of coins.

Once you have used this ability, you can't create new coins until you finish a long rest.



#### GRAFTED POWER

*Boon, varies (unholy)*

A necromancer taught you the secrets of grafting the flesh of other creatures to your own. As part of a long rest, you can replace one of your appendages with that of another corporeal creature of your size that has been dead for less than 24 hours, or add new appendages to yourself such as wings or a tail. You gain any melee weapon attacks that appendage granted its original owner, such as a medusa's Snake Hair attack or a wereboar's Tusk attack. You can only have one grafted limb (or pair of limbs in the case of paired appendages) at a time.



**Rare.** Grafted weapon attacks only deal damage and ignore any of the attack's other effects. If a grafted weapon attack deals more than 2d6 damage, not accounting for ability modifiers, the damage is reduced to 2d6, distributed as you choose between the attack's original damage types. For example, a medusa's Snake Hair attack might deal 1d6 piercing and 1d6 poison damage when grafted.

**Very rare.** Grafted weapon attacks deal damage and can inflict any conditions that do not impose the incapacitated condition, but ignore any of the attack's other effects. If a grafted weapon attack deals more than 3d6 damage, not accounting for ability modifiers, the damage is reduced to 3d6, distributed as you choose between the attack's original damage types.

**Legendary.** If a grafted weapon attack deals more than 4d6 damage, not accounting for ability modifiers, the damage is reduced to 4d6, distributed as you choose between the attack's original damage types.

#### GREATER BLESSING OF THE CUTTER

*Boon, very rare (unholy)*

You have been blessed by a being with an adoration for bloodletting. When you deal slashing damage to a living creature, you can choose to supernaturally enhance your cut, causing its wound to bleed. If you do, the target must succeed on a DC 17 Constitution saving throw or lose 2d8 hit points at the start of each of its turns for 1 minute. A creature that fails its saving throw can make a new save at the end of each of its turns to end the effect.

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



#### GREATER UNHOLY ARMAMENTS

*Boon, very rare (unholy)*

You have been granted a demon's skill at arms. Your unarmed strikes and weapons you wield gain a +3 bonus to attack rolls unless the existing bonus of a magic weapon you wield is higher, and deal an additional 1d10 points of necrotic damage on a hit. Additionally, whenever you hit a creature with a weapon attack, it takes a -1 penalty to its AC against the next attack roll made before the start of your next turn. Your attacks are always considered magical.



#### GRIEVING WAIL

*Boon, rare (unholy)*

You have been rewarded and granted powers by a grieving spirit. As an action, you can let out an overwhelming wail of sadness. Other creatures within 30 feet of you must make a DC 13 Wisdom saving throw as they are crushed by despair. A creature that fails its saving throw takes 4d6 psychic damage and gains 1 level of exhaustion. A creature that succeeds its saving throw takes half damage and is not exhausted.

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



**HANDS OF THE DEAD***Boon, rare (unholy)*

Your hands are permanently dirt-stained, and you often have dirt stuck under your fingernails. You can cast *detect evil and good* as a bonus action and without expending a spell slot, detecting only undead creatures when you cast it in this way. Once per long rest, you can also cast *animate dead* without expending a spell slot. Additionally, you gain a +1 bonus to saving throws while within 30 feet of a graveyard or battle site.

**HELLFIRE'S BLESSING***Boon, rare (unholy)*

You are infused with the fires of Hell, granting you fiendish powers. You gain resistance to fire damage. Additionally, when you would fail a saving throw against a spell or other magical effect, you can reroll the saving throw and use the new result, even if it is lower.



Once you do, you must finish a long rest before you can do so again.

**IMP'S DEBT***Boon, uncommon (unholy)*

An imp of the hells owes you a great debt. Once per day, you can use an action to summon an imp to remain with you for 10 minutes. During this time, it obeys your commands, though it will not fight for you or otherwise knowingly place itself in harm's way unless you bindingly promise to release it from its debt after 1 minute of such service (causing you to lose this boon after the minute is up).

**IMPULSE CONTROL***Boon, rare (unholy)*

A fiend has taught you how to make other mortals act upon their impulses. As an action, you can force a creature within 30 feet of you to act upon the first thought that pops into their head as though they had failed a save against a *suggestion* spell, with that thought as the suggested course of activity. They do not know you are the cause of their chaotic behavior.



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

**INFERNAL SPIKE***Boon, rare (unholy)*

You have been granted the ability to call forth a pillar of brimstone on which to spear your foes. As an action, you can cause a black stone spike to jut from the ground, lancing toward a creature you can see within 30 feet. Make a melee weapon attack roll against that creature using a weapon you currently wield. On a hit, the creature takes 2d6 piercing damage and 2d6 fire damage, is grappled (escape DC 15), and is restrained while grappled in this way. Once you have used this ability, you can't use it again until you finish a short or long rest.

**INVERSION IMPULSE***Boon, very rare (unholy)*

You have been blessed with a holy facade to mask your dark heart. Once per day, when you harm another for purely selfish gain, you can take on the false form of a celestial for one hour. You grow angelic wings that grant you a flying speed of 60 feet, and are resistant to radiant, necrotic, and poison damage while in this form.

**JEALOUS ENERVATION***Boon, varies (unholy)*

You have been blessed with the ability to steal the power you covet. You can cast *dispel magic* without expending a spell slot on a single spell for which you would be a valid target. If you successfully dispel it, you gain its effects as though you had cast it as long as its level is equal to or lower than the level specified for the rarity of this boon in the table. When attempting to dispel spells of 4th level or higher, you use a spellcasting ability modifier based on the rarity of the boon specified in the table below.



RARITY	MAXIMUM SPELL LEVEL	SPELLCASTING ABILITY MODIFIER
Rare	3rd	+4
Very Rare	6th	+6
Legendary	9th	+8

**LIFE SENSE***Boon, rare (unholy)*

You can instinctively sense the presence of living creatures, and can't be surprised by them. Additionally, you can use an action to sense the exact location of any living creature within 60 feet of you until the end of your next turn, even through total cover.



You do not detect a creature on hallowed ground, under the effect of the *nondetection* spell or similar effect, or one that has emptied a flask of holy water over itself in the last minute.

**LIVING SHADOW***Boon, rare (unholy)*

Your shadow serves you as both cloak and dagger. You can spend 10 minutes imbuing your magical essence into your shadow to create a living shadow creature under your control. This creature has the same statistics as a **shadow** except that it has a maximum of 3 hit points.



Additionally, your living shadow is able to mimic your movements and actions as if it is your regular shadow. An observer must succeed on a DC 16 Intelligence (Investigation) or Wisdom (Perception) check to determine that your shadow moves independently.

**LESSER BLESSING OF THE CUTTER***Boon, rare (unholy)*

You have been blessed by a being with an adoration for bloodletting. When you deal slashing damage to a living creature, you can choose to supernaturally enhance your cut, causing its wound to bleed. If you do, the target must succeed on a DC 14 Constitution saving throw or lose 1d6 hit points at the start of each of its turns for 1 minute, or until it receives magical healing. A creature that fails its saving throw can make a new save at the end of each of its turns to end the effect.

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

**LESSER UNHOLY ARMAMENTS***Boon, rare (unholy)*

You have been granted a fragment of a demon's skill at arms. Your unarmed strikes and weapons you wield gain a +1 bonus to attack rolls unless the existing bonus of a magic weapon you wield is higher, and deal an additional 1d4 points of necrotic damage on a hit. Your attacks are always considered magical.

**MARK OF BINDING***Boon, very rare (unholy)*

You are marked with binding ink, a contract of subservience in tattoo form. As a reaction to a hostile creature you can see being reduced to 0 hit points, you can offer it mercy. If the creature accepts, it regains 4d8 hit points and is charmed by you for 24 hours or until you or your allies harm it. For the duration, the creature obeys your verbal commands. If you deliver a command that conflicts with its nature or firmly held beliefs, it can make a DC 15 Wisdom saving throw. On a success, it can ignore your commands for 1 hour. The creature won't follow obviously self-destructive commands.

Once a creature accepts your mercy, you can't offer it with this boon to any creature for 7 days.

**PHANTOM'S GIFT***Boon, legendary (unholy)*

You have been blessed with the ability to take on the qualities of a ghost. As an action, you can take on a ghostly form for 1 minute. While in this form, you gain the following benefits:



- ✦ Immunity to poison damage and necrotic damage.
- ✦ Resistance to acid, cold, fire, and lightning damage; bludgeoning, piercing, and slashing damage from nonmagical weapons.
- ✦ Immunity to the exhausted, frightened, poisoned, and prone conditions.
- ✦ A fly speed of 60 feet.
- ✦ The ability to move through solid objects and creatures. If you end your turn in a solid object, you take 4d10 force damage.
- ✦ The ability to perceive and interact with the ethereal plane.

Once you have taken on this form, you can't do so again until you finish a long rest.

**PUPPET MASTER***Boon, very rare (unholy)*

You have mastered the art of manipulating people like puppets on a string. You can cast *dominate person* or *modify memory* without expending a spell slot (spell save DC 18).

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

**PUPPETEER***Boon, rare (unholy)*

People are just puppets, and you have learned how to pull their strings to get what you want. You can cast *command* or *suggestion* without expending a spell slot (spell save DC 14).

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

**RENDING DECEPTION***Boon, rare (unholy)*

A mote of the Great Destroyer's power slithered into you. When you hit a creature with a weapon or spell attack, and that creature is resistant or immune to at least one type of damage you dealt, you can use your reaction to cause them to be vulnerable to that damage type instead until the end of your turn.

You can use this ability a number of times equal to your proficiency bonus, regaining expended uses when you finish a long rest.

**RIPPLING HELLFIRE***Boon, very rare (unholy)*

You conjure flames so hot they rival the inferno of the Hells. You can cast *fireball* once per long rest without expending a spell slot or requiring material components. You use Charisma as the spellcasting ability when you cast the spell in this way. Additionally, whenever you cast a spell that deals fire damage, you can amplify it with hellfire. If you do, the spell deals double damage, treats immunity to fire as resistance, and leaves behind a patch of rippling flame wherever the spell's area touched the ground (regardless of whether the ground could normally be set on fire). A creature that starts its turn in an area of burning ground, or that enters the area for the first time on its turn, takes 2d6 fire damage, treating immunity to fire as resistance.

Once you have amplified a spell with hellfire, you can't do so again until you finish a long rest.

**SOUL OF NEGATIVE ENERGY***Boon, very rare (unholy)*

Necrotic energy and an undead aura pervades your form, blessing you with all the benefits and detriments of unlife. You can no longer benefit from healing magic, such as the *cure wounds*



spell or a *potion of healing*, and these sources of healing now harm you as if they were radiant damage. Instead, you gain immunity to necrotic damage, and you regain hit points equal to the damage prevented by your immunity. Additionally, whenever you roll a Hit Die to regain hit points, it restores the maximum number of hit points possible.

### TORMENTOR'S PRESENCE

*Boon, rare (unholy)*

You have been blessed by a torturer of the Hells, infusing you with a grim aura. You have advantage on Intimidation checks that involve the imminent threat of harm. Additionally, as an action, you can amplify your grim aura and choose one creature you can see within 30 feet of you. That creature must succeed on a DC 15 Wisdom saving throw or be frightened of you for 1 minute. It can make a new saving throw to end this effect at the end of each of its turns. While frightened in this way, the creature follows your instructions though it will not do anything that would physically harm itself or its allies.



### TOUCHED BY BRIMSTONE

*Boon, rare (unholy)*

You've been equipped by a devil to serve in their machinations against other devils. Whenever you cast a spell that deals fire damage, you can choose to have it deal necrotic damage instead. Spells you cast ignore resistance to fire damage.



### UNHOLY CORRUPTION

*Boon, very rare (unholy)*

Your strikes bear a corrupting curse. Your melee weapons and unarmed strikes deal an additional 1d8 necrotic damage. The first time you hit with a melee weapon attack or unarmed strike on your turn, the target must succeed on a DC 17 Constitution saving throw or be marked with Unholy Corruption. Upon being marked a third time with Unholy Corruption, a creature must succeed on a DC 17 Wisdom saving throw or be



charmed by you until the end of its next turn. You control its actions while it is charmed by you in this way. The creature is then immune to this effect until you finish a long rest.

### UNHOLY VIGOR

*Boon, rare (unholy)*

You have been granted unnatural vigor, enhancing your abilities. Your walking speed increases by 5 feet, your melee attacks deal an additional 1 point of necrotic damage, and, whenever you finish a long rest, you gain a number of temporary hit points equal to half your level, rounded up.



### WORM KING'S BLESSING

*Boon, rare (unholy)*

You are blessed with a fraction of the power of the Worm King, a legendary necromancer whose real name is lost to time. When you cast a necromancy spell, you can choose one of the following options: add your proficiency bonus to the spell's damage roll, give one target of the spell disadvantage on its first saving throw made to resist the spell's effects, or double the range of the spell. You can use this ability a number of times equal to your proficiency bonus, regaining expended uses when you finish a long rest.



### ZOMBIE'S VIGOR

*Boon, rare (unholy)*

You have gained the profane blessing of undead transfiguration. While your body can be healed and hit points restored, the wounds you've acquired remain visible to all. When you are reduced to 0 hit points, you can make a Constitution saving throw with a DC of 5 + the damage taken to drop to 1 hit point instead. You automatically fail this saving throw if the damage is radiant or is from a critical hit.



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

## UNIVERSAL BOONS

These boons reflect a general expression of the world's magic, and can be granted by any being of sufficient power; including mortals and other entities that may or may not fit into one of the usual categories.

### ARCANE SURGE

*Boon, rare (universal)*

You have been granted a small well of additional magical energy to draw from. Whenever you cast a spell using a spell slot with a lower than the highest level slot with which you can cast spells, you can increase the spell's level by 1

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



### ARCHIVIST'S INTUITION

*Boon, uncommon (universal)*

You can magically identify useful texts in even the most disorganized of libraries. As an action, you can speak aloud a word or short phrase (up to 25 words) and instantly become aware of the exact location of each instance of that word or phrase within 60 feet of you. For example, this ability would not only make you aware of the books that contain a certain word, but the exact pages on which that word can be found.



This effect is blocked only by lead or an effect that blocks divination magic such as the *nondetection* spell.

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

#### ARTISAN'S GIFT

*Boon, uncommon (universal)*

You have been gifted with talent for artistry. You gain advantage on ability checks related to the creation of works of art.



#### BATTLE READY

*Boon, uncommon (universal)*

You have been granted the ability to be ready for combat at a moment's notice, even when you appear unarmed. When you roll initiative, as long as you aren't incapacitated, you can summon a suit of armor and instantly don it. You can also summon up to 2 weapons to you, either in your hands or on your person (such as a sword in its scabbard). You can summon a shield in place of one of the weapons. Weapons that require ammunition have their ammunition (e.g., a quiver of arrows) summoned with them. You must have worn or carried the items you summon for at least 1 hour in the last 24 hours, and they can't be worn or carried by another creature when you summon them.



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

#### BLESSING OF CONTACT

*Boon, uncommon (universal)*

You have been granted minor power to allow you to better perform your duties. When you gain this blessing, the being granting it chooses you and another creature. You and that creature can each cast *send* once per day without using a spell slot, which can only be used to contact the other chosen creature.



#### BLESSING OF THE SERVANT

*Boon, uncommon (universal)*

You have been blessed by one who serves, giving you minor aid in your quest. When you finish a long rest, you find your food and water stores replenished for the day, providing sustenance for one person. Any food and water not consumed within 24 hours vanishes.



#### BOON OF THE MARTIAL ADEPT

*Boon, rare (universal)*

Your strikes become supernaturally enhanced, granting you greater control over your foes. Whenever you take the Attack action on your turn and only make unarmed strikes, you gain an extra action. This action can only be used to attempt a shove, grapple, or other action that replaces an attack.



#### DANCER'S BOON

*Boon, uncommon (universal)*

Your movements are enhanced, allowing you to dance around the battlefield in a rhythmic blur. When you move at least 10 feet on your turn, you can choose to "dance" as you move. If you do, opportunity attacks made against you have disadvantage. This effect lasts for 1 minute, or until you end a turn without moving at least 10 feet during your turn. Once you have used this ability, you can't use it again until you finish a short or long rest.



#### EXPLOSIVE BREATH

*Boon, uncommon (universal)*

You can release an explosive blast from your lungs. When you gain this boon, the entity granting it chooses acid, cold, fire, lightning, or poison. As an action, you can exhale a 10-foot radius explosion centered on a point within 15 feet of you. Creatures in the area must make a DC 14 Dexterity saving throw, taking 4d6 damage of the chosen type on a failed save, or half as much damage on a successful one.



Once you have used this ability, you can't use it again until you finish a long rest. Alternatively, if you have a breath weapon, you can use this ability in place of your breath weapon whenever you would use your breath weapon.

#### FOCUSED HUNTER

*Boon, rare (universal)*

Your ability to hunt certain foes has been enhanced. When you gain this boon, the granting entity chooses a creature type. Whenever you hit a creature of that type with an attack, the creature takes an additional 2d6 damage.



#### GREATER SWIFT ACTION

*Boon, very rare (universal)*

You can occasionally push yourself well beyond normal physical limits, initiating actions with supernatural speed. You can take an additional action and bonus action during your turn (these actions must be used in the same turn).



Once you have taken these extra actions, you can't do so again until you finish a long rest.

#### GREATER SWIFT STRIDING

*Boon, rare (universal)*

Your legs grow swift, carrying you with immense speed. Your walking speed increases by 10 feet, and, when you move at least 10 feet before jumping, your jump distance is doubled.



#### HARDY CONSTITUTION

*Boon, common (universal)*

You are exceptionally stalwart and resolute. You gain a +1 bonus to Constitution saving throws. The first time you would suffer a level of exhaustion after finishing a long rest, you can choose to ignore it.



**HERO'S BLOOD**

*Boon, rare (universal)*

You have been granted heroic might by a powerful entity. As a bonus action, you can increase your physical prowess for 1 minute. While this boon is active, you gain advantage on Strength, Dexterity, and Constitution checks and saving throws.

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

**SURE STRIKE**

*Boon, rare (universal)*

Your dedicated practice has formed a supernatural connection between your mind and your weapon. When you gain this boon, choose one weapon you carry. That weapon is an extension of your body and you are always aware of its location. Additionally, when you would miss an attack with this weapon you can choose to hit instead.

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

**LESSER SWIFT ACTION**

*Boon, rare (universal)*

You can occasionally push yourself past your physical limits, initiating actions with supernatural speed. You can take an additional bonus action during your turn.

Once you have taken this extra bonus action, you can't do so again until you finish a long rest.

**TITAN BINDER**

*Boon, uncommon (universal)*

You are able to overwhelm and control even the mightiest of foes with either the strength of your body or of your magic. Whenever you attempt to move, grapple, or restrain a creature, ignore any limitations on that effect due to the target's size category being too large.

**LESSER SWIFT STRIDING**

*Boon, uncommon (universal)*

Your legs grow swift, carrying you with greater speed. Your walking speed increases by 5 feet.

**UNIT'S TALENT**

*Boon, very rare (universal)*

Your talent exceeds those of others, seemingly granted to you by a legendary artist of the past nicknamed "Unit." Whenever you finish a long rest, choose three skills. You gain a +3 bonus to those skills until you finish another long rest. Additionally, as a reaction to making an ability check that uses one of the skills you have chosen, you can increase the bonus to +7 for the next 24 hours. At the end of the 24-hour period your bonuses fade and you become unable to select skills to gain a bonus in for 7 days.

**LUCID MIND**

*Boon, rare (universal)*

You have been granted enlightenment by a powerful entity. As a bonus action, you can increase your mental power for a minute. While this boon is active, you gain advantage on Intelligence, Wisdom, and Charisma checks and saving throws.

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

**VISIONS OF FINAL MOMENTS**

*Boon, rare (universal)*

You have been granted insight into the history of corpses. You can cast *legend lore* targeting a corpse without expending a spell slot or requiring material components, and learning only about the creature as it pertains to their death. The more information you already have about the person the corpse belongs to, the more precise and detailed the information you receive about their death.

Once you have cast the spell in this way, you can't do so again until you finish a long rest.

**PEERLESS FOCUS**

*Boon, uncommon (universal)*

Through practice and experience, you've become skilled in reading your opponent and anticipating their next move. Whenever you miss with an attack, you gain a +1 bonus to the next attack roll you make until the end of your next turn.

**WEAPONMASTER'S TALENT**

*Boon, rare (universal)*

Your weapons are fluid in your hands. As a bonus action, you can cause any melee weapon you wield to transform into any melee weapon with which you are proficient, or a ranged weapon to transform into any ranged weapon with which you are proficient. Any magical properties of the weapon are retained by the new weapon, and you do not have to be proficient with the weapon's original form to transform it in this way. If you drop or sheathe the weapon, it transforms back into its original form.

**SINGULAR TALENT**

*Boon, uncommon (universal)*

Your talent in a specific domain is singularly impressive. When you gain this boon, choose one of your skill or tool proficiencies. Once per day, when you would fail an ability check made with that proficiency, you can reroll the ability check and use the new result instead.

**UNIVERSAL BOONS**

# CHARMS



Charms are similar to boons, but are limited in use and can be thought of as the intangible equivalent to a potion or other consumable item. Charms are a great way to have a powerful NPC provide aid that is intended for use at specific moments, or when a threat grows too powerful and the PCs are in need of a bit of extra strength.

## CHARMS FADE

Many charms fade after 2 weeks to encourage their immediate use. This book assumes a 7-day week, but your setting might be different. It's up to your GM to determine whether they'd prefer to use a 14-day period for the charms, or 2 of whatever their weeks are.

If desired, you can allow them to last indefinitely until activated just like a potion or other consumable item. In this case, you should require an action or bonus action to activate the charm (just as would be required for using any consumable magic item). Some charms require an action or bonus action to activate in addition to needing to be used in a limited time as a balance consideration.

Additionally, in games with long travel times between combat encounters, your GM may choose to extend the duration of charms to 1 or even 2 months rather than 2 weeks.

## CHARM DESCRIPTIONS

### A WORD WELL-PLACED

*Charm, rare (fey, unholy)*

You know just the right thing to say. You can gain advantage on one Charisma check. If this check succeeds by 5 or more, the target is also charmed by or frightened of you (your choice) for 1 minute. The charm's magic fades after 2 weeks, or after you make the check, whichever comes sooner.

### ALL-ACCESS PASS

*Charm, uncommon (fey, unholy)*

When your access to somewhere is impeded by a lock, barred door, or even an unyielding guard, you can expend this charm to meet whatever criteria is required to enter. You might walk through a barred door as if it wasn't there, find yourself holding the invitation to the King's banquet, or unconsciously speak the required password.

The charm's magic fades after you overcome the barrier, or once you have had the charm for 2 weeks, whichever happens sooner.

### ATCHOO!

*Charm, common (fey)*

You can distract creatures at a crucial moment, enabling further trickery. As a bonus action, you can cause a creature to begin sneezing violently. The creature has disadvantage on any Wisdom (Perception) checks it makes until the start of your next turn, and, if it is concentrating on an effect, it must succeed on a DC 10 Constitution saving throw or lose its concentration. This ability has no effect on creatures that do not breathe, such as undead and constructs.

Once you have used this ability three times, the charm's magic fades.

### CAIPORA'S CHARM

*Charm, rare (fey, primal)*

You are imbued with a temporary blessing of the caipora, a fey spirit that protects tropical forests and their fauna. For the next 2 weeks, moving through nonmagical difficult terrain costs you no extra movement, and you are under the effect of *speak with animals*.

### CHARM OF LUCK

*Charm, rare (celestial, fey, unholy)*

You have been granted a moderate boost in luck. When you would fail an attack roll, ability check, or saving throw, you can roll an additional die, using the new result if it is higher. The charm's magic fades after 2 weeks, or after it has been used 3 times, whichever comes sooner.

### CHARM OF HOLY WRATH

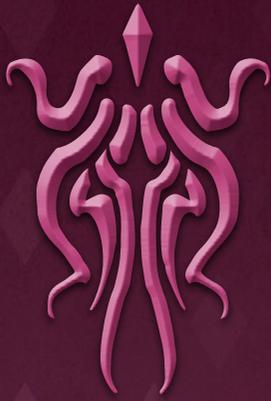
*Charm, very rare (celestial)*

You have been infused with a temporary blessing of wrath. Your attacks deal an additional 1d8 radiant damage. Additionally, after hitting with an attack you can expend the charm to deal an additional 10d8 radiant damage with that attack. The charm's magic fades after 2 weeks, or after expending the charm, whichever comes sooner.

### CHARM OF THE FEY FOX

*Charm, rare (fey)*

You have been marked by a fey fox, granting you supernatural abilities for a short time. For the next 2 weeks, you gain a +1 bonus to your Wisdom (Insight) and Charisma (Deception) checks. Additionally, during this time you can cast *disguise self* at will without expending a spell slot.



MINOR ABERRATION



MODERATE ABERRATION



MAJOR ABERRATION



DEIFIC ABERRATION

**CORNERED BEAST**

*Charm, rare (primal)*

The spirit of a predacious animal has imbued your body with its might to help in your most dire moment. The next time you take damage that would reduce you to 0 hit points, but not kill you outright, you drop to 1 hit point instead and immediately transform into a beast of your choice with a CR of up to half your proficiency bonus, rounded down. You gain its stats and abilities, including its hit points, for 1 minute, or until you are reduced to 0 hit points, after which you revert back to your normal form. The charm's magic fades after 2 weeks, or after your form reverts, whichever comes sooner.

**CURSEBANE**

*Charm, rare (celestial)*

You have been shielded against curses. The next time you would become subject to an effect that can be removed by an effect that removes curses, you ignore that effect. The charm's magic then fades.

**CUTTING TONGUE**

*Charm, uncommon (celestial, fey, unholy)*

Your words have been sharpened and honed by a creature of incredible wit or poetic prowess. You gain the ability to cast *vicious mockery* as a bonus action, even if the spell is not on your spell list. The spell save DC for this spell is 14, or your current spell save DC, whichever is higher, and the spell deals damage as though you were a 1st level character when cast in this way. The charm's magic fades after 2 weeks.

**DOUBLE TROUBLE**

*Charm, rare (aberrant, fey)*

You have gained the ability to be in two places at once. As a bonus action, you can create a duplicate of yourself in an unoccupied space within 30 feet of you. You count as occupying both the spaces for the purposes of taking damage and being affected by other effects, and you and your duplicate share actions and bonus actions. Whenever you move, you can also move the duplicate a distance up to the distance you moved.

If both of you would be targeted by the same effect (for example, both of you are in the area of a dragon's breath weapon), you only make a single saving throw against the effect and only are affected once (for example, you would only take fire damage once from the dragon). Any bonuses or penalties that you benefit from in one location apply to the other location.

Whenever you would attack or create any other kind of effect, you choose which of the two spaces you occupy for the effect to originate from. When this effect ends, you choose which location you are really in; the other version vanishes. The duplicate lasts for 1 minute, or until you dismiss it as a bonus action. The charm's magic fades when the effect ends.

**DREAM INVADER**

*Charm, very rare (aberrant, celestial, fey, primal, unholy)*

You have been touched by a creature that walks the sleeping world, and were granted their ability to disrupt others with waking nightmares. Once per day, you can use an action to target a creature that you can see within 90 feet. That creature must succeed on a DC 18 Charisma saving throw or be marked by you. When a marked creature next tries to rest, you become aware of it and can invade their dreams with nightmarish visions that you mentally control, preventing them from gaining the benefits of a long rest for 24 hours. If you do, that creature can make a DC 18 Wisdom (Insight) check to recognize that you are the cause of their nightmares. The charm's magic fades after 2 weeks.

**EYES OF THE MEDUSA**

*Charm, rare (aberrant, unholy)*

Your eyes temporarily become snake-like and capable of turning people to stone. If a creature starts its turn within 30 feet of you and you can see each other, you can use a reaction to force the creature to make a DC 13 Constitution saving throw. On a failed save, the creature begins to turn into stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the *greater restoration* spell or other magic. The charm's magic fades after 2 weeks, or after it has been used 3 times, whichever comes sooner.

**FAIR WINDS TO FAR SHORES**

*Charm, uncommon (celestial, fey, primal)*

You can call upon the air to grant you smooth sailing for a time. As an action, you can activate this charm to control the direction of the wind within 300 feet of you. While the charm is active, you can continue to change the direction of the wind as a bonus action. Your control of the wind lasts for 3 days, or until you touch land, whichever comes sooner, after which the charm's magic fades.

**FEAST OF THE WILDS**

*Charm, rare (celestial, fey, primal)*

You have been granted a fragment of nature's bounty. The next time you prepare a meal, this fragment suffuses the food with magical vigor. The first 5 creatures that eat the meal gain the following benefits:

- ✦ They are cured of all diseases and any poisons affecting them.
- ✦ The meal provides enough nourishment to sustain them for 3 days.

The charm's magic fades after 2 weeks, or once the meal has been consumed, whichever comes sooner.

**FEY GRACE**

*Charm, rare (fey)*

You have been temporarily infused with a fey's grace. You gain a +1 bonus to Dexterity and Charisma checks. As a bonus action, you can expend this charm to increase your

Dexterity and Charisma ability scores to 21, unless they were already higher, for 1 hour. This replaces the bonus to checks previously granted by the charm. The charm's magic fades after 2 weeks, or when the hour is up, whichever comes sooner.

**FIREFLY CHARM**

*Boon, uncommon (fey, primal)*

You can conjure firefly spirits to light your path. For the next 2 weeks, you can cast the *dancing lights* cantrip. Whenever you cast it in this way, the lights are replaced by fireflies and creatures that observe the lights in a natural setting have no reason to believe they are magical.

**GOOP CHARM**

*Charm, uncommon (aberrant)*

Your lungs have been temporarily mutated and you can produce a thick mucus at will for the next 2 weeks. As an action, you can cough up a large glob of mucus and throw it at a target within 20 feet. The target must succeed on a DC 13 Dexterity saving throw or take 1d6 acid damage and be restrained until the end of its next turn as the goop tangles its limbs before melting into nothingness.

**GREATER CHARM OF COURAGE**

*Charm, rare (celestial, fey)*

You have been granted a one-time ability to become fearless. You can become immune to the frightened condition for 1 minute. The charm's magic fades after 2 weeks, or when the minute is up, whichever comes sooner.

**GREATER CHARM OF LUCK**

*Charm, very rare (celestial, fey, unholy)*

You have been granted a large boost in luck. Once per day, you can reroll a failed attack roll, ability check, or saving throw. You can expend this charm before making such a roll to cause the die to land on any result you choose. The charm's magic fades after 2 weeks, or after expending the charm, whichever comes sooner.

**GREATER CHARM OF PATHFINDING**

*Charm, uncommon (fey, primal)*

You have been granted a one-time vision of the path to your destination. You can expend this charm to gain the benefits of the *find the path* spell for 8 hours. The charm's magic fades after 2 weeks, or after expending the charm, whichever comes sooner.

**GREATER HEALING CHARM**

*Charm, rare (celestial, fey, primal)*

You have been granted an empowered healing charm that accelerates your natural healing. As a bonus action, you can expend this charm to spend up to 4 hit dice and regain hit points as though you had spent them during a short rest. You regain an additional 5 hit points per hit die spent in this way. The charm's magic then fades.

**HEALING CHARM**

*Charm, uncommon (celestial, fey, primal)*

You have been granted a healing charm that accelerates your natural healing. As a bonus action, you can expend this charm to spend up to 2 hit dice and regain hit points as though you had spent them during a short rest. You regain an additional 3 hit points per hit die spent in this way. The charm's magic then fades.

**HUNTER'S INSTINCT**

*Charm, rare (primal)*

The spirits of nature enhance your senses to a supernatural level for the next 2 weeks. You gain darkvision out to a range of 60 feet if you don't have it, and you can see in color in the dark. Additionally, you have advantage on Wisdom (Perception) checks that rely on smell.

**IMBUED ELEMENTS**

*Charm, very rare (primal)*

You have been granted a temporary ability to conjure elements to enhance your attacks. As a bonus action, you can imbue your weapons with an additional 1d6 acid, cold, fire, lightning, or thunder damage (your choice) until the start of your next turn. Additionally, as an action, you can expend the charm to conjure a blast of elemental energy at a point you can see within 80 feet of you. Each creature in a 20-foot-radius sphere centered on that point must make a DC 18 Dexterity saving throw as the charm explodes. A target takes 10d6+20 acid, cold, fire, lightning, or thunder damage (your choice) on a failed save, or half as much damage on a successful one. The charm's magic fades after 2 weeks, or after it has been expended, whichever comes sooner.

**INSTILL WEAKNESS**

*Charm, rare (aberrant, fey, unholy)*

You have been infused with a temporary blessing that allows you to affect the nervous system of a target. Choose a creature you can see within 30 feet of you. They become vulnerable to all nonmagical damage for 2 rounds. The charm's magic fades after 2 weeks, or after it has been used 2 times, whichever comes sooner.

**KNOW THE ENEMY**

*Charm, common (aberrant, celestial, fey, primal, unholy)*

You have been granted a small measure of understanding about the foes you are to face. As a bonus action, you can gain a flash of insight regarding a creature you can see. You learn one of the following statistics of your choice:

- ✦ Armor Class
- ✦ Current hit points
- ✦ Highest ability modifier
- ✦ Attack bonus of strongest attack
- ✦ Damage and effects of strongest attack

The charm's magic then fades.

**LEAP OF FAITH**

*Charm, common (celestial)*

Celestial grace is as wings on your back. When you take falling damage, you can choose to halve the amount of damage you take. The charm's magic fades after 2 weeks, or after it reduces your falling damage, whichever comes sooner.

**LESSER CHARM OF COURAGE**

*Charm, uncommon (celestial, fey)*

You have been granted a one-time boost in courage. You can give yourself advantage on saving throws against being frightened for 1 minute. The charm's magic fades after the minute is up, or after 2 weeks, whichever is shorter.

**LESSER CHARM OF LUCK**

*Charm, uncommon (celestial, fey, unholy)*

You have been granted a short term boost in luck. You can give yourself advantage when making an attack roll, ability check, or saving throw. The charm's magic fades after 2 weeks, or after it has been used 3 times, whichever comes sooner.

**LESSER CHARM OF PATHFINDING**

*Charm, common (fey, primal)*

You have been granted a one-time insight to help you stay on track. You can expend this charm to reroll a failed Survival check made to avoid getting lost while traveling or to follow a trail or track. The charm's magic fades after 2 weeks, or after expending the charm, whichever comes sooner.

**LESSER HEALING CHARM**

*Charm, common (celestial, fey, primal)*

You have been granted a minor healing charm. As a bonus action, you can expend this charm to spend up to 2 hit dice and regain hit points as though you had spent them during a short rest. The charm's magic then fades.

**MANY-EYE CHARM**

*Charm, rare (aberrant)*

You have been granted a shard of aberrance, which you can consume to multiply your vision. You can expend this charm to gain the ability to see through darkness, magical darkness, and illusions for 1 hour. Additionally, you can see up to 5 feet around corners, have advantage on Perception checks relying on sight, and are immune to the blinded condition. The charm's magic fades after 2 weeks, or when the hour is up, whichever comes sooner.

**MIGHT OF THE LICH-KING**

*Charm, legendary (unholy)*

Until you activate or expend this charm, you hear an unceasing whisper in your mind promising unlimited power and the ability to prevent your own death. As a bonus action, you can give into the whispers—taking the power of the lich-king into yourself and turning your skin a deathly gray. For the next 2 weeks, your weapon and spell attacks deal an additional 2d10 necrotic damage on a hit.

Your Intelligence score increases to 26 (+8), and you gain proficiency in Intelligence saving throws. You can cast the *animate dead* spell once per long rest at 6th level without expending a spell slot.

Additionally, if you would die for any reason, you can expend the charm, ending its effects early if its power is active, to resurrect yourself. When resurrected, your creature type becomes undead, resurrection magic no longer works on you, and you become vulnerable to radiant damage.

#### MIND-READER CHARM

*Charm, uncommon (aberrant, fey, unholy)*

You have been given a one-time ability to peer into the minds of those around you. As a bonus action, you can expend this charm to cast *detect thoughts* (spell save DC 14). This spell requires no concentration and lasts for 10 minutes. The charm's magic fades after 2 weeks, or when the spell ends, whichever comes sooner.

#### MUSICAL MESSAGE

*Charm, common (celestial, fey, unholy)*

You have been granted a one-time enchantment that can weave hidden messages into your song. As an action, you can expend this charm to communicate a hidden message in the next song you play. This message can be no more than 25 words, and can be understood by any number of creatures you specify within 100 feet of you with the ability to hear you playing. This charm's magic fades after 2 weeks, or once the message has been communicated, whichever comes sooner.

#### NEON FLAMINGO CHARM

*Charm, uncommon (fey)*

You have been marked with an illusory tattoo of a neon pink flamingo. As an action, you can cause a medium-sized, illusory flamingo to appear within 5 feet of you, planted in the ground. The tattoo then disappears. The flamingo is only visible to creatures you specify, and remains for 2 weeks. The charm's magic then fades.

#### PARASITE'S FLESHCOWL

*Charm, legendary (aberrant, primal, unholy)*

You have been granted a temporary ability to parasitize another being. As an action, you can expend this charm and name a living, blooded creature you can see. You diffuse into droplets and enter their bloodstream. While infused within them in this way, you share in all their senses and can hear their thoughts as if you shared one mind. You can speak telepathically to them, though you can't compel their actions.

Effects that end possession end this effect, causing you to emerge from the creature in a space adjacent to it. You can also voluntarily emerge from the creature as an action. The charm's magic then fades.

#### PARTY TIME

*Charm, common (celestial, fey, unholy)*

You have been granted a one-time enchantment by a being that loves parties. You can cause your clothes, and

the clothes of up to 5 creatures you specify, to magically transform into attire appropriate for a party, festival, ball, or other social event. Affected creatures can mentally specify the details of their outfit as this charm is used. Otherwise, the magic automatically creates something appropriate to the occasion and culture. The charm's magic fades after 2 weeks, or at midnight following the transformation of the clothes, whichever comes sooner. The affected clothes transform back to their original state when the magic fades.

#### PERFECT HEALTH

*Charm, rare (celestial, primal, unholy)*

You have been temporarily granted perfect health. You are immune to disease and the poisoned condition. The charm's magic fades after 2 weeks, or after it has prevented disease or poisoning three times, whichever comes sooner.

#### POTENT HEALING CHARM

*Charm, very rare (celestial, fey, primal)*

You have been granted a potent healing charm that greatly accelerates your natural healing. As a bonus action, you can expend this charm to spend up to 6 hit dice and regain hit points as though you had spent them during a short rest. You regain an additional 10 hit points per hit die spent in this way. The charm's magic then fades.

#### PRIMAL CONVOCATION

*Charm, legendary (primal)*

You can cast *shapechange* without spell components and without expending a spell slot. When you cast the spell in this way, you can only transform into elementals, and you can't lose concentration on the spell due to taking damage.

Additionally, whenever you change shape in this way, you create one of the following effects, according to the form's element (or the closest element that fits, as decided by the GM). Each effect targets creatures of your choice within 30 feet of you, and requires a DC 17 saving throw of a type listed next to its name. On a failure, targets take 3d12 bludgeoning (for earth and water), fire, or slashing (for air) damage, and suffer an additional effect. A successful save halves the damage and negates the effect for the target.

- ✦ **Earth: Entomb (Strength).** Targets are encased in earth, becoming grappled (escape DC 17). While grappled this way, they are also restrained.
- ✦ **Water: Tidal Pull (Strength).** Targets are pulled as close to you as possible.
- ✦ **Fire: Armageddon Cloak (Dexterity).** Targets take an additional 6 fire damage. Creatures reduced to 0 hit points by armageddon cloak are reduced to ash.
- ✦ **Air: Hurricane Siphon (Constitution).** Targets become deafened and unable to speak until their next turn.

The charm's magic fades when the spell ends.

**PROTECTIVE SHIELDING**

*Charm, uncommon (celestial, fey)*

You have been granted a simple shield charm. As a bonus action, you can cause the charm to unleash a protective shield, granting you a +1 bonus to AC for 1 minute. The charm's magic then fades.

**RAIMENT OF HOLLOW BODIES**

*Charm, rare (aberrant, fey, unholy)*

You've been granted a one-time ability to perfectly fake your own death. As a reaction to taking damage, you can expend this charm to teleport to any location where you've finished a short or long rest since getting this charm. You leave behind a perfect replica of your dead body in the location you teleported from. The charm's magic then fades.

**REFLECTIVE BARRIER**

*Charm, uncommon (celestial, fey, unholy)*

You have been granted a minor protective charm. As a reaction, when you would be hit by a ranged attack, you can cause the charm to reflect the spell or missile back at your attacker. If the original attack roll would hit the attacker's AC, they suffer the effects of their attack. This charm can't be used to reflect a critical hit. The charm's magic then fades.

**RESTFUL SLUMBER**

*Charm, rare (celestial, fey)*

You have been granted a small reserve of energy. As an action, you can activate this charm to fall into a deep slumber for 10 minutes. If you are not awoken during these 10 minutes, you gain the benefits of a short rest. The charm's magic then fades.

**SEEING EYE CHARM**

*Charm, rare (aberrant, fey, unholy)*

You can cast the *arcane eye* spell, except that the eye it summons is visible and has bat wings. The charm's magic then fades.

**SHIFTWEAVE CHARM**

*Charm, legendary (celestial, fey, unholy)*

A being whose essence is inextricably bound to the arcane has temporarily gifted you some of their power. You can expend this charm to remove the enchantment of a magic item you touch and place it on another item you touch at the same time. The transfer takes 10 minutes, and leaves the original item bereft of magic (though its materials may still be valuable). If either item required attunement, the new item also requires attunement. Items that have requirements, such as being an enchanted weapon or enchanted armor, can only be transferred to another item that meets that requirement. Bonuses from combined items are added together, but this can't increase a weapon's bonus to attack rolls, or an armor's bonus to AC, to a value greater than +3. The charm's magic fades after 2 weeks, or after the transfer is complete, whichever comes sooner.

**SPECTER'S TOUCH**

*Charm, very rare (unholy)*

Your body is temporarily tethered to the afterlife. As a reaction to being attacked, you can cause your body to become intangible, granting you immunity to all damage until the end of your next turn.

In addition, whenever you hit a living creature with an attack, you can use a bonus action to drain its vitality. If you do, the attack deals an additional 4d8+8 necrotic damage and you regain that many hit points.

The charm's magic fades after 2 weeks, or after you have used each ability once, whichever comes sooner.

**SPELLBANE CHARM**

*Charm, rare (celestial, fey, unholy)*

You are temporarily protected against magic. As a reaction to failing a saving throw against a spell, you can activate this charm to succeed on your saving throw instead. The charm's magic then fades.

**STANCE OF STEEL WIND**

*Charm, uncommon (celestial, primal, unholy)*

Your attacks become so fast that you can strike your foes with the shockwaves from your swings. You can activate this charm (no action required) to cause your melee attacks to have a reach of 30 feet for 1 minute.

This charm's magic fades after 2 weeks, or after it has been activated 3 times, whichever comes sooner.

**STONE'S MIGHT**

*Charm, uncommon (primal)*

You have been infused with a small fragment of the earth's power. You can expend this charm to enhance your strikes with the power of the earth for 1 minute. While your strikes are enhanced in this way, they deal an additional 1d4 bludgeoning damage, and, the first time you hit with an attack each turn, the target must succeed on a DC 13 Strength saving throw or be knocked prone. The charm's magic fades after 2 weeks, or when the minute is up, whichever comes sooner.

**SUDDEN GROWTH**

*Charm, uncommon (primal)*

You have been granted a one-time ability to increase your size. You can expend this charm to gain the enlarge benefits of the *enlarge/reduce* spell. The charm's magic fades after 2 weeks, or when the spell ends, whichever comes sooner.

**SURPRISING BITE**

*Charm, uncommon (aberrant, fey, primal, unholy)*

Your body has become tainted with monster blood. As a bonus action, you can expend this charm to grow a monstrous jaw and perform a bite attack against a creature within 5 feet of you, dealing 1d10 + your Strength modifier piercing damage on a hit. The charm's magic fades after 2 weeks, or after you make the attack, whichever comes sooner.

**SURPRISING FOG**

*Charm, common (fey, primal, unholy)*

You have been granted the temporary ability to obfuscate your escape. As a bonus action, you can cast *fog cloud* without requiring concentration or expending a spell slot, except that the effect only lasts for 1 minute. The charm's magic fades after 2 weeks, or when the spell ends, whichever comes sooner.

**THORN'S EMBRACE**

*Charm, rare (fey, primal)*

You have been granted a short-term enchantment of natural defensive magic, sprouting thorns all over your body and armor. For the next 2 weeks, whenever a creature targets you with a melee attack while within 5 feet of you, or targets you with a natural melee attack (such as a claw), it must choose to take 1d6 piercing damage or have disadvantage on its attack roll.

**THORNY GROWTH**

*Charm, uncommon (fey, primal)*

You have been granted a temporary control over thorny plants. You can expend this charm to cast the *spike growth* spell without expending a spell slot.

**TIMELY INSIGHT**

*Charm, common (aberrant, celestial, fey, primal, unholy)*

You have been gifted with a trifle of knowledge pertinent to your adventures. You can expend this charm when you make an ability check to gain proficiency in the ability for that check. The charm's magic fades after 2 weeks, or after it has been expended, whichever comes sooner.

**TRACKER'S CHARM**

*Boon, uncommon (celestial, primal, unholy)*

The spirits temporarily assist you in your hunts. For the next 2 weeks, you can locate and follow tracks without increased difficulty due to the passage of time or other natural effects.

**TRANSLATOR**

*Charm, rare (aberrant, celestial, fey, unholy)*

You have been temporarily blessed with the ability to communicate with anyone, regardless of language. For the next 2 weeks, you can understand any spoken or written language, although you still do not understand codes or ciphers. In addition, any creature that hears you speak and knows at least 1 language can understand you.

**TRUFFLEHUNTER'S TOPAZ TOADSTOOL**

*Charm, uncommon (fey)*

This charm's magic conjures fungi from beyond the realm of mortals. For the next 10 days, whenever you complete a long rest in a wooded area, cave, or other location where mushrooms grow, you awaken inside a ring of edible mushrooms, which you can consume as a ration. If you do, roll 2d4. If the same number appears on both dice, you can cast a druid spell of that level, selected by the GM at random, once before the next dawn.

**VAMPIRIC RESURGENCE**

*Charm, very rare (unholy)*

You have been granted a fragment of vampiric power. As a reaction to being reduced below half your hit point maximum, you can activate this charm to gain a special bite attack for 1 minute. This bite attack can be used in place of a regular attack or as a bonus action, is considered a finesse and light weapon, and deals 2d4 piercing damage plus 2d6 necrotic damage on hit. You are proficient with this bite attack. When you hit with this attack against a living, blooded creature you regain hit points equal to the necrotic damage dealt with the attack.

The charm's magic fades after 2 weeks, or after it has been used 3 times, whichever comes sooner.

**VIGILANT SLUMBER**

*Charm, common (aberrant, celestial, fey, primal, unholy)*

You have been granted a shard of supernatural awareness, which you can consume to retain awareness while you sleep. When you do, you gain all benefits of sleeping and your long rest, including dreaming (if you dream), but retain full awareness of your surroundings as if you were awake. If something requires your attention, you can choose to fully wake up, and then return to sleep without losing this charm's effect. This charm's magic fades after 2 weeks, or at the end of the long rest you finish after using this charm, whichever comes sooner.

**WILDWATCH CHARM**

*Charm, uncommon (fey, primal)*

Nature and its beasts favor you, answering your calls. As an action, you can conjure a beast to watch over a 40-foot cube centered on you. A beast of CR 2 or lower, chosen by the GM and appropriate to the environment, appears in the cube and watches over it for 8 hours. During this time, the beast makes a loud noise if a hostile creature appears, then it attacks that creature relentlessly.

The charm's magic fades after 2 weeks, or after it has been used 3 times, whichever comes sooner.

**WOLFKIN CHARM**

*Charm, very rare (celestial, fey, primal)*

You have been blessed by a wolf spirit to summon them as an ally in your time of need. As an action, you can activate this charm to summon a **dire wolf** to aid you. Use the **dire wolf** statblock, with the following changes: The wolf can understand Common, can communicate telepathically with you while within 120 feet of you, and obeys your commands. It can make two attacks on its turn. Their hit point maximum increases by twice your level and it gains the same number of hit points. The wolf stays under your command for 8 hours, or until it is reduced to zero hit points, at which point it fades from this plane of existence with a ghostly howl. The charm's magic then fades.

# PACTS

**P**acts are similar to boons, but come at some cost and are usually more powerful as a result. The cost is usually a requirement of services rendered, but it could also be an oath to avoid certain actions or even a physical or spiritual sacrifice. If the terms of a pact are broken, the benefits of the pact are lost (that said, some deals—especially those made with fey or devils may be able to be twisted to one side's favor without being broken in the process).

## PRICE OF POWER

All pacts come at some cost, agreed upon by both parties when entering the pact. There are two prices that a pact can have, and a given pact may use one or both types of prices.

**ACCEPTANCE PRICE.** This price is a requirement to gain the pact, and you pay the price when you accept the pact (some pacts only have a requirement and there is nothing lost when gaining the pact as long as you meet the requirement).

**ACTIVATION COST.** This is a cost you pay whenever you activate the pact to gain its benefit. This cost can be material, personal, or something else entirely.

**NEGOTIATING YOUR PRICE.** The prices of the pacts presented below are recommended for balance purposes, but a savvy negotiator may be able to improve their offer. Similarly, some creatures may offer better bargains if the goals of the one they are aiding with the pact are particularly aligned with their own.

## ENTITY LEVEL

When a pact refers to the creature you are making the pact with, that creature is simply referred to as the “entity.” Entities must be of a certain level (Minor, Moderate, Major, Deific) or higher to grant the benefits of a pact, and may have a required type (e.g., celestial for Pact of Righteous Wrath). The GM determines the power level of the entity, and can use the table below as a guideline. In some cases, the GM may determine that a pact of higher power level can be granted by an entity of lesser power as long as the pact is especially thematic for that entity.

ENTITY LEVEL	CR
Minor	5-9
Moderate	10-15
Major	16-22
Deific	23+

## FULFILLING A PACT

When a pact is fulfilled, its effects granted to you are lost. Many pacts are never “fulfilled” in this way, and their effects stay with you until you do something in the story to end the pact (e.g., betraying the entity that granted you the pact). Pacts with an activation cost that allow you to pay that cost more than once specify how and when you can use the pact again (e.g., “you can use this pact as

often as you wish, paying the activation cost each time”), and if and when the pact would be considered fulfilled.

Pacts that are fulfilled when a condition is met specify this in their text, usually at the end (e.g., “The pact is fulfilled when...”).

## PACT DESCRIPTIONS

### ALL-KNOWING

**ENTITY LEVEL:** Any (aberrant, celestial, fey, primal, unholy)

**ACCEPTANCE PRICE:** A secret or secrets of equivalent value or greater to the one you wish to know.

**EFFECT:** You learn the answer to a question you ask when you accept this pact. If the entity does not know the answer, they devote their time or resources toward learning the answer, and you are magically informed of the answer when they learn it. The entity may require a specific secret from you as its acceptance price, and some questions may be beyond an entity's means if it is not of sufficient power level (or that secret is guarded by an entity of similar or greater power).

### ALTRUISTIC MARTYR

**ENTITY LEVEL:** Moderate (celestial)

**ACCEPTANCE PRICE:** You swear to sacrifice your own life in defense of all that is good.

**EFFECT:** Each time a creature within line of sight of you would be reduced to 0 hit points, you can choose to protect it. If it is an ally or a Good-aligned creature, you must choose to protect it. If you protect a creature in this way, it only takes enough damage to reduce it to 1 hit point. You take the remaining damage (without transferring any effects that might accompany the damage). This effect does not trigger while you are unconscious or at 0 hit points.

### BOLDNESS THROUGH REPRESSION

**ENTITY LEVEL:** Major (aberrant, unholy)

**ACCEPTANCE PRICE:** You give up the majority of your soul, flayed until your emotions are all but gone.

**EFFECT:** For as long as the entity has your soul, you become immune to psychic damage, as well as to the charmed and frightened conditions. In addition, your empty soul makes it difficult for others to read you. You gain a +4 bonus to Deception checks made to lie or to conceal your emotions.

### BRILLIANCE OF THE FIREFLY KING

**ENTITY LEVEL:** Major (fey, primal)

**ACCEPTANCE PRICE:** You offer tribute and your service to the Firefly King.

**ACTIVATION COST:** You use an action to snuff out a torch

**EFFECT:** For the next minute, you emit dazzling light or total darkness. Now, and at the start of each of your turns, randomly determine whether you are light or darkness.

If you are light, you emit bright light in a 15-foot radius and dim light for another 15 feet. Creatures other than yourself in the bright light must succeed on a DC 17 Dexterity saving throw or be dazzled, taking a -2 penalty to attack rolls and ability checks until the start of your next turn.

If you are dark, all light within 30 feet of you becomes 1 step dimmer. You gain Darkvision out to 60 feet.

You can use this pact as often as you wish, paying the activation cost each time.

### CALL OF THE HOUNDS

**ENTITY LEVEL:** Moderate (celestial, fey, primal)

**ACCEPTANCE PRICE:** You devote yourself fully to a faith the entity is part of.

**EFFECT:** When you are reduced to 0 hit points and fall unconscious, 1d4 + 1 translucent hounds appear in unoccupied spaces within 10 feet of you. They use the **mastiff** stat block except their creature type is Celestial, Elemental, or Fey (depending on the entity you entered this pact with) and their attacks deal extra radiant damage equal to your proficiency bonus. They act on your initiative count and use their turns to attack enemies within 30 feet of you. The hounds vanish and the pact is fulfilled when there are no hostile creatures within 100 feet of you for at least 1 minute, or when every hound is destroyed.

### CORPSETONGUE PACT

**ENTITY LEVEL:** Minor (unholy)

**ACCEPTANCE PRICE:** You are haunted by attention-hungry ghosts. When you make a Perception check in dim light or darkness, roll 1d4 and subtract the result from your roll.

**EFFECT:** You can speak in loathsome tongues. If an undead creature speaks or understands any languages, you can speak to and understand it.

If the entity is of Moderate power or higher, you can also cast *Speak with Dead* once per week. If the entity is of Major power or higher, you can cast the spell once per day.



MINOR CELESTIAL



MODERATE CELESTIAL



MAJOR CELESTIAL



DEIFIC CELESTIAL

**DEFY FATE**

**ENTITY LEVEL:** Major (aberrant, celestial, fey, unholy)

**ACCEPTANCE PRICE:** None (you and the entity simply agree to the pact, which can be done when the pact is activated)

**ACTIVATION COST:** When you would die, you can call out to an entity and seal this pact. You bequeath your soul and afterlife to the entity.

**EFFECT:** You are returned to life with full hit points. When you are next reduced to 0 hit points, you instantly die and your soul is claimed by the pact's grantor. The pact is then fulfilled.

**DEVOUR THE GODLY**

**ENTITY LEVEL:** Deific (aberration, unholy)

**ACCEPTANCE PRICE:** You must kill a powerful member of a religious institution or order, or a powerful fiendish or celestial being of at least 3 CR higher than your level.

**EFFECT:** For as long as you stay faithful to this entity and follow its crusade, your weapon attacks deal an additional 1d8 points of necrotic damage.

In addition, you can attempt to absorb the essence of a godly or fiendish creature. As an action, you can force a paladin, cleric, or a celestial or fiendish creature you can see within 30 feet of you to make a DC 20 Constitution saving throw. On a failed save, you absorb a part of the target's power for 1 minute.

- ✦ If the target is a celestial or fiendish creature, you gain any special traits they have.
- ✦ If the target is a paladin, you gain access to all Aura abilities they have.
- ✦ If the target is a cleric, you gain a use of their Channel Divinity feature, using the same domain as the target.

Once you have attempted to drain a creature, you must defeat another powerful being (see Acceptance Price) before you can do so again.

**DREADLORD'S PACT**

**ENTITY LEVEL:** Major (unholy)

**ACCEPTANCE PRICE:** You pledge yourself as a squire to an intelligent undead.

**EFFECT:** You die and are brought back as an undead servant of the entity. Your creature type changes to undead, and you gain immunity to necrotic damage and poison damage and to the exhaustion and poisoned conditions. Your patron will occasionally give you orders, promising spells or actions from their stat block as rewards for your compliance. Should you refuse an order or otherwise challenge your patron's authority, they can revoke your unlife and the other pact benefits; you return to your original type and can be brought back to life with *raise dead* or similar magic.

**ENVIRONMENTAL RESISTANCE**

**ENTITY LEVEL:** Minor (celestial, primal)

**ACCEPTANCE PRICE:** You restore a damaged biome.

**EFFECT:** You are acclimated to all weathers, including hot and cold weather, as well as high altitudes. You have advantage on saving throws to avoid exhaustion caused by weather effects.

**FACE STEALER'S PACT**

**ENTITY LEVEL:** Deific (aberrant, fey, unholy)

**ACCEPTANCE PRICE:** You give your face and your identity to the entity.

**EFFECT:** Your face is replaced with a surface of smooth skin, and you forget your name and other core memories that make you who you are. You no longer need to eat, drink, or breathe. You are immune to psychic damage, any effect that would sense your emotions or read your thoughts, divination spells, and the charmed condition. This effect foils even *wish* spells and spells or effects of similar power used to affect your mind or gain information about you, unless the effect is created by a being more powerful than the one you made this pact with.

Additionally, you can use your action to take on the appearance and identity of another person that you have met. You can't take on the form of a creature that is a different size than you, and your basic shape stays the same; if you're bipedal, you can't use this ability to become quadrupedal, for instance. When you take on this form, you perfectly disguise yourself as that person, and can act as them and even answer questions only they would know the answer to. However, your face's appearance is an illusion and anyone touching it continues to feel only a smooth surface.

You can't use this ability to appear as yourself as you were before accepting this pact.

**FEY CARESS**

**ENTITY LEVEL:** Minor (fey)

**ACCEPTANCE PRICE:** You devote yourself to a relationship of equals with the entity.

**EFFECT:** You gain a bonus to Charisma checks equal to half your proficiency bonus. Additionally, you begin to age like a fey: your maximum lifespan doubles, up to a maximum of 1000 years.

**FLESH-CURSED**

**ENTITY LEVEL:** Minor (aberrant, fey, unholy)

**ACCEPTANCE PRICE:** You give the entity your skin, replacing it with a layer of warped and twisted, but protective, flesh. Your Charisma score permanently decreases by 2.

**EFFECT:** You gain resistance to bludgeoning, piercing, and slashing damage dealt by nonmagical weapons, and advantage on Intimidation checks. You have disadvantage on Charisma checks when associating with people and creatures who are not allied with the entity type that granted you this charm unless your appearance is disguised.

If the entity is of a Major power level or higher, you gain resistance to all bludgeoning, piercing, and slashing damage, but your Charisma score decreases by 4 rather than 2.

**FORM OF THE JUNGLE CAT****ENTITY LEVEL:** Minor (primal)**ACCEPTANCE PRICE:** Your body becomes covered with fur and your canines grow into visible fangs. If you already have fur, the color changes (GM's choice) and your fur lengthens significantly.**EFFECT:** Your walking speed increases by 10 feet, and you gain a climb speed equal to your walking speed. In addition, you have advantage on Wisdom (Perception) checks that rely on hearing or smell.**FUNGAL QUEEN'S PACT****ENTITY LEVEL:** Major (fey, primal)**ACCEPTANCE PRICE:** Graft a colony of mushrooms belonging to the entity onto your flesh.**EFFECT:** You become a spore carrier for a powerful fungal creature. While you carry its spores, it knows your location and can communicate with you telepathically as long as both of you are on the same plane. Once per day, you can transplant some of the mushrooms from your colony onto the corpse of a creature that has been dead for less than a day, and whose CR is less than or equal to your proficiency bonus. The creature is reanimated and its type changes to undead and plant (fungus). The creature is an ally to you and your companions. In combat, the creature shares your initiative count, but it takes its turn immediately after yours. It obeys your telepathic commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its move to avoid danger. You can only control one such creature at a time.**GIFT OF THE PURE****ENTITY LEVEL:** Minor (celestial)**ACCEPTANCE PRICE:** You devote your efforts towards making sure your patron survives.**EFFECT:** While your patron lives, the effects of any curses you had prior to making the pact are suppressed. Any time you take on an additional curse, you can add it to your pact by speaking with your patron. Each additional curse suppressed this way requires you to reduce your Constitution score by 1 as you devote more of your life to your patron. If you cure such a curse, you regain the lost Constitution score. Changes to your Constitution score adjust your hit point maximum accordingly. If your Constitution score is reduced to 0, you die.**GLITTERSTORM PACT****ENTITY LEVEL:** Minor (celestial, fey)**ACCEPTANCE PRICE:** You can't benefit from being invisible.**EFFECT:** You are permanently covered in glitter. As an action, you can fill a 10-foot square with glitter. Each creature in the area must succeed on a Dexterity saving throw or become unable to be invisible for 1 minute. After you use this ability, you can't use it again until you finish a short or long rest.

Additionally, whenever you are hit by a melee attack or hit another creature with an unarmed strike, the attacker or target must succeed on a Dexterity saving throw or be affected by the same effect (this does not count as a use of the ability).

The DC for these saving throws equals 8 + your proficiency bonus + your Intelligence or Charisma bonus (your choice). This effect counts as a spell of 1st level for the purposes of *dispel magic* and other similar effects.**HAGMOTHER'S AID****ENTITY LEVEL:** Deific (fey)**ACCEPTANCE PRICE:** Your Intelligence and Constitution scores are permanently decreased by 2. Your hit points and hit point maximum are adjusted accordingly.**ACTIVATION COST:** You lose the ability to feel one positive emotion of your choice. When you activate this pact for the sixth time, you become a thrall under the Hagmother's control at the end of the effect, at which point the pact is fulfilled.**EFFECT:** As an action, you call out to the Hagmother for aid. Your eyes turn black and your hit point maximum is reduced by 2d10. For the next 24 hours, two of your Wisdom, Charisma, Strength, or Dexterity scores (your choice) are increased to 24 (+7). Additionally, you gain advantage on Athletics, Acrobatics, Insight, or Persuasion checks (choose two).

You gain the ability to cast the following spells without expending spell slots, with your choice of Wisdom or Charisma as your spellcasting ability. Each spell you cast after the first reduces your hit point maximum by 2d10 per spell you have previously cast. Your hit point maximum is fully restored when the effect ends.

- ✦ 3rd Level: *beacon of hope, fireball, haste, revivify, tiny hut*
- ✦ 4th Level: *blight, compulsion, hallucinatory terrain, locate creature, phantasmal killer*
- ✦ 5th Level: *commune, greater restoration, insect plague, modify memory, scrying*
- ✦ 6th Level: *conjure fey, harm, heal, mass suggestion, wall of thorns*

When the effect ends, you gain 3 levels of exhaustion. You can activate this pact again after 1 month has passed by paying the activation cost again.

**HEARTLESS****ENTITY LEVEL:** Major (aberration, unholy)**ACCEPTANCE PRICE:** You vow to love no one. You must grant no intimacy, kindness, or affection to anyone—be they lover, family, or friend.**EFFECT:** You gain the ability to learn secrets held deep within the hearts of those around you. As a bonus action, you can use the pact's psychic power to establish a link with the heart of any creature within 60 ft and learn one of the following pieces of information about the creature: how they currently feel, their greatest fear, who or what



MINOR FEY



MODERATE FEY



MAJOR FEY



DEIFIC FEY

they love most, their current goal, or their deepest secret. For each additional time that you attempt to form a link with that creature, they can make a DC 18 Wisdom saving throw, blocking your prying upon success. If you break your vow, your mind is lashed as payback, and you have disadvantage on all Intelligence, Wisdom, and Charisma checks. You can heal this damage and reactivate the pact by killing the creature to whom you showed love.

#### HERO'S REVIVAL

**ENTITY LEVEL:** Major (celestial, fey)

**ACCEPTANCE PRICE:** When you die, you serve the entity for the duration of the lifetime you lived.

**ACTIVATION COST:** Sacrifice any number of hit points and spend a number of hit dice of your choosing. You can't be magically healed until you finish a long rest.

**EFFECT:** Channeling your life energy, you raise fallen creatures you can see within a 60-foot radius sphere centered on you that have been killed or reduced to 0 hit points within the last 24 hours. Choose a number of creatures in the area equal to the number of hit dice spent. If their soul is free and willing, these creatures return to life with hit points equal to the number of hit points you sacrificed (but can't be higher than their normal hit point maximum).

This ability closes all mortal wounds, but it doesn't restore missing body parts, affect undead or constructs, nor neutralize any poisons, diseases, curses, or other similar effects. If the creature is lacking body parts or organs integral for its survival—its head, for instance—the creature can't be revived. The pact is then fulfilled.

#### IMMORTAL INGENUITY

**ENTITY LEVEL:** Major (celestial, unholy)

**ACCEPTANCE PRICE:** You devote yourself to the production of a great work for the entity.

**EFFECT:** Your mind is expanded with nearly unlimited possibility. Your Intelligence score and Intelligence score maximum increase by 2, and choose one of the following proficiencies: Arcana, alchemist's supplies, herbalism kit, History, Investigation, Nature, or tinker's tools. You become proficient in that skill or tool if you weren't already, and your proficiency bonus is doubled for any ability check you make with that skill or tool. Additionally, you can create items and other inventions in half the normal time (regardless of the skill or tool used).

#### INFERNAL LORD'S CHARTER

**ENTITY LEVEL:** Major (unholy)

**ACCEPTANCE PRICE:** Provide humanoid souls to an infernal lord. The number of souls demanded increases each time you seek to enter this pact.

**EFFECT:** As a bonus action, you can transform into a **balor**. When you transform, the balor's Fire Aura ability activates as if you had started your turn as a balor. At the end of your turn, or if you are reduced to 0 hit points, you activate the balor's Death Throes ability, then transform back into your original form. The pact is fulfilled when you return to your original form.

**KNIGHT OF THE SUMMER COURT****ENTITY LEVEL:** Major (fey)**ACCEPTANCE PRICE:** You complete a quest to prove your loyalty to the Summer Court.**EFFECT:** You gain resistance to fire damage and advantage on saving throws against exhaustion due to heat. Additionally, once per day, as an action, you can cause yourself to ignite with magical flame. For the next minute, your attacks deal an additional 1d6 fire damage, and, whenever a creature comes into contact with you for the first time on its turn, it must succeed on a DC 15 Dexterity saving throw or take 1d6 fire damage.**KNIGHT OF THE WINTER COURT****ENTITY LEVEL:** Major (fey)**ACCEPTANCE PRICE:** You complete a quest to prove your loyalty to the Winter Court.**EFFECT:** You gain resistance to cold damage and advantage on saving throws against exhaustion due to cold. Additionally, once per day as an action, you can cause yourself to emanate an aura of cold for 1 minute. Each creature other than yourself that starts its turn within 15 feet of you must succeed on a DC 15 Constitution saving throw or take 2d6 cold damage, and have its movement speed reduced to 10 feet until the start of its next turn.**LIVING VESSEL****ENTITY LEVEL:** Any (aberrant, celestial, fey, primal, unholy)**ACCEPTANCE PRICE:** You willingly grant the entity a sliver of your soul, and accept a sliver of the entity's soul in its place. The entity is always aware of what you are doing and where you are.**EFFECT:** As an action, or whenever you would be reduced to 0 hit points, you can gain the statistics of the entity as though you had been affected by the *true polymorph* spell. If you activated this as a result of being reduced to 0 hit points, any excess damage carries over to affect the entity's form. This effect can't be dispelled, but is suppressed by an *antimagic field*.This effect ends when your new form is reduced to 0 hit points, after 1 minute, or if you end it as an action. If you had 0 hit points when this effect began, and you are not in an *antimagic field*, you regain 1 hit point when the effect ends. When you gain this form, make a Wisdom saving throw with a DC equal to the higher of 16 or 5 + the entity's CR. On a failed saving throw, the entity controls your actions while you are in its form. You can make a new saving throw at the end of each of your turns to end the effect early. This effect is considered a possession for the purposes of spells and effects such as *protection from evil and good*, and ends if the possession ends.

Once you have transformed, you can't do so again until you finish a short or long rest.

**MAGIC EATER****ENTITY LEVEL:** Major (aberrant, fey, unholy)**ACCEPTANCE PRICE:** You willingly sacrifice any connection to magic you have to the entity, becoming a siphon that transfers the energy of any magic that would affect you to the entity.**EFFECT:** You are immune to magic as though you were under the effects of an *antimagic field*, and permanently lose the ability to cast spells or create magical effects, although you can still use magic items. This effect does not extend to any items you are wearing or carrying. This effect persists even when you die, and as a result you can only be brought back to life by divine intervention or a *wish*.**MARK OF THE BATTLE QUEEN****ENTITY LEVEL:** Moderate (celestial, fey, unholy)**ACCEPTANCE PRICE:** You perform a feat of combat for the glory of the entity (felling a mighty foe, surviving battle on the frontlines against a great threat, or a similar trial), earning a tattoo-like mark.**ACTIVATION COST:** You cut the mark of the entity from your body, losing 2d10 hit points (no action required).**EFFECT:** You gain resistance to all damage for 1 minute. Additionally, you have advantage on ability checks made to resist being moved or to move another creature or object.If the entity was of Major power level or higher, you also gain the effects of the *freedom of movement* spell and become immune to effects that would inflict the incapacitated condition for 1 minute. If the entity was of a Deific power level, you additionally become immune to damage until the end of your next turn. At the end of the minute, the pact is fulfilled.**MYTHLORD'S STORYTELLER****ENTITY LEVEL:** Deific (celestial, fey)**ACCEPTANCE PRICE:** You prove yourself worthy of legend to the Mythlord.**ACTIVATION COST:** You spend an action delivering a memorable and heroic speech calling on the Mythlord to grant you and your allies favor in an epic battle.**EFFECT:** For the next minute, or until you fall unconscious, you gain a 30-foot radius aura with the following effects: At the start of each of your turns, you and each ally in the aura gains 10 temporary hit points. Additionally, you and friendly creatures in the aura can't be frightened, have a +2 bonus to attack rolls and saving throws, and deal an additional 1d8 damage with attacks.

Once you have activated this pact, you can't do so again until you have completed a quest worthy of legend, after which you can use this pact by paying the activation cost again.

**NEURAL HUB****ENTITY LEVEL:** Moderate (aberrant)**ACCEPTANCE PRICE:** You become an agent of a psychic force in exchange for being permanently under its watch.**EFFECT:** You can cast *dominate beast* or *dominate person* without expending a spell slot, using Intelligence, Wisdom, or Charisma as your spellcasting ability for these spells. Once you target a creature with a spell from this pact, you can't target that creature with a spell from this pact again until you finish a long rest. If the creature fails its saving throw, your patron gains control over the target, not you.If the entity is of Major power level or higher you can cast *dominate monster* instead of *dominate person*.**NIGHTMARE BRINGER****ENTITY LEVEL:** Major (aberrant, unholy)**ACCEPTANCE PRICE:** Your mind is filled with nightmares. When you finish a long rest, there is a 5% chance that you do not recover from exhaustion, and that you gain a new level of exhaustion.**EFFECT:** You gain the ability to fill the minds of your enemies with nightmarish hallucinations. You can cast the *phantasmal killer* spell 3 times per day without expending a spell slot. Additionally, when you are targeted by an attack made by a creature you can see, you can use your reaction to overwhelm their mind with nightmares. If you do, that creature must succeed on a DC 17 Wisdom saving throw or have disadvantage on the attack roll.**NIGHTWALKER****ENTITY LEVEL:** Moderate (aberrant, fey, unholy)**ACCEPTANCE PRICE:** You forsake the day, and embrace the night. You have disadvantage on Wisdom (Perception) checks relying on sight while in bright light.**EFFECT:** You gain darkvision out to 90 feet, or your existing darkvision increases by 30 feet, and creatures attempting to perceive you with darkvision have disadvantage on Wisdom (Perception) checks made to do so. You can attempt to hide from such creatures while in darkness even if you have no other concealment.**OBSIDIAN MEMORY****ENTITY LEVEL:** Moderate (primal)**ACCEPTANCE PRICE:** You perform a service for a spirit of the earth.**ACTIVATION COST:** Your movement speed is reduced by 10 feet until you finish a long rest.**EFFECT:** A memory of your current state is recorded in obsidian. As a bonus action, you can activate this pact to create an amulet of whorled obsidian, which lasts for 1 minute. When you do, record your current hit points, conditions, and any other active spells or effects on your person. While this amulet lasts, as an action, you can break it to instantly restore yourself to the saved condition (this does not remove the movement speed penalty from activating this pact). The pact is then fulfilled.

If the entity level of the being that made this pact with you is Major, the amulet lasts for 1 hour instead. If the entity level was Deific, it instead lasts for 24 hours, or until you finish a long rest.

**OCEAN'S BREATH****ENTITY LEVEL:** Minor (primal)**ACCEPTANCE PRICE:** You must submerge yourself in water at least once a week.**EFFECT:** A Tiny creature resembling a harmless water elemental accompanies you whenever you aren't fully immersed in water. It can't be harmed or dispelled, but it teleports back to the sea if you die. While in your company, the water elemental provides hydration so you don't suffer exhaustion due to thirst. In addition, if you have the Amphibious or Water Breathing trait, you can always breathe and don't need to be submerged to avoid suffocating.**OLD OWL'S EYES****ENTITY LEVEL:** Moderate (primal)**ACCEPTANCE PRICE:** You trade your eyes with Old Owl.**EFFECT:** You gain darkvision out to 120 feet and you can no longer close your eyes. Other creatures can't surprise you or gain advantage on attack rolls against you as a result of being unseen by you unless they are invisible. Additionally, you can't avert your gaze, and you have disadvantage on saving throws against gaze attacks or being blinded. Old Owl will not take back his eyes. If you grow tired of them, you have to find someone else to trade with.**PACT OF DESECRATION****ENTITY LEVEL:** Major (aberrant, unholy)**ACCEPTANCE PRICE:** You gain the flaw "Desecrator."**DESECRATOR.** I have an urge to destroy sites and beings of holy power that can't be held back for long.**EFFECT:** You can cast *hallow* without using a spell slot or spell components, except that fiends and undead aren't affected by the spell and you can't select the Daylight effect. Additionally, you have advantage on saving throws against spells and effects created by celestial creatures or divine spellcasters (e.g., a cleric), and you deal an additional 2d8 necrotic damage to those creatures with your attacks and spells.**PACT OF INNATE MAGIC****ENTITY LEVEL:** Moderate (aberrant, celestial, fey, primal, unholy)**ACCEPTANCE PRICE:** You sacrifice a portion of your magical potency to the entity. You permanently lose one of your available spell slots at a level of your choice, up to 4th level.**EFFECT:** You are permanently under the effect of a *detect magic* spell, and you can ignore the verbal, somatic, and material components of any spell you cast up to one level below the level of the spell slot you sacrificed to gain this pact. If the *detect magic* spell on you is removed or dispelled, you regain the effect after you complete a long rest.

If the entity is of Major power, you can sacrifice a spell slot of 6th level or lower. If the entity is of Deific power, you can sacrifice a spell slot of 8th level or lower.

#### PACT OF NEVER-ENDING WAR

**ENTITY LEVEL:** Major (celestial, unholy)

**ACCEPTANCE PRICE:** You gain the flaw “Warmonger”

- ✦ **Warmonger.** I desire combat, bloodshed, and the chaos of war. I do what I can to decay diplomatic relations and cause fights.

**EFFECT:** You gain temporary hit points equal to your proficiency bonus whenever you roll initiative, and, once per turn, when you hit with an attack, you can have the attack deal additional damage equal to the number of rounds you have been in combat (starting count at 1). Additionally, you gain advantage on ability checks made to incite hostilities between groups of people.

The entity may grant you further power in the form of additional boons or pacts for which you do not need to pay a price as a result of successful initiation of large-scale hostilities.

#### PACT OF SUMMONING

**ENTITY LEVEL:** Any (aberrant, celestial, fey, primal, unholy)

**ACCEPTANCE PRICE:** You complete a simple but dangerous task for the entity appropriate to its power level (or the power level of the creature you would summon).

**EFFECT:** As an action, you can call upon your entity for aid, summoning a creature to fight for you. The entity may appear itself, or send one of its servants in its place. The summoned creature fights or serves as your ally for up to 1 hour, or until the task you called it for is complete. The pact is then fulfilled and the summoned creature vanishes, transported back to whence it came.

#### PACT OF THE CONSUMING SUN

**ENTITY LEVEL:** Deific (celestial, primal)

**ACCEPTANCE PRICE:** Permanently reduce your hit point maximum by 5.

**ACTIVATION COST:** Permanently reduce your hit point maximum by 1.

**EFFECT:** You enter into a pact with the spirit of the sun; you can imbue yourself with fire and light, but each time you do, a little less flesh remains. You can activate this pact as a bonus action. For the next minute, your melee weapon attacks deal an additional 1d4 fire damage and 1d4 radiant damage, which increases to 1d6 fire damage and 1d6 radiant damage if you are attacking with unarmed strikes. If a creature starts its turn grappling you or grappled by you, it takes 2d6 fire damage and 2d6 radiant damage. A creature that is grappling you can release the grapple (no action required), which halves this damage.

You can use this pact as often as you wish, paying the activation cost each time.

#### PACT OF THE DARK WOODS

**ENTITY LEVEL:** Moderate (fey, unholy)

**ACCEPTANCE PRICE:** Kill a forest guardian or goodly fey selected by the entity.

**EFFECT:** You taint a forest so that you can draw upon its life force like a parasite. Creatures inside or aligned with the forest instinctively view you as a threat. While in the forest you tainted, you can use your action to draw the life force out of a nonmagical tree. The tree dies, each creature other than you within 10 feet of it takes 2d6 necrotic damage, and you regain hit points equal to twice your level. Once you have used this ability, you can't use it again until you finish a long rest.

#### PACT OF THE DREAMER

**ENTITY LEVEL:** Deific (aberrant, celestial, fey)

**ACCEPTANCE PRICE:** You permanently lose knowledge of one of the languages you know, and you permanently lose proficiency in one skill or tool that you are proficient with.

**ACTIVATION COST:** You spend ¼ of your total hit dice, rounded up, gaining no hit points or other benefits from doing so. You can only activate this pact when you finish a long rest.

**EFFECT:** Your vivid dreams grant you visions of twisting realities. When you activate this pact, you gain the ability to see a short distance into the future for the next 24 hours. During that time, as a reaction to any event occurring, you can attempt to force an alternate timeline into reality and rewind time by 1 round (6 seconds), potentially granting you the ability to change the future.

You can use this pact as often as you wish, paying the activation cost each time.

#### PACT OF THE DRIFTWOOD CROWN

**ENTITY LEVEL:** Moderate (primal)

**ACCEPTANCE PRICE:** You devote yourself and your service to a spirit of the ocean.

**EFFECT:** You must spend a day submerged in the ocean at least once a year or you crumble to dust. In return, you gain the ability to breathe water, walk on water, and you gain a swim speed equal to your walking speed. Additionally, you can cast *control water* 2 times per day without expending a spell slot, and if you are a spellcaster you always have it prepared (this does not count toward your number of prepared spells).

#### PACT OF THE FALLEN CHAMPION

**ENTITY LEVEL:** Minor (aberrant, celestial, fey, primal, unholy)

**ACCEPTANCE PRICE:** You make an oath to the entity to finish a quest within a set amount of time, likely requiring you to delay other priorities.

**EFFECT:** You bind yourself in soul and cause to the spirit of a warrior that fell short in their mission, gaining that mission as well as some of the skills the warrior had in life. Work with the GM to select any combination of three weapon, armor, and skill proficiencies that represent the fallen warrior's expertise. You gain those proficiencies

when you take the oath, and retain them if you complete the quest. Should you fail to complete the quest within the period set when you accepted this pact, you lose those proficiencies as well as one additional proficiency you earned before taking the oath.

#### PACT OF THE WATER GUARDIAN

**ENTITY LEVEL:** Moderate (primal)

**ACCEPTANCE PRICE:** You bind yourself to a body of water, which you are sworn to protect and must tend to regularly.

**EFFECT:** While in the body of water you are bound to, you can see and breathe underwater, have a swimming speed equal to your walking speed, and can communicate telepathically with beasts and elementals that live in or under the body of water.

While submerged in any body of water larger than you, as an action, you can magically transform into a liquid version of yourself. You retain your game statistics, and you choose whether your equipment falls to the ground in your space or merges into your new form. While in this form, you gain a swim speed of 120 feet, can move through a space as narrow as 1 inch wide without squeezing, and are invisible until you attack or cast a spell. This ability ends after 1 hour, or if you are no longer touching the body of water you transformed in. Once you use this ability, you must return to the body of water you formed a pact with and tend to it for 24 hours before you can use it again.

You lose this pact if you spend more than one month away from the body of water you are bound to or willingly despoil it.

#### PAINTER'S PACT

**ENTITY LEVEL:** Minor (celestial, fey, unholy)

**ACCEPTANCE PRICE:** You give your magnum opus to the entity.

**EFFECT:** You gain proficiency with painter's supplies, and you can never run out of pigment when using painter's supplies. Your proficiency bonus is doubled for any ability check you make that uses painter's supplies.

#### PLAGUEBRINGER'S PACT

**ENTITY LEVEL:** Moderate (aberrant, fey, unholy)

**ACCEPTANCE PRICE:** Your Constitution score is permanently reduced by 2, and your hit points and hit point maximum are adjusted accordingly.

**ACTIVATION COST:** You take 2d10 poison damage. This damage can't be reduced in any way.

**EFFECT:** Until the end of your next turn, your attacks deal an additional 1d6 poison damage, and creatures you hit with an attack must succeed on a DC 17 Constitution saving throw or become poisoned for 1 minute. A creature that fails its saving throw can make a new Constitution saving throw to end the condition at the end of each of its turns. A creature that fails its saving throw by 10 or more also gains a disease of your choice that can be inflicted by one of the following diseases, which last for 3 days and can be contagious at the GM's discretion:

- ✦ **Blinding Sickness.** Pain grips the creature's mind, and its eyes turn milky white. The creature has disadvantage on Wisdom checks and Wisdom saving throws and is blinded.
- ✦ **Filth Fever.** A raging fever sweeps through the creature's body. The creature has disadvantage on Strength checks, Strength saving throws, and attack rolls that use Strength.
- ✦ **Flesh Rot.** The creature's flesh decays. The creature has disadvantage on Charisma checks and vulnerability to all damage.

You can use this pact as often as you wish, paying the activation cost each time.

#### REVENANT'S FURY

**ENTITY LEVEL:** Major (fey, primal, unholy)

**ACCEPTANCE PRICE:** You must fulfill a mission of revenge for the entity.

**ACTIVATION COST:** You name an enemy and gain the flaw "Wrathful."

- ✦ **Wrathful.** I am overcome with unfathomable hatred for my enemy. Nothing will stop me from destroying them.

**EFFECT:** Your wrath fills you with vigor and clarity of purpose. You regain 5 hit points at the start of each of your turns while you are conscious. Whenever you die, you return to life with 1 hit point after 1 hour. Additionally, you are keenly aware of the direction you must travel to reach your enemy. When you kill your declared enemy, you gain a number of levels of exhaustion equal to the number of times you died since activating this pact. The pact is then fulfilled.

If you fail to kill your declared enemy within 6 days, you die and can't be brought back to life, rising as a wraith or other vengeful spirit at midnight of the following day (controlled by the GM). If you die as a result of the exhaustion from killing your declared enemy, you can't be brought back to life but you do not rise as a vengeful spirit. The pact is then fulfilled.

#### RIGHTEOUS WRATH

**ENTITY LEVEL:** Major (celestial)

**ACCEPTANCE PRICE:** Service to the entity for one task as though under the effects of a *geas* spell for up to 6 months.

**ACTIVATION COST:** You touch the celestial mark on your body that symbolizes your pact, calling upon the being to embolden you and your allies.

**EFFECT:** For the next minute, you shine with a holy fire, producing bright light in a 60-foot radius, dispelling any magical darkness in the area. You and each ally within the radius of the light gains 30 temporary hit points, a +2 bonus to attack rolls, AC, and saving throws, and deal an additional 2d8 radiant damage with your weapon and unarmed attacks. Additionally, when you activate this pact, each fiend or undead within the radius of light must succeed on a DC 19 Wisdom saving throw or take 4d8 radiant damage and be frightened of you for 1 minute. On a

successful saving throw, a creature is not frightened and takes half damage. A frightened creature can make a new saving throw at the end of each of its turns to end the condition on itself. The pact is fulfilled when the minute is up.

#### ROTTEN VOW

**ENTITY LEVEL:** Moderate (unholy)

**ACCEPTANCE PRICE:** Your flesh withers and you smell like rotting meat.

**ACTIVATION COST:** One of your limbs falls off, chosen randomly. If the limb is an arm, you can't use two-handed actions; if you lose both, you can't use any actions that require hands. If the limb is a leg, your speed is halved; if you lose both, your speed becomes 0.

**EFFECT:** As a reaction to taking damage from a source you can see, you can activate this pact to reduce the damage by an amount equal to twice your level.

You can use this pact as often as you wish, paying the activation cost each time. Additionally, you can reattach your severed limbs. Reattaching a limb takes 1 hour, and can be performed during a short or long rest. You can't activate the pact if you have no more limbs to use.

#### SEALED ONE'S PROMISE

**ENTITY LEVEL:** Major (aberrant, celestial, fey, primal, unholy)

**ACCEPTANCE PRICE:** You bind yourself to the duty of releasing the entity from its bonds by forming this pact with the entity at the site of its seal.

**EFFECT:** Weapons you wield gain a +1 bonus to attack rolls and damage rolls (this does not stack with other bonuses they may have), you gain a +1 bonus to spell attack rolls and spell DCs (this does not stack with other such effects), and your hit point maximum increases by 7. Additionally, once during the pact while you are directly working to fulfill your pact, you can use your action to triple these bonuses and gain advantage on ability checks for 1 minute.

If this pact is not fulfilled within a year and a day of accepting it, you die and your soul is trapped with the entity.

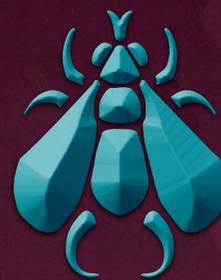
#### SLAYER'S CREST

**ENTITY LEVEL:** Moderate (celestial, primal, unholy)

**ACCEPTANCE PRICE:** When you make this pact, you and the entity agree on a creature type to hunt. If you choose humanoid as your hunted type, you must select a specific type of humanoids to hunt acceptance, unless the entity offering the pact is of Major power level or higher. You gain the flaw "Slayer."

✦ **Slayer.** Once I've spotted a creature I'm sworn to hunt, I must kill it before it has a chance to escape.

**EFFECT:** A sigil appears on your body, marking you as a chosen enemy to a specific creature type. This mark can't be hidden; it glows through any covering you place on it. Any creature of the type signified by the mark immediately recognizes you as an enemy, and will prefer to target you over other options when given the chance. They also have advantage on Wisdom (Perception) checks made to spot you.



MINOR PRIMAL



MODERATE PRIMAL



MAJOR PRIMAL



DEIFIC PRIMAL

Whenever a creature of a hunted type takes damage from your attacks, spells, or other effects, they take an additional 1d6 damage. Additionally, you can always clearly see such creatures as though you had truesight. They gain no benefit from illusions or similar effects against you.

Whenever you would make a saving throw against an effect created by a creature of your hunted type, you can choose to succeed instead of rolling. You can do this a number of times equal to half your proficiency bonus, rounded down, regaining expended uses when you finish a long rest.

### SOARING FREEDOM

**ENTITY LEVEL:** Minor (celestial, primal)

**ACCEPTANCE PRICE:** You begin to long for the skies and heavens above, feeling the world below begin to drag on your soul. Your speed is reduced by 5 feet.

**EFFECT:** As a bonus action, you can burn an eagle's feather in sacrifice to the heavens, causing a pair of feathered wings to sprout from your back. For the next minute, you gain a flying speed of 60 feet and have advantage on Dexterity saving throws. In addition, you are immune to the grappled and restrained conditions while flying.

Once you have used this ability, you can't use it again until the next dawn.

### SOUL EATER

**ENTITY LEVEL:** Major (aberrant, unholy)

**ACCEPTANCE PRICE:** You agree to offer up souls to the entity, siphoning a fraction of their power as you pass them on. Your own body and soul are forfeit if you fail to meet your quota.

**EFFECT:** When you kill a creature, increase your hit points and your hit point maximum by an amount equal to 4 times the creature's challenge rating (minimum 1 hit point). You do not gain the benefits of this effect if the creature has no soul or is not truly slain, such as a creature summoned or created by magic, or most constructs and undead.

If the creature you kill has legendary resistances, you gain a single use of legendary resistance. If the creature has lair or legendary actions, you gain a single use of one of those lair or legendary actions chosen by the GM. You can only have a special ability from one such creature at a time, and once you use one of these temporary special abilities, it is gone forever.

This effect can increase your hit point maximum by up to 4 times your level. When your hit point maximum is above its normal value, you look healthy and hearty.

Each day at dawn, reduce your hit point maximum by an amount equal to twice your level. If your hit point maximum is reduced to 0, you die and your soul is consumed by the entity, fulfilling the pact and leaving you unable to be resurrected by any means short of divine intervention or a *wish* spell. When your hit point maximum is below its normal value, you look increasingly malnourished and emaciated.

Completing a long rest does not reset any adjustments to your hit point maximum from this pact.

### STONEHEART PACT

**ENTITY LEVEL:** Major (fey, primal, unholy)

**ACCEPTANCE PRICE:** You give your beating heart to the entity, replacing it with a heart of stone.

**EFFECT:** As long as the entity has your heart, you can't truly be killed. When you are reduced to 0 hit points, you stabilize immediately. If your body is destroyed or harmed beyond function, the entity creates a new form for you around your stone heart within 3 days. The entity can summon your heart at will from wherever it is stored, and can kill you by crushing the heart as an action. Your stone heart can't otherwise be destroyed, but if it is put in a place that is lethal to you (such as a volcano or the depths of the ocean), you die each time you are reformed.

### THE CHOIR'S VOICE

**ENTITY LEVEL:** Major (celestial, fey, unholy)

**ACCEPTANCE PRICE:** You offer your voice to the entity's choir, rendering you unable to speak above a whisper except when activating the effects of this pact.

**EFFECT:** You can summon the voices of the choir to your aid, returning your own voice and summoning hundreds of others that back your every word. As a bonus action, you can use your enhanced voice in one of the following ways:

- ✦ Your words pierce with biting cadence or you hum sweet tones of honeyed words. You gain a +2 bonus on Charisma (Persuasion) or Charisma (Intimidation) checks for the next minute. If the creature is a celestial, fey, or fiend, the bonus increases to +3.
- ✦ You call forth shrieking notes, piercing the ears of creatures around you. Each other creature within 20 feet of you that can hear you must succeed on a DC 18 Constitution saving throw or take 4d8 thunder damage and become deafened until the end of their next turn.
- ✦ You bellow a booming canticle of deep voices rumbling the floor around you and setting foes off balance. Each creature in a 15-foot cone originating from you must succeed on a DC 18 Wisdom saving throw or take a -2 penalty on attack rolls until the end of their next turn.

You can use this ability a number of times equal to your proficiency bonus, regaining expended uses when you finish a long rest.

### THIEF'S BARGAIN

**ENTITY LEVEL:** Moderate (aberrant, fey, unholy)

**ACCEPTANCE PRICE:** You grant permission for the entity granting you this pact to lay claim to items you possess. The entity is aware of any item in your possession and its value to you. The entity immediately claims one of your items, causing it to teleport to them. It can claim another item in the future by switching it with the item it had claimed.

**EFFECT:** You can use an action to magically steal an object you can see within 60 feet that you are currently capable of carrying in your hands. If the object is being worn or carried by an unwilling creature or is an unwilling sentient magic item, you must make a Dexterity (Sleight of Hand) check against their Charisma saving throw. If you succeed, the object teleports into your hands. If you fail, you can't attempt to steal the item in this way for 1 minute, and the creature is aware that someone attempted to steal the item.

### THUNDER LORD'S FURY

**ENTITY LEVEL:** Major (primal)

**ACCEPTANCE PRICE:** You gain the Flaw **Thunder Bound**.

- ✦ **Thunder Bound.** I am devoted to the storms and sky. I must spend at least an hour communing with any major storm that comes within 5 miles of me.

**ACTIVATION COST:** You take lightning damage equal to 1/3 of your total hit points.

**EFFECT:** As an action, you create a large, dangerous storm with a radius of 250 feet around you. At the start of each of your turns, 4 random creatures other than you within the area are struck by lightning. A struck creature must make a DC 16 Dexterity saving throw. The creature takes 6d6 points of lightning damage, or half as much damage on a successful one. This ability lasts for 3 rounds.

You can use this pact as often as you wish, paying the activation cost each time.

### VINEWEAVER'S ARMOR

**ENTITY LEVEL:** Moderate (primal)

**ACCEPTANCE PRICE:** You spend 1 week fasting in the middle of a sacred grove, letting the vines bond with your body. During this ritual you offer up part of your body to be replaced by the vines—choose an ability score other than Constitution. That ability score is permanently reduced by 2.

**EFFECT:** Your body becomes engulfed in vines that form a symbiotic bond with you, enhancing your body and physical fortitude. You gain the plant creature type (in addition to any other types you already have). You are resistant to nonmagical bludgeoning damage, and vulnerable to fire damage. Your hit point maximum increases by twice your level, and it increases by 2 every time you gain a level. You know the *druidcraft* spell and your choice of Intelligence, Wisdom, or Charisma is your spellcasting ability for this spell.

In addition, you gain the following attack, which has the finesse property. **Vine Whip.** *Melee Weapon Attack:* reach 15ft., one target. *Hit:* 1d8 bludgeoning damage, and the target is grappled (escape DC 15). As a bonus action, you can pull any target grappled by this attack up to 15 feet towards you.

### WASTED YOUTH

**ENTITY LEVEL:** Major (*fey, unholy*)

**ACCEPTANCE PRICE:** You have disadvantage on Charisma checks against creatures younger than you, and you can never grow younger.

**ACTIVATION COST:** Your age increases by an amount chosen from the table below. This aging can't be prevented, even by an effect such as a monk's Timeless Body feature. If you become older than your racial age maximum, you die within the year and can't activate the pact. Determine the activation cost based on the age range of your character's race:

RACIAL AGE MAXIMUM	SEASONS SLIP BY	EXPERIENCE OVER EXCITEMENT	FINAL LEAF YET FALLS
100	1d6+1	1d10+11	1d20+20
250	1d10+5	2d20+20	1d100+25
500	2d10+10	3d20+50	5d20+100
1000	3d20+10	1d100+110	10d20+200

**EFFECT:**

- ✦ **Seasons Slip By.** For the next minute, your attacks deal an additional 1d8 damage of a type they would normally deal, you gain a +4 bonus to all ability scores (your hit points and hit point maximum increase accordingly) and ability score maximums, and you can cast any spell of 3rd-level or lower of your choice (as though cast from a 3rd-level spell slot) without expending a spell slot. The spell does not have to be one you know or are able to cast. Your spellcasting ability for this spell is Intelligence, Wisdom, or Charisma (your choice).
- ✦ **Experience Over Excitement.** As Seasons Slip By, except the attack damage bonus increases to 3d8, the bonus to ability scores and ability score maximums increases to +8, and the spell level increases to 6th.
- ✦ **Final Leaf Yet Falls.** As Seasons Slip By, except the attack damage bonus increases to 5d8, the bonus to ability scores and ability score maximums increases to +12, and the spell level increases to 9th.

You can use this pact as often as you wish, paying the activation cost each time.

### WEAVE LIVES TOGETHER

**ENTITY LEVEL:** Major (celestial, primal, unholy)

**ACCEPTANCE PRICE:** You must perform a quest for the entity.

**EFFECT:** A creature of your choice is returned to life as if by *true resurrection*. Your souls are permanently bound together. If one dies, the other also instantly dies. Neither of you can be resurrected except if both are resurrected simultaneously. This bond is permanent unless severed by the entity, even after you are resurrected.



MINOR UNHOLY



MODERATE UNHOLY



MAJOR UNHOLY



DEIFIC UNHOLY

### WHEEL OF FATE

**ENTITY LEVEL:** Minor (fey, unholy)

**ACCEPTANCE PRICE:** You agree to allow the entity to influence your luck, and grant it awareness of what you are doing and where you are. For each time you call upon the entity to alter fortune in your favor, the entity will borrow your fortune at a time it chooses.

**EFFECT:** When you fail an attack roll, ability check, or saving throw, or when you are hit with an attack, you can reroll the d20 and use the new result. Each time you do, the entity gains one “fortune point”. The GM can spend a fortune point to force you to reroll a successful attack roll, ability check, or saving throw you make, or they can use it to reroll an attack that misses you. You and the GM can’t attempt to influence the same roll, and you can only use this ability once per roll. You can’t use this ability if the GM has 3 fortune points.

### WILDFIRE’S FLAMES

**ENTITY LEVEL:** Minor (fey, primal, unholy)

**ACCEPTANCE PRICE:** The entity sears your body, leaving permanent, easily recognizable burn scars.

**EFFECT:** You have allowed the heart of the wildfire to re-form you, learning its secrets so you can spread its flames. You can cast *heat metal*, *hellish rebuke*, and *flaming sphere* once per long rest without expending a spell slot. You use your Wisdom as the spellcasting ability for these spells.

### WOAD’S EMBRACE

**ENTITY LEVEL:** Major (fey, primal)

**ACCEPTANCE PRICE:** You pledge your service and soul to the Woad. Upon your death, your spirit returns to the Woad reborn as a dryad bound to an ancient tree.

**EFFECT:** You must spend one week of each year meditating in the Woad. You make no sound and leave no tracks while traveling in non-urban environments. While in a forest or jungle, you have advantage on Animal Handling, Stealth, and Survival checks, and can’t be lost except by magical means. You are permanently under the effects of *speak with animals*.

You learn the *druidcraft* and *shillelagh* cantrips. Additionally, you learn one 1st level, one 2nd level, and one 3rd level spell chosen from the list below, and can cast them once per day without expending a spell slot. Wisdom is your spellcasting ability for these spells. If you are a spellcaster, you always have these spells prepared (this does not count towards your number of prepared spells), and you can use your normal spellcasting ability modifier when casting these spells.

- ✦ 1st level: *entangle*, *longstrider*, *goodberry*
- ✦ 2nd level: *find steed*, *pass without trace*, *spike growth*
- ✦ 3rd level: *conjure animals*, *plant growth*, *speak with plants*

If you harm the natural world in any way, except for self-defense or survival, you lose this pact and all of its effects. To regain it, you must return to the Woad where you made the pact and spend one month meditating and atoning for your actions.

#### WRAITH'S PACT

**ENTITY LEVEL:** Major (unholy)

**ACCEPTANCE PRICE:** You become hypersensitive to the sun. While in sunlight, you have disadvantage on attack rolls and sight-based Wisdom (Perception) checks.

**ACTIVATION COST:** Your hit point maximum is reduced by 5d8. This reduction can't be negated in any way until the effect ends.

**EFFECT:** As an action, you call a specter from the afterlife, which appears in an unoccupied space within 30 feet of you. The specter has a number of hit points equal to the activation cost. The specter obeys your telepathic commands from up to 1 mile away, or defends itself in the absence of commands. The effect ends after 24 hours or if the specter is destroyed.

You can use this pact as often as you wish, paying the activation cost each time. If the entity is of Deific power, you can also pay the activation cost to cast *etherealness* on yourself. The spell ends early if you move into sunlight.

#### ZEALOUS DENIAL

**ENTITY LEVEL:** Major (celestial)

**ACCEPTANCE PRICE:** You devote yourself fully to a faith the entity is part of.

**ACTIVATION COST:** You call celestial power forth from your faith, filling your body with a consuming radiance. You take 5d8 radiant damage. This damage can't be reduced in any way.

**EFFECT:** Your radiance pushes back and holds enemies at bay. Hostile creatures in a 20-foot radius sphere centered on you must succeed on a DC 17 Strength saving throw or be pushed to the edge of the sphere. The sphere remains as long as you concentrate on it, and as long as you move no more than 10 feet in a given round, or until 10 minutes have passed, whichever is shorter.

While the sphere remains, hostile creatures can't cross through the edge of the sphere unless they succeed on a DC 17 Wisdom saving throw. Fiends and undead have disadvantage on their saving throws against the sphere.

Attacks, spells, and other effects originating from outside the sphere do not affect creatures or objects within it, including toxic vapors and other environmental effects.

You can use this pact as often as you wish, paying the activation cost each time.



# HISTORIES AND TITLES



**T**his chapter introduces histories and titles—rewards and tools for you to use to expand character backstories and encourage character development beyond level 1. Histories can be used when creating characters above 1st level to provide features based on the adventures a character has already experienced or to represent skills learned over the course of a campaign while titles provide niche abilities and benefits representing the ways their renown has spread and influenced the ways the people they meet in the world view them.

# HISTORIES

**A**t 6th, 11th, and 16th level, a character gains a history. Each time, the character's player should work with their GM to determine which history is most suited to the character based on the actions they've taken so far in the campaign. If the character is being created at 6th level or higher, the player should, similarly to their background, write a short (about one paragraph) description of a defining adventure that character had, and then determine which history is most fitting for the described adventure. If none of them seem to fit, use them as inspiration to create your own. You can also choose an adventure using the Suggested Adventures table found in each history.

## GAINING HISTORIES AT OTHER LEVELS

The levels at which you gain a history are somewhat arbitrary. They are evenly divided from 1 to 20 with the notion that a major plot arc takes about 5 levels to complete. You should feel free to change the level to suit your campaign's style, though since each history increases the proficiencies a character has access to, it is still recommended you limit yourself to three or four in a given campaign.

## ANATOMY OF A HISTORY

### SUGGESTED STORY REQUIREMENT

Each history has some suggested stories or other flavor requirements that a character should meet in their recent adventures before selecting it. For example, if a character has never traveled to the plane of fire, or has not been there since they last selected a history, they should not take the "Firewalker" history unless they have done something else that would warrant it.

### SKILLS

Each history grants proficiency in one or more skills. If you are already proficient with a skill granted by a history, you instead gain a +1 bonus on ability checks made using that skill.

If a history offers multiple choices of skills, you must choose the same skill each time you choose the history unless your story reason for choosing the history is different. For example, if you take the Firewalker history at 6th level after an adventure in the volcanic wastes and pick the Survival skill, and then later take the history again after traveling to the plane of fire, you could choose the Arcana skill instead due to the magical nature of your adventure.

### FEATURE

Like backgrounds, each history comes with a feature that provides a (usually non-combat) utility to draw on. This helps expand and round out a character's non-combat capabilities as they grow in level.

### RANK

A history can be gained up to three times if appropriate, with numerical bonuses (such as skill bonuses) adding together. Each time you gain a history, the feature it grants gains a rank and provides you with additional benefit.

### SUGGESTED ADVENTURE

When creating a character at higher levels who is starting with a history, you can use the table of suggested adventures provided with the chosen history to help you determine more about your character's adventures.

## CONVERTING BACKGROUNDS TO HISTORIES

Sometimes, you may find that a background would be the perfect fit for your history. In that case, you can convert the background to a history by using the same skills (or tools, if desired) normally provided by the background as the skill options for the history, and removing the equipment and languages. Use the background's feature as the base feature for the history, and create your own upgrades based on the history rank if desired. In some cases, it may be appropriate to adjust the feature provided so that it can better have higher ranks created for it. For example, in the Acolyte conversion below, the position of the character within the temple is specifically noted at each rank, and the first rank gains slightly lesser benefits than the original background.

## EXAMPLE CONVERSION: ACOLYTE

**SKILLS:** Insight or Religion

### FEATURE: SHELTER OF THE FAITHFUL

As a novice acolyte, you garner a modest amount of respect from those who share your faith, and you can perform the basic religious ceremonies of your deity. You and your adventuring companions can expect to receive free healing and care at a temple, shrine, or other established presence of your faith, though you must provide any material components needed for spells. Those who share your religion will support you (but only you) at a modest lifestyle.

**RANK 2:** No longer just a novice, others of your faith hold you in high regard. The healing you and your companions receive from an established presence of your faith can include some services that have a material cost of up to 100 gp

**RANK 3:** A high-ranking member of your faith, you are recognized by others and will find protection among them. The healing you and your companions receive from an established presence of your faith can include services that have a material cost of up to 500 gp, and these established presences will support you and your companions at a comfortable lifestyle.

## INCORPORATING HISTORIES AND TITLES INTO YOUR GAME

The histories and titles presented in this section represent the impact the world has had on the characters—how they have adapted or grown as they've overcome adversity in their adventures—and the ways the characters have had an impact on the world. GMs should work with their players to incorporate the stories and features that players earn from their histories and titles into the game to ensure that each has its time to shine as the story continues to build on the tales already told.

### AIRWALKER

**Suggested Story Requirement:** You have spent a considerable amount of time in the plane of air or traveling the skies in an airship.

**SKILLS:** Perception or Survival

#### FEATURE: AIRWALKER

You have mastered the ways of navigating the wind-torn skies and exploring their heights. You can approximately judge elevation, and with the proper tools can always learn the distance to visible landmarks.

**RANK 2:** You can accurately guess elevation, and can roughly determine distance to visible landmarks even without tools.

**RANK 3:** You can navigate the sky perfectly without tools, and you always know the direction of the winds that you can feel or that a sky vessel you ride is carried by.

#### SUGGESTED ADVENTURES

Airwalkers have spent considerable time surviving in the sky or other areas of high elevation and little ground. When creating a character who starts with this history, choose or randomly determine the adventure that shaped you by rolling on the Suggested Adventures table below.

##### D6 SUGGESTED ADVENTURES

- |   |  |
|---|--|
| 1 | I was lost in a portal that led to the plane of air and had to find my own way home.                                   |
| 2 | I spent time as a navigator for a sky-pirate crew.   |
| 3 | My skyship was wrecked atop a high mountain peak and I had to navigate to safety before winter's cold claimed my life. |
| 4 | I served as a guide on a mountain ridge trail, leading travelers along a high road in safety.                          |
| 5 | I was a cartographer, mapping the land from the sky.   |
| 6 | I journeyed to the plane of air in search of rare treasures.   |

### ANTHROPOLOGIST

**Suggested Story Requirement:** You've been dragged to the various corners of the world and witnessed all kinds of people. You learned to love the differences between people, and chose to record and follow their ancient stories to new heights.

**SKILLS:** History, Insight, or Religion

#### FEATURE: A LINGUIST'S APPROACH

You learn two languages. Whenever you make an Intelligence check relating to the culture, biology, or history of a creature or settlement whose typical language you know, you automatically succeed if the DC is equal to or less than 10 + your level. If the DC is greater, you have advantage on the check.

**RANK 2:** You learn an additional language. You can communicate simple ideas and messages to creatures with whom you don't share a language through body language, gesticulation, and related languages.

**RANK 3:** You learn an additional language. If you share a language with a creature, you know where they learned it and the most likely path for them to have traveled to pick up their exact accent for that language. Additionally, you can recognize imitations of divine speech for the falsehoods they are. Unless cast by a god, you are immune to *power word* spells.

#### SUGGESTED ADVENTURES

As someone who has devoted themselves to the study of people, you've been to incredibly interesting places. When creating a character who starts with this history, choose or randomly determine the adventure that shaped you by rolling on the Suggested Adventures table below.

##### D6 SUGGESTED ADVENTURES

- |   |  |
|---|--|
| 1 | I've lived through the last great military campaign or historical battle, and I only survived because of the help I had from the locals.   |
| 2 | Stranded in the jungle, I learned to live among the secretive serpent people of the jungle. After saving their chief from a clan of murderous kobolds, they helped me return home.   |
| 3 | I was a cult recruiter! Eventually, some prospective members snapped me out of the cult's indoctrination, and we managed to beat back the cult for the meantime.   |
| 4 | I almost died, but was saved by a group belonging to a culture that I was raised to believe was violent and irredeemable. They taught me the error of my ways, and together we defeated a great threat to their people.          |
| 5 | I tried my hand at being a criminal, but I wasn't very good at it. I've been on the run from the law and the underworld for botching too many jobs, and have crafted a new identity.   |
| 6 | As a scholar of note, my work was considered very subversive to the status quo. I narrowly escaped an assassination attempt! After a month of evading and finally defeating my assassin, I'm now seeking who sent them after me. |

## ARCANE CRAFTER

*Suggested Story Requirement:* You've created many useful magical gadgets or brews. You are respected by practitioners of your craft far and wide.

**SKILLS AND TOOLS:** Arcana, alchemist's supplies, smith's tools, tinker's tools, weaver's tools, or woodworker's tools.

### FEATURE: SUPERIOR CRAFTSMANSHIP

Combining your specialized knowledge and contact network, you can reliably spend 10% less on crafting and spellcasting components of all kinds. However, not all ingredients are inherently available for purchase, such as a crystal mined from a deep sea cavern, or an angel's pinnion feather. Every rank you have in this feature increases the savings: 20% at rank 2, and 30% at rank 3.

**RANK 2:** You have honed your ability to map out the process of a major work and find hidden opportunities to optimize along the way. When you begin a new project, you can declare it as your Main Project. You roll checks made with the pertinent toolkit during the process with advantage. For instance, you can roll Smith's Tools checks with advantage when making magical arms and armor if that's your Main Project at the time. If you start another Main Project without finishing the previous one, you must abandon it (losing all progress).

**RANK 3:** Crafting is part of you, to a degree that you can do it and still get rest in. You can make a common magic item within a long rest and still get all the benefits. Alternatively, you can make progress in a Main Project during a long rest and still get the full benefit of it.

## SUGGESTED ADVENTURES

You excel at turning the raw materials of nature into something else by careful use of magic and mundane crafts. When creating a character who starts with this history, choose or randomly determine the adventure that shaped you by rolling on the Suggested Adventures table below.

### D6 SUGGESTED ADVENTURES

- 1 I challenged the bigwigs of my trade guild over their regulations that stifled innovation and got in the way of my designs. I caused a rift in the guild, splitting it into two separate organizations.
- 2 I have traveled extensively to work with and learn from the best. I have friends in most major cities.
- 3 My former mentor stole one of my most important ideas and presented it to the world as their own. Thanks to my adventuring career in search of rare materials, I was able to pay the legal fees and dispute his claims in court—and won!
- 4 I created arcane weapons of war that are now banned for their harmful aftereffects.
- 5 For years I have made arcane armor that looks, feels, and weighs the same as high fashion. These were sought after by the wealthiest people in the land.
- 6 I have hunted down all manner of magical creatures to make potions out of their bodies.

AN ARCANE CRAFTER'S  
PROFESSIONAL EFFECTS



## ARCHAEOLOGIST

*Suggested Story Requirement:* You have spent a significant amount of time uncovering ancient ruins or deciphering protolanguages.

**SKILLS:** History or Investigation

### FEATURE: ANTIQUARIAN

You learn an additional language, and you have advantage on ability checks made to decipher ancient languages. You know roughly the time period that any ancient ruins date from.

**RANK 2:** You learn another language, and when deciphering ancient languages you automatically know 3 words from the text you are studying. You have advantage on Intelligence (Arcana) checks relating to ancient civilizations, and advantage on Dexterity saving throws when avoiding traps in ruins.

**RANK 3:** You learn another language, and when attempting to read an ancient language you don't know, you have advantage on ability checks to decipher the meaning of the text. You have advantage on ability checks made to decipher puzzles or uncover esoteric knowledge, and, if you fail, you know where clues to the answer can be found.

### SUGGESTED ADVENTURES

As an archaeologist you have spent time in ruins and dangerous dungeons looking for long-forgotten knowledge and artifacts. When creating a character who starts with this history, choose or randomly determine the adventure that shaped you by rolling on the Suggested Adventures table below.

#### D6 SUGGESTED ADVENTURES

- |   |   |
|---|---|
| 1 | Lost in an ancient ruin for a year, I survived by following instructions never before deciphered.   |
| 2 | I spent years searching for a long-lost relic, only to discover the relic and its location was a myth. I still believe that the relic is real and that the location is out there somewhere. |
| 3 | I fought a group of cultists who had stolen the last piece of a monument and were planning to summon a demon. I keep this piece close to me until I can dispose of it safely.               |
| 4 | I spent time traveling with a well-known dungeon delver and professor who taught me everything I know about archaeology before they retired to a safer life of teaching.                    |
| 5 | I am the last known descendant of a civilization that fell hundreds of years ago. I search for any remains of them to protect our history.  |
| 6 | I was the guide for a team of heroes to an archlich's tomb. We succeeded in locking away the threat at the cost of the lives of the rest of my team.  |

## ASSASSIN

*Suggested Story Requirement:* You have taken on and completed a major assassination contract.

**SKILLS:** Deception or Stealth

### FEATURE: CONTRACT KILLER

Your skills are well known to those in the circles of the underworld, and you can regularly find work as an assassin at premium prices.

**RANK 2:** Your contracts include insurance against retaliation by law enforcement, and you can rely on your employers to keep you from the consequences of your actions.

**RANK 3:** Your employers aid you in changing your identities, and you can easily prepare a near-perfect disguise or forgery you need for one of your contracts with an hour of work. When in possession of such a disguise or forgery, you gain a +5 bonus to ability checks made to falsify your identity.

### SUGGESTED ADVENTURES

Assassins have honed their abilities through intense practice and proved themselves in deadly trials. When creating a character who starts with this history, choose or randomly determine the adventure that shaped you by rolling on the Suggested Adventures table below.

#### D6 SUGGESTED ADVENTURES

- |   |   |
|---|---|
| 1 | I was a blade for hire, willing to kill if the coin was right.  |
| 2 | I served the royal family as their private killer for a time.   |
| 3 | I ran with a band of freedom fighters, ending the lives of oppressors who stood in our way.   |
| 4 | My life began as a thief, but, after a mishap during a break-in, I found I had a knack for killing.                                 |
| 5 | I was a scout in an army, but was often thrown into combat during my missions and quickly became adept at killing from the shadows. |
| 6 | I trained under a great master of the killing arts in pursuit of vengeance against the one that wronged me.                         |

## AVENGER

*Suggested Story Requirement:* You have been wronged by a particular creature or group and have sworn to destroy them.

**SKILLS:** Intimidation or Stealth

### FEATURE: AVENGER

You have advantage on any ability checks you make to gain information about a target of your vengeance.

**RANK 2:** You have advantage on any ability checks using Intimidation or Stealth you make against a target of your vengeance.

**RANK 3:** Death cannot stop your vengeance. If a target of your vengeance reduces you to 0 hit points, you can stay at 1 hit point instead. You can benefit from this only once per long rest.

**SPECIAL:** In order to increase your rank in this history, you must either have devoted time to pursuing your vengeance or suffered further grievances from the target of your vengeance. You can instead swear vengeance against an additional target and gain the first rank feature for both targets.

### SUGGESTED ADVENTURES

Avengers all share two things: an oath of revenge, and a moral rationale to justify their cause. When creating a character who starts with this history, choose or randomly determine the adventure that shaped you by rolling on the Suggested Adventures table below.

#### D6 SUGGESTED ADVENTURES

- 1 This isn't my first adventuring party. The villain that slew them will pay in blood.
- 2 The monsters that destroyed my village must be exterminated. It's the only way to make the world safe.
- 3 A cruel and unjust organization took everything from me. I'm going to take it apart piece by piece.
- 4 My people have been oppressed for generations. It's time to burn the system to the ground.
- 5 A corrupt noble stepped on me like I was nothing. They'll notice my blade as I strike them down.
- 6 Every bad thing I come across seems to have the same people connected. It's time to pull back the curtain and deliver some justice.

## BARBER-SURGEON

*Suggested Story Requirement:* You have lent your services to soldiers and common folk as a sawbones, teeth-puller, and hair-trimmer.

**SKILLS AND TOOLS:** Medicine or herbalism kit.

### FEATURE: SAWBONES

You are used to doing a lot with a little—battlefield surgery is a less-than-ideal environment with scant supplies, so you can get 1d4 additional uses from each healer's kit. Soldiers recognize you as a practitioner of the craft and are generally friendly and helpful because of it. Additionally, you can use Dexterity instead of Wisdom for Medicine checks during surgery.

**RANK 2:** During a short rest, you can use a healer's kit to allow a creature with fewer hit points than half of its hit point maximum to roll each hit die it spends twice and take the higher roll when recovering hit points. A creature that benefits from this ability must finish a long rest before it can benefit again.

**RANK 3:** You have bested death with your smarts and clever hands before, and you can do it again. If a creature dies from slashing, bludgeoning, or piercing damage, and you get to it within 5 minutes, you can start a day-long surgery to prove it was, in fact, only mostly dead. When you're done, the creature is alive and stabilized, but fragile: they have 4 levels of exhaustion and must rest for 6 months to

get rid of them. The surgery fails if it is interrupted; you can't rest until it's done, and it can't be done while traveling. When you finish, you gain 1 level of exhaustion.

### SUGGESTED ADVENTURES

You set broken bones and stitch people up. When creating a character who starts with this history, choose or randomly determine the adventure that shaped you by rolling on the Suggested Adventures table below.

#### D6 SUGGESTED ADVENTURES

- 1 I apprenticed with a barber-surgeon who was conscripted to serve in the army during a war, and I along with them. It was a harrowing time, but I learned much.
- 2 When both the local lord's adult heir and a farmer's child needed immediate surgery, I saved the child. I've been on the run from killers sent by that lord ever since.
- 3 I come from a long line of barber surgeons. I have sold my services to many armies over the years. I saw more wars than most of my patients.
- 4 Melee tournaments and jousting are dangerous affairs, and I have made good money following such competitions where they are held and working on the well-to-do competitors as needed.
- 5 I have attained fame in the medical community for the illustrated surgery guides I've produced. Most have never had the chance to work on exotic injuries like I have!
- 6 I picked up the barber surgeon's tools when the one we had in my mercenary company died. Somebody had to do it, and I had been watching. I took to it well.

## BETRAYED

*Suggested Story Requirement:* You have been betrayed by one you trusted, and your survival has shattered your trust in others.

**SKILLS:** Intimidation or Survival

### FEATURE: UNTRUSTING SURVIVOR

You have been hardened against trust, and are hypervigilant against deceit. You have advantage on Wisdom (Insight) checks.

**RANK 2:** Continued betrayal has left you so scarred that even magic struggles to hold sway over your mind. You have advantage on saving throws made to resist being charmed or have your emotions influenced (e.g., by the *calm emotions* spell).

**RANK 3:** Your certainty that no one else can be trusted is absolute. You are immune to the charmed condition, you can't be surprised, and you have advantage on Wisdom (Perception) and Intelligence (Investigation) checks made to locate traps or hidden weapons.

**SPECIAL:** If you reconcile with the one who betrayed you, whether as a result of the betrayal being a misunderstanding, the work of another, or some other similar reason, you can begin the process of undoing the harm wrought by the betrayal. If you do, work with your GM to choose a new history to replace the ranks you have in this one.

### SUGGESTED ADVENTURES

Betrayed adventurers often seek justice or revenge for their betrayal, but above all they find it hard to integrate fully with others beyond a working relationship. When creating a character who starts with this history, choose or randomly determine the adventure that shaped you by rolling on the Suggested Adventures table below.

#### D6 SUGGESTED ADVENTURES

- 1 I was betrayed by my mentor, who had been using me as a pawn in a scheme to usurp the throne. I took the fall when she succeeded.
- 2 I was stabbed in the back, literally, by a longtime friend who had been working as a double agent for the mastermind I thought we'd been working to stop.
- 3 My adventuring party and I were ambushed after the guide provided by our employer led us into an obvious trap. I survived by lying low in the wilderness, but I don't think my friends were so lucky.
- 4 I survived a fall from a high place. The last thing I remember was the vile grin on my companion's face as they pushed me.
- 5 My partner and I made good money selling the things we found on our adventures. One day I awoke after finding both he and a major haul had vanished, along with all of our money and wares.
- 6 When I was struggling, a noble took pity on me and gave me a job as a courier. When it was discovered that the packages I was delivering were illegal contraband, they framed me for theft of the "original" contents and I was imprisoned for both crimes.

### CHRONICLER

*Suggested Story Requirement:* You have spent time learning how to tell a good and impactful story, fictional or otherwise, through your medium of choice.

**SKILLS:** History or Performance

#### FEATURE: KEEPER OF THE PAST

You gain proficiency with an instrument, or double your proficiency bonus with an instrument you already know. The instrument you choose must be one that isn't already benefiting from a feature, such as Expertise, that doubles your proficiency bonus. After performing or telling one of your stories to a person or crowd, you gain advantage on Charisma (Deception) and Charisma (Persuasion) checks for the next hour with that person or crowd.

**RANK 2:** You gain proficiency with another instrument, or double your proficiency bonus with an instrument you already know. The instrument you choose must be one that isn't already benefiting from a feature, such as Expertise, that doubles your proficiency bonus. When entering a new city for the first time, you can gain access to any library or similar place of knowledge without needing to make a check. Certain areas of the place of knowledge may still be off limits to you, depending on your reputation.

**RANK 3:** You gain proficiency with another instrument, or double your proficiency bonus with an instrument you already know. The instrument you choose must be one that isn't already benefiting from a feature, such as Expertise, that doubles your proficiency bonus. When performing stories to a person or crowd, your advantage from this feature lasts for 8 hours and you can ask the person or crowd for one minor favor, after which your advantage ends. You have advantage on ability checks to uncover where relics or artifacts may be hidden. If you fail, you still know where the answer can be found.

### SUGGESTED ADVENTURES

Learning how to craft stories and turn crusty history into an interesting tale has taken time, skill, practice, and experiencing one of those stories firsthand. When creating a character that starts with this history, choose or randomly determine the adventure that shaped you by rolling on the Suggested Adventures table below.

#### D6 SUGGESTED ADVENTURES

- 1 I journeyed with a mummers troupe for a few seasons, where I was taught how to perform and tell stories on my instrument of choice.
- 2 I heard a myth of an ancient city filled with riches that nobody believed was real. Through my own research I uncovered the location of the city and journeyed there myself. The stories I uncovered could fill numerous books.
- 3 After enrolling at a prestigious academic college, I was kicked out for daring to challenge a professor's interpretation of a popular myth. I know I am correct and I will prove them wrong.
- 4 I stole a beautiful instrument that enthralled me. The instrument spoke to me each night, telling me of lost knowledge and stories of the past and future. Once they ran out of stories, the instrument disappeared.
- 5 I infiltrated the local court at the most important social event of the year dressed as a troubadour. The experience instilled in me a love for storytelling worth far more than the gold and secrets I stole that night.
- 6 Rumors told of a tome split into seven parts that contained the mysteries of the universe. I found each part and put them together, only to discover the tome was a fantastical children's story. I deemed the journey worth more than the reward.

## CAVE DWELLER

**Suggested Story Requirement:** You have spent a considerable amount of time exploring natural caves, mines, tunnels, and underground complexes.

**SKILLS:** Perception or Survival

### FEATURE: CAVER

Your adventures in underground terrains taught you how to identify natural hazards. When you succeed on a Perception check to notice a natural hazard or dangerous terrain while underground, you also automatically understand what danger it poses to you (including any mechanical effects the terrain would have).

**RANK 2:** You have advantage on Dexterity saving throws made to avoid natural hazards and dangerous terrain while underground.

**RANK 3:** You can't get lost in caverns and underground complexes, and you will always find the quickest and safest route.

### SUGGESTED ADVENTURES

You have experienced a wide variety of underground terrain. When creating a character who starts with this history, choose or randomly determine the adventure that shaped you by rolling on the Suggested Adventures table below.

#### D6 SUGGESTED ADVENTURES

- |   |   |
|---|---|
| 1 | A collapsing tunnel nearly spelled my doom. Fortunately, I was able to sense another exit and make my escape.   |
| 2 | I was the last survivor of a caving expedition. I'm not sure how I survived, but I won't forget what I learned on that trip.  |
| 3 | I was a guide in dangerous underground caves filled with strange life. My knowledge helped me keep my companions safe.  |
| 4 | I have always been fascinated by caves, and I studied speleology to ensure I would always be safe when traversing them.   |
| 5 | I was sent to retrieve an old relic inside an underground temple. Unlike others before me, I was able to go in and out and bring the relic back.  |
| 6 | I escorted a scientist inside mine tunnels so that they could study magical subterranean plants. I kept them safe from the dangerous conditions with my quick reflexes and keen observation skills. |

## CRYPT STALKER

**Suggested Story Requirement:** You have spent a considerable amount of time traveling in crypts and cemeteries.

**SKILLS:** Religion

### FEATURE: GRAVEWALKER

You have learned to hide your presence from undead creatures, and they are less likely to attack and detect you. Undead have disadvantage on Wisdom (Perception) checks made to locate you.

**RANK 2:** You gain advantage on Survival checks to track and avoid undead creatures.

**RANK 3:** You can't get lost in crypts, catacombs, or graveyards, and you will always find the quickest and safest route out.

### SUGGESTED ADVENTURES

Crypt stalkers know their way in the unending mazes that are crypts and catacombs. When creating a character who starts with this history, choose or randomly determine the adventure that shaped you by rolling on the Suggested Adventures table below.

#### D6 SUGGESTED ADVENTURES

- |   |   |
|---|---|
| 1 | I got lost in a crypt and had to avoid undead creatures to survive as I searched for the exit.  |
| 2 | I have studied the schematics of multiple underground complexes. I am now capable of orienting myself in most of them.  |
| 3 | I was tasked to find an artifact that was lost deep inside of a tomb. I was able to avoid all of the creatures inside and bring the item back.                              |
| 4 | I helped dismantle a dangerous order of necromancers hiding in local catacombs.   |
| 5 | I learned that the corpses inside of a crypt were waking up. My knowledge of undead creatures helped me defeat them.  |
| 6 | I was contacted by a church to escort a cleric to a dangerous ossuary and protect them while they conducted a ritual to prevent undead creatures from reaching the surface. |

## DEALMAKER

**Suggested Story Requirement:** You have made pacts, contracts, or other formal agreements with powerful creatures or organizations.

**SKILLS:** Deception, Insight, or Investigation

### FEATURE: CONTRACT NEGOTIATION

You are experienced at negotiating deals, you have advantage on ability checks made to spot loopholes and technicalities in contracts and formal agreements.

**RANK 2:** Your prowess at legalese makes you very convincing. You have advantage on ability checks made to convince others that your interpretation of a contract or agreement is correct, even if you are lying.

**RANK 3:** Your sense for contractual trickery is supernatural. You are instinctually aware if a contract has any loopholes or hidden clauses, even if they are magically hidden (such as via *illusory script*). You also know if a party of the contract intends to fairly hold up its end of the deal. This sense does not grant you knowledge of specifically what trickery is occurring or will occur.

### SUGGESTED ADVENTURES

Dealmakers come from varied backgrounds, whether lawyers, shopkeepers, or simply those with a knack for getting good bargains. When creating a character who starts with this history, choose or randomly determine the adventure that shaped you by rolling on the Suggested Adventures table below.

#### D6 SUGGESTED ADVENTURES

- 1 I have formal legal training, but have since taken a more hands-on approach to its enforcement. Sometimes as an adventurer you have to be judge, jury, and executioner.
- 2 My previous patron always tried to get out of paying me for my adventures on their behalf. I've grown wise to such trickery, and scrutinize every contract I am presented with.
- 3 I made a deal with a magical creature, but got out of fulfilling my end via a clever loophole.
- 4 I have negotiated the buying and selling of all kinds of valuable items during my adventures. Haggling is second nature to me, and I'm determined to get the best deal possible.
- 5 I was put on trial for a serious crime, but got let off with a technicality.
- 6 I was embroiled in the schemes and politicking of nobility, and managed to emerge with new allies (and enemies). I am accomplished at subtle double-dealing and alliance negotiation.

### DEATH-TOUCHED

**Suggested Story Requirement:** You have died, been to some kind of underworld or afterlife, or been closely connected with a deity of death.

**SKILLS:** Medicine or Religion

#### FEATURE: DEATHWALKER

You straddle the line that separates life and death. You can use an action to fall into a death-like state equivalent to the *feign death* spell, but the effect is nonmagical. The only action you can take in this state is to wake yourself.

**RANK 2:** You can lean perilously close to death, you don't need to eat, drink, or breathe for the duration you are in your death-like state.

**RANK 3:** You can swiftly step across the veil that separates life and death. You can go into your death-like state as a reaction when you take damage (gaining resistance to that damage). Additionally, while in your death-like state, you do not age.

#### SUGGESTED ADVENTURES

Each death-touched has their own tale of a near-death experience to tell. When creating a character who starts with this history, choose or randomly determine the adventure that shaped you by rolling on the Suggested Adventures table below.

#### D6 SUGGESTED ADVENTURES

- 1 I completed a great service for a god of death.
- 2 I journeyed into the underworld and returned.
- 3 I barely survived being afflicted with an undead curse such as mummy rot or vampirism.
- 4 I trained in a secret monastery, learning meditation techniques that let me bridge the gap between life and death.
- 5 I have lived dangerously, dying and being resurrected multiple times.
- 6 I have channeled powerful necromancy magic, and it has forever changed me.

### DOWSER

**Suggested Story Requirement:** You have discovered a previously unknown natural wonder, or have found a new path to a difficult to reach location.

**SKILLS:** Investigation or Survival

#### FEATURE: LEAD A HORSE TO WATER

You always know where food and water can be found, and how to access it, in any environment that isn't urban. You are able to identify spoiled or poisoned food and water with 10 minutes of study.

**RANK 2:** You can understand small beasts and animals, and they understand you. You have advantage on Animal Handling checks with all wild beasts.

**RANK 3:** In non-urban environments, you always know which way is due north and can't be lost by nonmagical means. Once per long rest, you can ask any wild animal to perform a small favor for you, and they will serve to the best of their ability. In non-urban environments, you can cast *create food and water* once per long rest without expending a spell slot.

#### SUGGESTED ADVENTURES

As a dowser, you know the safest way to traverse dangerous and unknown environments, and where clean food and water can be found. When creating a character who starts with this history, choose or randomly determine the adventure that shaped you by rolling on the Suggested Adventures table below.

#### D6 SUGGESTED ADVENTURES

- 1 I discovered a group of lost explorers in a desert and led them safely to an oasis before they died of thirst.
- 2 Coming upon poachers who had captured a rare breed of beast, I snuck into their camp and freed the animal before it could be harmed any further.
- 3 The seas and oceans were my chosen environment, and I was the lead navigator of a group of merchant ships, guiding them through dangerous trade routes.

**D6 SUGGESTED ADVENTURES**

- 4 A protector of the natural world, I used to keep the vicious beasts of the jungle from encroaching on explorers—and explorers from encroaching on their territory.
- 5 I grew up in a nomadic environment, trained by older diviners to know ancient routes and safe passages, passed down over the generations.
- 6 I was the first to discover a natural wonder of the world, and have kept its location relatively secret from those who wish to plunder its natural resources. They are still after me.

**DREAMER**

*Suggested Story Requirement:* You have undergone rituals or other trials to access prophetic dreams.

**SKILLS:** Arcana

**FEATURE: PROPHETIC DREAM**

Each morning, you wake with visions of the future. Work with your GM to determine what event you see. This could be anything in the near or somewhat distant future, but should be something relevant to the campaign's current or future plot.

**RANK 2:** Your dreams sometimes contain insight into the actions of the powers you work against. They can now include current events which occur elsewhere, such as orders given or actions taken in the recent past, present, or very near future. You are aware of the relative distance in time from the vision to the current time (e.g., recent past or distant future).

**RANK 3:** You have learned to control your visions. You can choose which type of vision you wish to see when you go to sleep each night, and you can estimate more precise times for the events you see (e.g., less than 1 day ago or 1 month from now)

**SUGGESTED ADVENTURES**

There are many paths to being a dreamer, and many paths that lie ahead of them. When creating a character who starts with this history, choose or randomly determine the adventure that shaped you by rolling on the Suggested Adventures table below.

**D6 SUGGESTED ADVENTURES**

- 1 I journeyed to find an oracle who taught me to use special incense to draw out my visions as I sleep.
- 2 I encountered many who claimed to have visions and sought them myself, but, no matter what I tried, nothing worked. Then, one day, I found I had them too.
- 3 I made a pact with an entity that can see through time. Now I can too.
- 4 I traveled to a mysterious cave filled with glowing crystals. When I left, I found my dreams filled with visions of a terrible future.

**D6 SUGGESTED ADVENTURES**

- 5 I nearly drowned at sea, but something saved me. It was only after I'd had my first vision that I awoke.
- 6 I don't know where my abilities came from, but my visions have already helped me stop a terrible plot against the kingdom.

**EARTHSTRIDER**

*Suggested Story Requirement:* You have spent a considerable amount of time traveling below ground in natural caves, tunnels, or within the plane of earth.

**SKILLS:** Athletics or Perception

**FEATURE: EARTHSTRIDER**

You have mastered navigating without sun or stars to guide you, no matter how many twists and turns your journey takes you through. You always know which direction you are facing, and can retrace your steps for the last 24 hours with near perfection.

**RANK 2:** You can retrace your steps accurately for up to a week.

**RANK 3:** You are immune to the *maze* spell, and can always find the quickest route through tunnels due to your incredible intuition.

**SUGGESTED ADVENTURES**

Earthstriders have spent considerable time traveling through tunnels or underground cave systems. When creating a character who starts with this history, choose or randomly determine the adventure that shaped you by rolling on the Suggested Adventures table below.

**D6 SUGGESTED ADVENTURES**

- 1 I traveled the darkness below, hunting for gems and new forms of life.
- 2 I was captured and forced to mine ore for a warlord.
- 3 I was exploring a cave when a tunnel collapsed behind me, leaving me to find a new way out.
- 4 I tracked a foe into a cave system where they led me on a chase for weeks.
- 5 I was trapped on the plane of earth and had to survive for a time before finally finding a portal home.
- 6 I became lost in a fey forest that grew tunnels of thorny vines to keep me from finding my way out.

**ENFORCER**

*Suggested Story Requirement:* You have served a higher authority with loyalty, discipline, and might, keeping order and enforcing their rules upon the land.

**SKILLS:** Athletics or Intimidation

**FEATURE: IRON-FISTED AUTHORITY**

Ordinary people need no convincing to get out of your way, and low-level authorities like city guards defer to you so long as you don't make outlandish requests. You seem so serious and official that people assume they'll get in trouble for inconveniencing you.

**RANK 2:** You can get an audience with anyone who is considered a lawful authority figure in the area within 1d4 hours of demanding one.

**RANK 3:** You can readily take command of a local contingent of 5 to 30 armed agents of the law with your forceful authority and absolute confidence that you're doing what *must* be done, as long as you don't lead them into a clear suicide mission. They may need convincing if you require them to break the law or turn on the people who pay them, but it can be done if you persuade them it's for the greater good or in their best interest.

**SUGGESTED ADVENTURES**

You enforce the rules or laws of a church, a king, a druid circle, a mage council, or some other authority. When creating a character who starts with this history, choose or randomly determine the adventure that shaped you by rolling on the Suggested Adventures table below.

**D6 SUGGESTED ADVENTURES**

- 1 My family has served the ruling dynasty for generations. My mother leads the capital's city watch. I've broken riots and jailed the dynasty's enemies.
- 2 I hunted practitioners of aberrant and forbidden magic for a mage council concerned with an increase in extraplanar influence upon the world.
- 3 I have been part of a task force that travels the land quelling revolt and making sure the kingdom's taxes are paid, freely or not.
- 4 I fought druids, fey, and wild things in an ancient forest for years to ensure a major road was built across it to facilitate commerce, as mandated by the king.
- 5 I upheld the balance in the woods I called home at the behest of the druid circle. They had a detailed agreement with the kingdom regulating extractivist activity, forbidding large constructions, and the protected status of certain species. I enforced it, with violence if needed.
- 6 I was part of a task force that sought out and crushed heretical sects worshiping unsanctioned gods, at the behest of the lawful churches.

**EMINENT GAMER**

*Suggested Story Requirement:* You travel with all the necessary components to play a card or board game based on tactical skill, and never pass up an opportunity to challenge other players.

**TOOLS:** Playing card set or other game set

**FEATURE: YOU JUST ACTIVATED MY TRAP CARD!**

Through testing wits against other players of your chosen game, you learned how to read their tells and unravel their intentions. After completing a match of your chosen game against a creature, you have advantage on Insight and Perception checks targeting it for one week. Additionally, as a bonus action, you can predict who the creature is going to target during its next turn; the GM reveals its target and the creature follows through if it is able. Once you have predicted a target this way, you can't do so again until you complete another match.

**RANK 2:** You can now gain insight into opponents' long-term strategies through your chosen game. After completing a match of your chosen game against a creature, you know whether that creature is secretly planning hostile actions against you or your party. If it is, you learn one general aspect of its strategy (for example, "it plans to poison you", but not, "it plans to use purple worm poison" or "it plans to poison your wine tomorrow night").

**RANK 3:** You read opponents like a book. While playing your chosen game, you automatically succeed on Insight and Perception checks targeting your opponent. After completing a match, if your opponent is planning hostile actions against you or your party, you know those plans in significant detail, and have advantage on any ability checks you make to undermine the scheme.

**SUGGESTED ADVENTURES**

Some say life is a game. For you, gaming is life. When creating a character who starts with this history, choose or randomly determine the adventure that shaped you by rolling on the Suggested Adventures table below.

**D6 SUGGESTED ADVENTURES**

- 1 My game of choice was a cultural touchstone for children in my hometown. My first adventure was a delve into the ruins of the ancient city the game is said to be from.
- 2 My game of choice was a popular pastime in the military unit I served in.
- 3 I chased a life-changingly large cash prize for the first person to travel to eight specific cities and defeat each of those cities' top players in my game of choice. I was beaten to the prize by my longtime rival.
- 4 A powerful culture from a past age used my game of choice in magical, life-and-death contests. I learned how to play after discovering an artifact from that culture.
- 5 I learned to read people's intentions through games as part of my experience as a spy or assassin.
- 6 A legendary strategist attributed their success on the battlefield to tactics they learned playing my game of choice. When I visited one such battlefield, I was confronted by a spectral army and had to reenact the strategist's battle.

## EMINENT LEATHERWORKER

*Suggested Story Requirement:* You have hunted several dangerous beasts and incorporated their hides into armors.

**TOOLS:** Leatherworker's tools

### FEATURE: THE BODIES OF MY ENEMIES

Most leatherworkers work with cows, but you're a seasoned adventurer with access to much more esoteric hides. After killing a monstrosity or other suitable non-humanoid monster, you can turn its hide into leather. This process takes place over five long rests, which don't need to be consecutive, during which you can't do anything other than work on the leather and sleep. Once the leather is prepared, you can incorporate it into an existing set of leather or hide armor. The GM determines a moderate magical property (equivalent to a rare item) inspired by the creature that the leather came from (for example, hydra leather might confer regeneration and hell hound leather might confer resistance to fire), and the armor becomes a magical item if it wasn't already magical. You can only incorporate one esoteric hide into each suit of armor, and once the hide is incorporated, it can't be removed. These armors require special care that only you know how to provide. You must spend 1 hour per suit of armor, per week maintaining them, which can be done during a short or long rest, otherwise they lose the property granted by your work.

**RANK 2:** As your skill improves, you are able to incorporate a second hide into each suit of armor. Depending on the traits of the creatures the hides came from, the GM determines either one strong (equivalent to a very rare item) or two moderate magical properties. Additionally, you can now incorporate hides into studded leather, scale, and splint armors.

**RANK 3:** You are now one of the greatest leatherworkers of your age. You can incorporate a third hide into each suit of armor. The GM determines either one epic (equivalent to a legendary item), two strong, or three moderate magical properties. Additionally, you can now incorporate hides into any type of armor, as well as shields.

### SUGGESTED ADVENTURES

Even among folks that hunt monsters, few then turn their prey into armor like you do. When creating a character who starts with this history, choose or randomly determine the adventure that shaped you by rolling on the Suggested Adventures table below.

#### D6 SUGGESTED ADVENTURES

- 1 The first armor I enhanced came out of desperation; a gibbering moulder bit through my armor and I skinned it to plug in the holes. Then the armor started gibbering.
- 2 I apprenticed with an order of knights or mercenary company that made a point of "wearing their kills." Leatherworking was one of the skills they taught me.

#### D6 SUGGESTED ADVENTURES

- 3 I'm in the business of hunting dangerous creatures. Any edge I can pull out of them to better survive the next fight, I want to take.
- 4 I once fought alongside an adventurer wearing resplendent dragonscale armor, and I've been trying to make something that beautiful ever since.
- 5 I journeyed with a mentor who impressed upon me that if I need to take an animal's life, I shouldn't waste any of its body. Leatherworking is an extension of that ethos.
- 6 Momma always said that I wouldn't make any money going into the woods and stabbing horrid things, but I'm making a killing selling horrid-things-I-stabbed armor.

## EMINENT POISONER

*Suggested Story Requirement:* You adopted poisons into your arsenal and through ample practice, became very good at making them.

**TOOLS:** Poisoner's kit

### FEATURE: TAILORED TOXINS

You are an expert at drawing the deadly essence out of anything and everything you can get a hold of. You can spend 1 hour, which can be part of a long rest, gathering ingredients from any natural environment. If you do, the poison you brew from those ingredients yields double the normal number of doses at no additional cost. Additionally, from your time spent gathering ingredients, you have advantage on saving throws to resist the effects of ingested poisons.

**RANK 2:** Your knowledge of poisons and physiologies allows you to bypass natural resistances. When you create a poison, you can designate it as being effective against a specific type of creature, such as elementals, fiends, or oozes. When you target a creature of that type, that poison ignores the target's resistance or immunity to poison damage and the poisoned condition.

**RANK 3:** You rank amongst the most skilled poisoners of this age. When you create a poison, you can designate a specific target that you personally interacted with, such as "Duke Leopold" or "Duke Leopold's pet otyugh." When you target that creature, the poison gains all of the rank 2 benefits, the target has disadvantage on any saving throws to resist the poison or its effects, and, if the poison deals damage, you double the number of damage dice you roll.

### SUGGESTED ADVENTURES

Mastery of poisons is not a skill one picks up casually. When creating a character who starts with this history, choose or randomly determine the adventure that shaped you by rolling on the Suggested Adventures table below.

**D6 SUGGESTED ADVENTURES**

- 1 In my quest to create the perfect poison, I traveled to the hells themselves and made an infernal pact to gain access to the legendary burning plague toxin.
- 2 My mentor was assassinated by a poison. I learned the dark art so I could exact poetic justice against the assassin and the person that hired them.
- 3 I murdered my patron's political rival. I thought it was a clean kill, but the rival's allies found out and have been hounding me ever since.
- 4 I had to find a way to kill an oppressive tyrant that wouldn't bring down reprisals on his innocent subjects. A subtle, tailored poison was the answer.
- 5 Everything I know about toxins, I learned from an order of druids. To them, poisons are just one of nature's many gifts.
- 6 There's no special story here; I just like killing, and poisons are a good tool for that.

**EMINENT WEAVER**

*Suggested Story Requirement:* An encounter with hags, fey, or even the gods themselves opened your eyes to the tapestry of fate. Whether you choose to accept it, alter it, or defy it, it now plays an outsized role in your story.

**TOOLS:** Weaver's tools

**FEATURE: WEAVINGS OF FATE**

The weavers of fate look kindly upon your skill and bless you with visions of the great tapestry in which all that is and will be is recorded. Whenever you finish a long rest,

you receive a hazy vision of something that may happen to you over the coming day. As a reaction to making an ability check outside of combat, you can recall that vision to grant yourself advantage on your roll. Once you have used this ability, you can't use it again until you finish another long rest.

**RANK 2:** As your skill in weaving improves and connection to the tapestry of fate strengthens, sometimes prophetic images appear in your own handiwork. If you spend a short rest weaving, roll a d6. If the result is less than or equal to your proficiency bonus, your tapestry depicts a monster, trap, or other threat you are likely to face in the coming day. The GM describes the image, which may be cryptic or allegorical, and may not come to pass based on player choices.

**RANK 3:** You are now one of the great weavers of your age, and can directly influence the world through subtle alterations to the weavings you create. When you receive a vision from your rank 2 ability, you can make a single, minor alteration to it. For example, you could introduce a damage vulnerability to a monster or make a trap easier to spot. Alternatively, you can ask the GM one clarifying question about the vision you receive that helps you identify the exact threat.

**SUGGESTED ADVENTURES**

Weaving has become integral to your life, as if determined by fate. When creating a character who starts with this history, choose or randomly determine the adventure that shaped you by rolling on the Suggested Adventures table below.

**D6 SUGGESTED ADVENTURES**

- 1 I saved a witch from mob “justice” and she gifted me an enchanted heddle. She told me it would repay the saving of her life manyfold if I learned to use it.
- 2 The gift of prophecy runs in my family, though it manifested differently for each member. Now I travel the world on a journey to discover how to use my powers.
- 3 I was an ordinary thief until I stole a prismatic rug from a curiosity shop. Since that night, I see moving images dance through the rug whenever I close my eyes.
- 4 While exploring an uncharted, uninhabited island, I found an ancient temple. Inside, three ethereal figures worked together on a massive loom. They offered to teach me how to weave if I cleansed the temple of monsters that had moved in.
- 5 I angered a hag who then wove my death into the tapestry of fate. I had to learn how to become a better weaver than her to remove that fated end.
- 6 I was recruited into a secret order that combats the Snipper of Threads, a possibly immortal assassin that kills targets by removing them from the tapestry of fate.

**EMINENT WOODCARVER**

*Suggested Story Requirement:* You’ve spent much of your downtime during adventures with a whittling knife in hand.

**TOOLS:** Woodcarver’s tools

**FEATURE: LIFELIKE CARVINGS**

You’ve developed a reputation as a master woodcarver. Your work is well known by other woodcarvers, and you can earn a comfortable living tutoring journeymen and selling your wares. You can expend 5 gp worth of materials and spend 2 hours carving a masterwork statuette of a Tiny beast. Creatures at least 15 feet away from the carving must succeed on a Wisdom (Perception) check (the DC is equal to 8 + your proficiency bonus + your Dexterity modifier), or be tricked into thinking the carving is a real beast. Once a creature succeeds on a check or moves within 15 feet of the carving, it can’t be tricked by any of your carvings for 24 hours.

**RANK 2:** Your carvings become so lifelike that they can actually come to life. Once per day, as an action, you can turn a masterwork statuette into a familiar. This effect works like the *find familiar* spell, except that the creature type is construct, you can’t dismiss it into a pocket dimension, and if the familiar drops to 0 hit points, it shatters into a pile of wood chips, destroying the statuette.

**RANK 3:** You now rank among the greatest woodcarvers of this age. You can expend 500 gp and spend 100 hours carving a magnum opus, which is a Large or smaller beast with a challenge rating of 2 or lower. Upon completion, the carving comes to life. It has the game statistics of

the creature you carved, except that its type is construct, is friendly to you and your companions, and acts on your turn in combat, either before or after you (your choice). The carving can’t be destroyed by any effect unless that effect can destroy artifacts. If the carving is reduced to 0 hit points, it becomes inert until you spend 2 hours repairing it, which can be done as part of a long rest.

**SUGGESTED ADVENTURES**

You spent a lifetime honing your craft, and made sacrifices along the way to invest more time into carving. When creating a character who starts with this history, choose or randomly determine the adventure that shaped you by rolling on the Suggested Adventures table below.

**D6 SUGGESTED ADVENTURES**

- 1 A gnarled, curmudgeonly dryad taught me the secret to breathing life into wood after I saved her grove from a raging inferno.
- 2 I learned to whittle while I was in the army. As battle after battle turned sour and I buried my friends, whittling became my solace.
- 3 Everything I know about whittling, I learned from an ancient book that I found in a locked, trapped, and warded strongbox I discovered at the bottom of a haunted ruin.
- 4 Sometimes when I’m cut, sap comes out instead of blood. I’ve traveled the world delving through arcane repositories trying to figure out what that means.
- 5 I treat whittling as a competition. For me, it’s not about creating beautiful things, it’s about finding other artists, challenging them to carve-offs, and crushing them.
- 6 I trespassed into a fey creature’s domain and they cursed me with this skill, though I haven’t figured out why it’s a curse.

**EX-CULTIST**

*Suggested Story Requirement:* You were a member of a cult that you narrowly escaped, or have spent time dealing with the fallout of your escape.

**SKILLS:** Deception or Religion

**FEATURE: EXCOMMUNICATED**

You are familiar with how the cult you were a part of operates and what its goals are. You can recognize when they’ve extended their influence to people in power but the cult’s leadership wants to silence you before you can reveal their secrets and plans to the outside world.

**RANK 2:** You have been tracking the movements of the cult you left. You know where their dead drops are, and gain proficiency with forgery kits so you can subtly alter the orders and intel left for their members.

**RANK 3:** You have advantage on Insight checks made to determine whether someone is trying to manipulate you.

### SUGGESTED ADVENTURES

An ex-cultist managed to escape from a secretive religious order with nefarious schemes. When creating a character who starts with this history, choose or randomly determine the adventure that shaped you by rolling on the Suggested Adventures table below.

#### D6 SUGGESTED ADVENTURES

- |   |  |
|---|--|
| 1 | I was trained under the leader of my cult, and carried out their direct orders while planning my escape.           |
| 2 | I stole something important from my cult in my escape.   |
| 3 | Someone important to me is still a member of the cult, and I have tried everything I can think of to get them out. |
| 4 | I believed in my cult's mission wholeheartedly until I was suddenly betrayed by its leadership.                    |
| 5 | I have been working to atone for the terrible things I did while under the influence of my cult.                   |
| 6 | I have helped a number of people escape from my cult since freeing myself.   |

### FIREWALKER

*Suggested Story Requirement:* You have spent a considerable amount of time in the plane of fire, traversing an active volcanic region, or a lethally hot desert.

**SKILLS:** Arcana or Survival

#### FEATURE: FIREWALKER

You have learned to find safe routes through fiery wastelands. While traveling at half speed, you and all who travel with you gain advantage on Constitution saving throws against being exhausted by dry heat.

**RANK 2:** You can travel at three-quarters speed instead, and you and all who travel with you gain a +5 bonus to Constitution saving throws against being exhausted by dry heat.

**RANK 3:** You can travel at full speed instead. Additionally, you can choose to travel at half speed to negate the need for Constitution saving throws against being exhausted by dry heat for yourself and all who travel with you.

#### SUGGESTED ADVENTURES

Firewalkers have spent considerable time surviving in areas of violent and lethal heat. When creating a character who starts with this history, choose or randomly determine the adventure that shaped you by rolling on the Suggested Adventures table below.

#### D6 SUGGESTED ADVENTURES

- |   |  |
|---|--|
| 1 | I was trapped in a volcano by a fire cult and had to survive on nothing but scraps and what wildlife I could find. |
| 2 | I went to the fire plane to defeat the power behind a cult that tried to open a portal for an invasion.            |

#### D6 SUGGESTED ADVENTURES

- |   |  |
|---|--|
| 3 | I joined and integrated with a nomadic clan traveling a great desert.                                  |
| 4 | I was left for dead by bandits in the desert, and survived by following the trail of a migrating herd. |
| 5 | I joined a fire cult and underwent many rituals inuring me to heat before I left.                      |
| 6 | I befriended a trapped fire elemental and helped it return to its home in the fire plane.              |

### FORWARD SCOUT

*Suggested Story Requirement:* You are the vanguard of a distant people, sent to determine if this land would make a good home. The weight of a civilization is on your shoulders and the reports you send back.

**SKILLS:** Nature or Survival

#### FEATURE: FIRST IN

You have an uncanny knack for quickly assessing what is and isn't safe in unfamiliar territory. You can always tell when a source of food or water is tainted by nonmagical poison or disease.

**RANK 2:** You double your proficiency bonus when using passive Perception to spot hazards caused by natural terrain.

**RANK 3:** You double your proficiency bonus when making Dexterity saving throws to avoid harm from traps, and when making Constitution saving throws to avoid harm from poisons and diseases.

#### SUGGESTED ADVENTURES

As a forward scout, you travel to places that other people have yet to set foot in, or that have been abandoned for generations. When creating a character who starts with this history, choose or randomly determine the adventure that shaped you by rolling on the Suggested Adventures table below.

#### D6 SUGGESTED ADVENTURES

- |   |  |
|---|--|
| 1 | When intense storms and rising seas threatened to swallow my home town, I set out across the ocean to find a safe haven for my people.             |
| 2 | I am the only survivor of an expedition to map out a newly discovered cave system.   |
| 3 | After the Dreadlord was slain, I ventured into its blighted lands to see what life yet remained there.   |
| 4 | I was the first person in three generations to safely cross the ever-shifting sands of the Desert of Mirages.                                      |
| 5 | When the mist-shrouded island rose out from under the sea, the king dispatched me to chart it and determine if it posed any threat.                |
| 6 | 500 years ago, kobolds filled a citadel with hundreds of traps. I was the first to bypass enough traps to leave the citadel with treasure in hand. |

## FREEDOM FIGHTER

*Suggested Story Requirement:* You have opposed oppressive authority at no small risk to yourself, garnering a small following and effecting change through your efforts.

**SKILLS:** Performance or Persuasion

### FEATURE: COMRADES OF THE CAUSE

You are part of a group that shares your cause. You can be anti-monarchy activists, protectors of the wilds, organized labor, or any other type of group fighting oppressive authority—nobility, wealthy merchants, religious institutions, etc. You can find people aligned with the cause in any sizable town or city. You can get them to run small errands for you, as well as shelter you or run interference for low-risk tasks.

**RANK 2:** You can get a couple of belligerent comrades to join you for risky actions where there may be fighting. These comrades are capable fighters, and the **veteran** game statistics could be used to represent them, but are not adventurers and can't be relied on for aid against powerful foes.

**RANK 3:** In an urban area, you can whip up a crowd and cause a riot to happen within hours, directing hundreds of people to a particular location in the town or city. This always has consequences, including loss of lives (or at the very least severe injury) as the authorities crack down on the riot.

### SUGGESTED ADVENTURES

You stand up to power and fight for social change. People can call you an activist, a revolutionary, a cult leader, or a terrorist, and be right depending on how you do it. When creating a character who starts with this history, choose or randomly determine the adventure that shaped you by rolling on the Suggested Adventures table below.

#### D6 SUGGESTED ADVENTURES

- |   |  |
|---|--|
| 1 | I led the mob that deposed the corrupt mayor of my hometown, and installed a new one who knows their power comes from the people's will.   |
| 2 | I freed political prisoners from jail in a violent riot that shook the nation.   |
| 3 | I traveled the land delivering bombastic speeches and inciting peasant rebellions against their lords.   |
| 4 | I'm part of an oppressed ethnic minority and my community looks up to me as someone who stands up for them and pushes back against the trespasses of the authorities and bigots around them.                             |
| 5 | I fought for the natural world against the exploitation of those who chase wealth by destroying it and the ways of living that exist around it. Sabotage and guerrilla warfare have been my preferred methods.           |
| 6 | I single-handedly held back law enforcement agents to facilitate the escape of the leaders of my cause in a protest that went awry, then miraculously escaped. My comrades still talk about it with wide-eyed amazement. |

## HARBINGER OF WOE

*Suggested Story Requirement:* You often appear with the storm on your heels. Some blame you for the trouble, but you only go where you can do the most good.

**SKILLS:** Insight or Persuasion

### FEATURE: LAST CHANCE

Your appearance is rarely taken as a good sign, but you arrive in the hour of need. If people aren't taking a threat seriously, you consider it your duty to warn them. If they despair, you spur them to action. You can gain an audience with the highest-ranking authority during desperate times. There's no guarantee they will heed your warning, nor that it will go unchallenged, but they will hear you out.

**RANK 2:** You are famous for arriving as the darkest hour draws nigh, but your experience and conviction are compelling. You have advantage on Charisma (Persuasion) checks made to convince others of impending doom.

**RANK 3:** You are readily accepted as a confidant or adviser to leaders during times of looming catastrophe. Your orders to their subordinates are followed as though they came from the leader.

### SUGGESTED ADVENTURES

Harbingers of woe offer both warning and a ray of hope as darkness closes in. A reputation for selflessness and noble deeds inspires others to hear you out and trust you. When creating a character who starts with this history, choose or randomly determine the adventure that shaped you by rolling on the Suggested Adventures table below.

#### D6 SUGGESTED ADVENTURES

- |   |   |
|---|---|
| 1 | I arrived ahead of an invading army before the siege began. I inspired the defense of the city, holding out hope until help arrived.                |
| 2 | I warned that the new adviser was in service to a rival, and, if the king had listened to me, he wouldn't have been undermined by their bad advice. |
| 3 | I brought messages through enemy lines to coordinate a counterattack before reinforcements arrived.   |
| 4 | Were it not for me, the company would have blundered right into an ambush.  |
| 5 | My warning of corruption in the forest was barely in time to cleanse the blight.  |
| 6 | I intercepted payments to the guards that had been bribed to open the city gates. Were it not for me, the town would have been left undefended.     |

## HOLY KNIGHT

*Suggested Story Requirement:* You have served as a warrior in the service of a religious organization.

**SKILLS:** Athletics or Religion

**FEATURE: SOLDIER OF THE FAITH**

As a soldier of the faith, your fellows at arms can be counted on to answer your call when the need arises. When you present a threat to a member of your order, you can always gain military aid from a small handful of other soldiers.

**RANK 2:** You gain the aid of a divine spellcaster in your order, and the number of soldiers you can call on is doubled. This spellcaster serves alongside the soldiers and is capable of casting up to 4th level spells.

**RANK 3:** You can call on the full might of your organization when the need arises. Your word is taken as truth, and, when you call, they answer. Your organization may be limited in what aid it can directly provide you in combat situations, but it is capable of providing services, such as removing curses and restoring the dead to life, or military might, such as holding a strategic position against an opposing army.

**SUGGESTED ADVENTURES**

Holy knights have served in the army of a divine order or as a guardian to a holy person or place. When creating a character who starts with this history, choose or randomly determine the adventure that shaped you by rolling on the Suggested Adventures table below.

**D6 SUGGESTED ADVENTURES**

- |   |  |
|---|--|
| 1 | I served in an army of devout during a holy war.   |
| 2 | I was the sworn knight and guardian of a living saint.   |
| 3 | I was sworn to protect a holy site, and fended off over a dozen attacks in my service there.                                   |
| 4 | I traveled the lands spreading the faith and protecting the weak.  |
| 5 | Once a mercenary, I was knighted after finding my faith and tracking down a rogue member of my new order.                      |
| 6 | I served the order as a monster hunter, tracking down the creatures of the night and destroying them wherever they were found. |

**IMMORTAL**

*Suggested Story Requirement:* You've been to the brink and returned from death's door twice in the same fight, going on to win the day. You aren't unkillable, but you're gaining that reputation.

**SKILLS:** Intimidation or Medicine

**FEATURE: RAPID RECOVERY**

You bounce back from injury faster than most. Whenever another creature makes a Wisdom (Medicine) check to stabilize you, they have advantage on the check.

**RANK 2:** After injury, one night's rest does as much to restore you as several nights recuperating for anyone else. You recover an additional two hit dice when you take a long rest.

**RANK 3:** Even a brief respite returns you to fighting form. When you roll Hit Dice to recover hit points during a short rest, you add your Constitution modifier to each die a second time.

**HISTORIES****SUGGESTED ADVENTURES**

Adventurers surviving against all odds multiple times can become rumored to be immortal, warding off more circumspect challengers while attracting others looking to make a name for themselves—or that have more to prove. When creating a character who starts with this history, choose or randomly determine the adventure that shaped you by rolling on the Suggested Adventures table below.

**D6 SUGGESTED ADVENTURES**

- |   |  |
|---|--|
| 1 | I was betrayed by my employer and left for dead. I sought vengeance when I recovered.  |
| 2 | I stood toe to toe with a dragon and suffered the full force of its deadly breath. It was the hardest fight of my life, and my allies saw me through when I'd fallen and all my hope was lost. |
| 3 | Both goblets were poisoned, but I've spent a lifetime building up an immunity to that particular toxin.  |
| 4 | I fought my way out from within the gullet of a great worm, and I'm still here. The odds were against me, but I never quit.  |
| 5 | I knew I could beat the undead horde because I knew my death was fated, and it was not yet my day to die.  |
| 6 | A devil pronounced my doom, but I was too stubborn to die; I wouldn't give them the satisfaction.  |

**INVESTIGATOR**

*Suggested Story Requirement:* You have worked as a private eye, police detective, or spy and are known to be good at uncovering secrets.

**SKILLS:** Insight or Investigation

**FEATURE: HARD-NOSED SLEUTH**

When you start an investigation, you can reliably get access to a good lead within 1d4 days. It can be a person, a place, or an object at the GM's discretion. If it's a person or a sapient magic item, they aren't necessarily cooperative. Whatever it is, it traces back to the answers you seek.

**RANK 2:** When you know for a fact that a humanoid is lying to you about the topic of your investigation or their relationship to it—by way of Wisdom (Insight) check, material evidence to the contrary, or other means, including magic—and you confront the liar about it, they break and answer whatever your next question is honestly, even if you repeat the question they originally answered with a lie. They may, however, react to this slip by immediately attacking you, or acting against you in some other way. You can only use this ability on any given individual once per day.

**RANK 3:** The above ability now works on creatures of any type. Additionally, you have advantage on Wisdom (Perception) and Wisdom (Insight) checks made to determine if a creature is disguised, shapeshifted, or otherwise has its true identity concealed.

**SUGGESTED ADVENTURES**

You uncover secrets and solve mysteries professionally. When creating a character who starts with this history, choose or randomly determine the adventure that shaped you by rolling on the Suggested Adventures table below.

**D6 SUGGESTED ADVENTURES**

- 1 I solved a high-profile murder case in my hometown and clients have sent for me ever since.
- 2 I worked my way up the ranks of a police force, from lowly clerk to ace detective.
- 3 I served an ambitious lord who tasked me with helping him stay one step ahead of his political and commercial rivals. My work catapulted him to the highest echelons.
- 4 A criminal organization had me acquiring blackmail material on its enemies for years.
- 5 During the war, I hunted foreign spies in our midst, finding them and siccing the soldiers on them.
- 6 I was an inquisitor of a church. I traveled far and wide determining the truth of accusations of dark magic or heretical cult membership against people everywhere.

**KNIGHT IN EXILE**

*Suggested Story Requirement:* You were a knight that was exiled from your kingdom or a squire who chose to strike out on their own, and you haven't sworn to serve anyone else since.

**SKILLS:** Athletics, Intimidation, or Persuasion

**FEATURE: ALWAYS ON THE ROAD**

Your travels have left you with a sense for who can be trusted. You have advantage on Wisdom (Insight) checks made to determine if someone harbors ill will toward you.

**RANK 2:** Your reputation as a traveling knight and sellword has grown. Once per week, when in a city or other heavily populated area, you can call on a squire or knight to perform a minor to moderate favor for you, as long as it does not go against their code of honor. Alternatively, you can use this ability to be granted an audience with a minor noble or similar authority within the city.

**RANK 3:** You are known as a person of honor and respect. When in a city or other heavily populated area, you can ask for aid from allies or people you have assisted in the past; you can call upon fellow warriors to aid you. While the combat ability of these allies is limited, they can assist in keeping the populace safe, holding off a horde of lesser foes, create a distraction by assaulting the estate of a villainous noble, or other similar service. Once you have called on them, you must perform several acts of service for these allies before being able to call on them again.

**SUGGESTED ADVENTURES**

As a traveling knight, you've encountered many allies, enemies, and rivals, and collected many stories and adventures. When creating a character that starts with this history, choose or randomly determine the adventure that shaped you by rolling on the Suggested Adventures table below.

**D6 SUGGESTED ADVENTURES**

- 1 Exiled by my liege lord for standing up for what I believed was right, I struck out on my own and have been wandering since.
- 2 I had a love affair with the wrong noble, and, when their fortunes changed at court, I had to leave swiftly to protect both of us. I wonder if they still hold a flame for me.
- 3 I accidentally killed my opponent in a joust, and they were an important noble of an opposing kingdom. I willingly went into exile to prevent a war.
- 4 My knight and their companions died adventuring for a holy artifact. I was the only squire to survive, and I took up their arms in their memory.
- 5 Out on the road, I proved myself to an old knight-errant who took me under their wing. They recently knighted me and gave me an oath and code of my own to follow.
- 6 I appeared as an exiled knight that committed treason against my liege lord. In reality it was a ruse so I could spy on a rival kingdom.

**LOST HEIR**

*Suggested Story Requirement:* You've discovered you're the long lost heir of a distant kingdom, or have worked to return to that kingdom and claim your rightful title.

**SKILLS AND TOOLS:** Insight or disguise kit

**FEATURE: COMMONER'S SENSE**

You've known struggle and hardship, and your experience gives you a sense of perspective the upper classes otherwise lack. You can commiserate with paupers and beggars in cities, and they are quick to take a liking to you even if you dress as a noble or are in the company of members of the upper class.

**RANK 2:** You are adept at appearing as either commoner or noble with a change of outfit and demeanor. When adopting either guise, you have advantage on ability checks making use of a disguise kit.

**RANK 3:** Your return inspires the kingdom you hail from. Commoners support causes you champion en masse, and you can demonstrate their popular support to reticent nobility.

**SUGGESTED ADVENTURES**

Lost heirs have life experience and have persevered through hardship rather than experiencing a privileged upbringing. When creating a character who starts with this history, choose or randomly determine the adventure that shaped you by rolling on the Suggested Adventures table below.

**D6 SUGGESTED ADVENTURES**

- 1 It was only after I was recognized for my deeds that merchants and travelers from my own lands told me news of the search for the missing heir, and how I'm the spitting image of the monarch. The circumstances of my disappearance even line up with where I regained my memories!
- 2 I've been away so long I don't even remember how to get home, but, after a long time searching, I've found the sigils to a teleportation circle that will take me home to the palace.
- 3 A scholar I met on my travels explained the significance of this signet ring I've had for as long as I can remember. It means I'm the heir to a distant kingdom!
- 4 After years away on adventures, I learned a changing wears my face back home. I will not rest until I can expose them and reclaim what is rightfully mine.
- 5 I learned the truth of my birth after visiting an oracle.
- 6 A usurper cast me out and has mismanaged the kingdom ever since. I've been training to gain the power to return and put things right.

**MAGEBANE**

*Suggested Story Requirement:* You have been caused great suffering by something or someone using magic.

**SKILLS:** Arcana

**FEATURE: MAGEBANE**

In order to better combat your enemies, you have studied their magic. By spending 1 minute observing a creature, you can make an Intelligence (Arcana) check to discern whether or not it is capable of casting harmful spells or other harmful magical effects, and what the highest level of spell it can cast is. The DC for this check is equal to the save DC of the target's spell or magical effect, or 10, whichever is higher.

**RANK 2:** You are vigilant in watching for harmful magic. You have advantage on ability checks made to identify magical threats, such as spotting magical traps, determining whether an item is cursed, or noticing a spellcaster trying to subtly use magic.

**RANK 3:** Your will to resist magic is so strong it can ward off even the most dangerous magical effects. When you fail a saving throw against a magical effect, you can choose to succeed instead. You can't use this ability again until you finish a long rest.

**SUGGESTED ADVENTURES**

There are many reasons for adventurers to gain a hatred for magic. When creating a character who starts with this history, choose or randomly determine the adventure that shaped you by rolling on the Suggested Adventures table below.

**D6 SUGGESTED ADVENTURES**

- 1 A fey played an incredibly cruel trick on me. I won't be outwitted like that again.
- 2 I failed to stop a pyromancer from burning an entire town I care about to the ground. I will have my revenge.
- 3 A necromancer killed my adventuring party and raised them as undead. I will stamp out this vile practice.
- 4 I saw my friends die in a powerful magical trap. I'm determined not to let history repeat itself.
- 5 I am connected to an organization that seeks to curb the power of mages in society by any means necessary.
- 6 I have witnessed what happens when magic goes awry. No mortal should be allowed to wield so much power.

**MASTER OF SCHEMES**

*Suggested Story Requirement:* You have outwitted your enemies in a grand plan or pulled off many clever plans or tricks.

**SKILLS:** Deception, Sleight of Hand, or Stealth

**FEATURE: JUST AS I PREDICTED**

You have a knack for predicting obstacles, enemy actions, and other situations that might otherwise be disastrous. When a dramatic event occurs (for example, discovering a door vital for your escape is unexpectedly locked, an assassin ambushes you while you are resting, or a lich pulling out the magical gem required to complete its ritual), you can declare that you've already put a scheme into motion to account for this scenario (for example, you bribed a guard to leave the door unlocked, you bought a scroll of *mage armor* and just cast it, or you pickpocketed the lich earlier in the combat).

Your scheme must be something you put into motion in the last week by spending no more than 2 hours of preparation, and must be activated by spending no more than 2 actions during the last minute. It must not require materials or equipment costing more than 10 times your level in gold pieces. The scheme and preparation must be feasible (determined by the GM), and you must immediately expend any resources (such as money or spell slots) required during the scheme or preparation that could not have since been recovered. If any rolls would have been required during these preparations, treat them all as average results (e.g., to pickpocket a key, 10 + character's Dexterity (Sleight of Hand) modifier vs. passive Wisdom (Perception) of the target).

You can execute such a scheme no more than once per week.

**RANK 2:** Your schemes grow ever more elaborate. Double the number of actions, preparation time, and resource budget for your plan.

**RANK 3:** Your schemes are almost guaranteed to succeed. You get a +5 bonus to rolls required to execute your scheme.

### SUGGESTED ADVENTURES

A master of schemes has learned their tricks from years of practice, but there's usually at least one scheme that they're particularly proud of. When creating a character who starts with this history, choose or randomly determine the adventure that shaped you by rolling on the Suggested Adventures table below.

#### D6 SUGGESTED ADVENTURES

- |   |   |
|---|---|
| 1 | I once defeated an entire group of monsters without attacking them.                             |
| 2 | I masterminded a complex heist with a band of thieves.  |
| 3 | I once broke out of an "inescapable" prison or trap.  |
| 4 | I was mentored by the greatest thief of the age. I'm going to outdo them.                       |
| 5 | The last time I was taken by surprise the people I love got hurt. Now I'm always prepared.      |
| 6 | I have a nemesis who is also a diabolical genius. One day they'll come back, and I'll be ready. |

## MEDIUM

*Suggested Story Requirement:* You have interfaced with the supernatural as a craft, from communicating with spirits for information to freeing clients from their unwanted influence.

**SKILLS:** Arcana, Insight, or Religion

### FEATURE: SPIRIT CONDUIT

You always know when there is an incorporeal creature, or someone possessed by an incorporeal creature, within 30 feet of you, but not their exact position, type, or intent.

**RANK 2:** You can compel a non-hostile incorporeal undead of CR equal to or below your level to give you a straight answer to a question once per day with no ability check required. "I don't know" is a valid answer, and they can answer with a false statement if they believe it to be true.

**RANK 3:** You can call all incorporeal undead of CR 4 and below within a mile to follow a simple command of up to 3 words—protect my party, storm the keep, destroy the fields, etc.—to the best of their ability for 1 hour, until you leave the area, or until you drop to 0 hit points, whichever comes sooner. The command can't lead called creatures directly to their destruction (e.g., "walk into lava"), and fails if they are already under the command of another being. They may turn on you once the time is up. Once you have used this ability, you can't use it again for 7 days.

### SUGGESTED ADVENTURES

You are a bridge between the living and the dead. When creating a character who starts with this history, choose or randomly determine the adventure that shaped you by rolling on the Suggested Adventures table below.

#### D6 SUGGESTED ADVENTURES

- |   |   |
|---|---|
| 1 | I traveled far and wide selling my services as an exorcist of buildings and objects.  |
| 2 | I have worked with law enforcement, questioning undead victims and witnesses, sometimes even long-dead ones, over inheritance and property disputes.  |
| 3 | In a frontier town that saw much warfare over the years, where the resulting mass graves dot the surrounding landscape, I was called upon to handle angry ghosts.   |
| 4 | I started my medium business as a charlatan and was surprised to find myself face-to-face with my third client's dead grandmother. I changed my ways, and decided to use my newfound gift for honest medium work. It also pays better.        |
| 5 | I worked with an order of clerics whose mission is to give the dead dignity and rest. We would help them get closure, and bury them right.  |
| 6 | I was a possession junky, and made good money out of it, too. I would show the dead a good time, at the behest of the living. Sometimes the ghosts wanted to stay, but I always had the sheer force of will to kick them out when I was done. |

## MENACE

*Suggested Story Requirement:* You've been a troublemaker since you were a child. You're not a bad sort so much as that you just don't fit in the lines your society draws. You've caused enough mischief to have earned a foul reputation with the people drawing those lines.

**SKILLS:** Athletics and Sleight of Hand

### FEATURE: FIGHTIN' 'ROUND THE WORLD

You owe, and are owed, favors by other troublemakers everywhere you go. Once per month, while in a city or other location settled by a large number of humanoid, you can call upon 4d4 other menaces, such as **thugs**, **bandits**, or **spies**, with a combined CR equal to or less than your level, to aid you. They will perform a single task for you, which can be illegal or mildly dangerous, but won't do anything deeply unethical or obviously suicidal.

**RANK 2:** As your reputation grows, you can call in more favors. You can use this ability once per week instead of once per month.

**RANK 3:** You know how to raise real (metaphorical) hell when you need to. When you use this ability, you can choose to call upon 8d4 menaces, with a combined CR equal to or less than twice your level, to aid you instead. Once you do this, you must perform several favors to benefit other menaces before you can use this ability again.

## SUGGESTED ADVENTURES

Menaces can come from any background and have any career, though most wind up doing odd jobs on society's fringes. When creating a character who starts with this history, choose or randomly determine the adventure that shaped you by rolling on the Suggested Adventures table below.

### D6 SUGGESTED ADVENTURES

- 1 I made a name for myself in underground fight clubs.
- 2 I ran with a crew of other misfits, committing petty thievery and vandalism. When it escalated into actual banditry, I cut ties and fled town.
- 3 I grew up in a noble household, but after "ruining" one too many fancy balls with my antics, my family shipped me off to squire for a cousin in a distant city.
- 4 I was a model student at the mage's academy until I realized how fun it was to set things on fire.
- 5 I grew up in a traveling circus that embraced my penchant for causing chaos.
- 6 My avant-garde art and wild parties got me expelled from a prestigious academy.

## MERCENARY

*Suggested Story Requirement:* You have served with a mercenary company for a major contract.

**SKILLS:** Athletics or Persuasion

### FEATURE: SWORD FOR HIRE

Your skill in battle is well known, and you can easily find work as a mercenary whether as part of a company or as a lone wolf. Additionally, you are an experienced negotiator and clients are always willing to pay you 10% more than the usual rate (though you can negotiate to increase the rate beyond this as normal).

**RANK 2:** Your reputation is impressive. Clients are always willing to pay you 20% more than the usual rate (though you can negotiate to increase the rate beyond this as normal), and, when you hire other mercenaries to work for you, they are willing to work for 10% less than their usual rate.

**RANK 3:** Your reputation is legendary. When you put out a hiring call you always have your pick of the best mercenaries available, and they follow your commands unerringly. You have advantage on Charisma (Intimidation) checks made to convince enemy mercenaries to back down from a fight with you.

### SUGGESTED ADVENTURES

Mercenaries have survived all manner of scenarios, from acting as caravan guards, to soldiers in war, to monster hunters. When creating a character who starts with this history, choose or randomly determine the adventure that shaped you by rolling on the Suggested Adventures table below.

### D6 SUGGESTED ADVENTURES

- 1 I served in a famous band of mercenaries, carrying out deadly missions in the name of coin.
- 2 I once served a druid enclave as a guard during a ritual they carried out to protect their grove.
- 3 I served a team of explorers searching for new routes through dangerous terrain.
- 4 Though mercenaries, the company I served in was known for its moral code and we once abandoned a contract halfway through when we learned of its dark purpose.
- 5 I once took on a contract to guard a wizard and ended up volunteering for a magical experiment.
- 6 I was once hired by a sentient magic item to serve as its protector until I met someone worthy of wielding it.

## MONSTER HUNTER

*Suggested Story Requirement:* You have hunted and killed multiple creatures that are Large or larger.

**SKILLS:** Survival

### FEATURE: MONSTER HUNTER

You are adept at tracking enormous creatures. You have advantage on Wisdom (Perception) and Wisdom (Survival) checks made to find or track Large or larger creatures, and advantage on Intelligence checks made to deduce or recall information about them.

**RANK 2:** You are always ready to fight monsters. You can't be surprised by Large or larger creatures.

**RANK 3:** Your expertise enables your allies to also gain the benefits of your Monster Hunter features.

### SUGGESTED ADVENTURES

Adventurers become monster hunters for all kinds of reasons, and each has their own story to tell. When creating a character who starts with this history, choose or randomly determine the adventure that shaped you by rolling on the Suggested Adventures table below.

### D6 SUGGESTED ADVENTURES

- 1 A place I cared about was destroyed by an enormous monster and I barely got out alive. I've vowed to prevent others from suffering the same fate.
- 2 I once failed to bring down a great beast. I will not fail again.
- 3 I was apprenticed to a great hunter—until she got eaten.
- 4 I managed to defeat a powerful monster purely by luck. Then people kept making me do it again. And again.
- 5 I grew up on stories of great heroes slaying terrible monsters. I've been adventuring on my quest to join them in legend.
- 6 My previous adventuring party was eaten by a dangerous monster. I will have my revenge.

## NATURE'S FRIEND

*Suggested Story Requirement:* You have spent a lot of time in the wilderness, tending to plants and animals. You studied their behavior and requirements extensively, and now bring a trove of knowledge to your adventures.

**SKILLS:** Animal Handling or Nature

### FEATURE: WARDEN

You have learned how to care for animals and plants, and they can sense that you are not a threat to them. Beasts and plant creatures are less likely to attack you.

**RANK 2:** You have advantage on ability checks made to identify or interact with beasts and plant creatures.

**RANK 3:** You gain advantage on your saving throws against effects created by beasts and plant creatures.

### SUGGESTED ADVENTURES

As a friend of nature, you have interacted with many creatures. When creating a character who starts with this history, choose or randomly determine the adventure that shaped you by rolling on the Suggested Adventures table below.

DC	SUGGESTED ADVENTURES
1	I was tasked with caring for a dangerous, wounded beast and succeeded.
2	My adventures took me through thick undergrowth filled with dangerous, magical plants. I was able to survive by using my knowledge and affinities with nature.
3	I had to tame a wild beast to lure it away from a woodcutting camp.
4	I was tasked with tending a magical garden full of sentient plants. I wasn't sure how I would be able to do it, but I learned a lot in the process.
5	I spent a large part of my travels in the wilderness. I was able to survive by learning the behavior of plants and animals.
6	I spent a part of my adventures helping a wilderness reserve, tending to plants and creatures.

## NOTORIOUS PARAMOUR

*Suggested Story Requirement:* You have a lover (or three) in every port. Your charms are unparalleled, but you've left behind a trail of broken hearts that one day might catch up with you.

**SKILLS:** Performance or Persuasion

### FEATURE: SHAMELESS FLIRT

The first time you enter a city or other location settled by a large number of humanoids, roll a d4. On a 1, 2, or 3, you have that number of former lovers in the city that remember their trysts with you fondly. They will provide you with shelter and basic supplies, and may offer favors, but will not risk their lives for you. On a 4, you have a former lover in the city that feels mistreated by you. They will act to hamper you as best they can without putting themselves in direct danger.

**RANK 2:** Your reputation as a flirt proceeds you. You have advantage on Performance and Persuasion checks to flirt with others.

**RANK 3:** Even small towns aren't safe from your charm. The first time you enter a town or settlement of more than 50 people, you can choose to roll a d4 as if you were entering a city.

### SUGGESTED ADVENTURES

Being a notorious paramour is more of a hobby than a career. You have some other calling that keeps you traveling the world. When creating a character who starts with this history, choose or randomly determine the adventure that shaped you by rolling on the Suggested Adventures table below.

DC	SUGGESTED ADVENTURES
1	I was (or maybe still am) a spy. I was trained in seduction as a tool of the trade and it became my defining characteristic over time.
2	I knew when I started my journey as a traveling musician that it came with a certain reputation, and decided to lean into it.
3	Trysts aren't the only thing I'm notorious for. I spent years as a pirate, raiding the coasts and then spending lavishly on luxuries whenever I came into port.
4	I am an acolyte of a god of festivals and hedonism. These trysts are a sacrament.
5	I grew up in a conservative or repressive culture. Once I started adventuring and saw the real world, I decided to make up for lost time.
6	I was cornered by kobolds and desperate for any way to get out alive. I'm not sure why flirting with their captain came to mind, but I sure am glad it worked.

## PLAGUEWALKER

*Suggested Story Requirement:* You have traveled regions rife with disease, pollution, or other contamination.

**SKILLS:** Medicine or Survival

### FEATURE: PLAGUEWALKER

Your constant exposure to pollutants has made you savvy to basic methods of prevention. As long as you have access to materials like simple cloth and string, you can spend 1 hour to fashion protective equipment that grants you advantage on Constitution saving throws made to resist disease or poison. This equipment must be remade or repaired after each use.

**RANK 2:** Your experience has given you an eye for spotting contamination. By spending 10 minutes examining a creature or uncooked food, you can learn whether the subject is diseased or contaminated with a toxic substance.

**RANK 3:** Your treatments for contamination are extremely potent. You can cast *greater restoration* without expending a spell slot or requiring material components. Once you do, you can't do so again until you finish a short or long rest.

### SUGGESTED ADVENTURES

As a plaguewalker, you have seen realms blighted by plague or some other corruption. When creating a character who starts with this history, choose or randomly determine the adventure that shaped you by rolling on the Suggested Adventures table below.

#### D6 SUGGESTED ADVENTURES

- |   |   |
|---|---|
| 1 | I traveled to a kingdom to help treat a mysterious illness that erupted suddenly.   |
| 2 | I aided a druid circle in treating a blighted wood.   |
| 3 | I delved into ancient ruins in search of secrets only to find that the disease that claimed its occupants' lives had never left—they were all undead. |
| 4 | My adventures took me to a land filled with smoke and ash, where breathing was a fight for survival.  |
| 5 | I journeyed through a land damaged by poison and toxic gas.   |
| 6 | When a new disease began spreading across the land, I helped find its magical source and halt the plague.   |

### PLANAR WANDERER

*Suggested Story Requirement:* You have spent time on multiple planes of existence.

**SKILLS:** Survival

#### FEATURE: PLANAR WANDERER

You can quickly acclimate to the strange environments of other planes of existence. You have advantage on saving throws against the environmental effects of other planes.

**RANK 2:** You are always aware of the direction and distance to the nearest planar portal to you.

**RANK 3:** You are immune to the environmental effects of other planes, and you also know which plane the nearest planar portal leads to.

#### SUGGESTED ADVENTURES

Planar wanderers have seen worlds unknown to most others. When creating a character who starts with this history, choose or randomly determine the adventure that shaped you by rolling on the Suggested Adventures table below.

#### D6 SUGGESTED ADVENTURES

- |   |  |
|---|--|
| 1 | I died and went to an afterlife plane. When I was resurrected, I could still remember my time there.   |
| 2 | I was caught up in a magical accident that transported me to a different plane.  |
| 3 | I befriended a creature from another plane who then took me to visit their home.   |
| 4 | I fell into a pond during a full moon and accidentally went to the feywild. I was only there a few hours, but when I returned I discovered 100 years had passed. |

#### D6 SUGGESTED ADVENTURES

- |   |   |
|---|---|
| 5 | I was abducted by an extraplanar creature and only recently escaped.  |
| 6 | I have always been fascinated by other planes of existence, and have extensively studied the best ways to travel to and through them. |

### POLITICIAN

*Suggested Story Requirement:* You have resolved important situations diplomatically instead of resorting to threats and violence.

**SKILLS:** Insight, Investigation, or Persuasion

#### FEATURE: TRUSTED DIPLOMAT

You are considered trustworthy by those with political power. You have access to local politicians like mayors, guild leaders, and lesser nobles, and can ask these people for favors, though they aren't always granted. These leaders may call upon you as well to offer you paid work. You are also granted access to restricted places and exclusive events held by local leaders.

**RANK 2:** You gain access to higher ranking politicians, such as the leader of your country or the head of a faction.

**RANK 3:** You can easily arrange a meeting with a foreign monarch.

#### SUGGESTED ADVENTURES

Politicians spend a lot of their time negotiating peaceful solutions to situations that could otherwise lead to bloodshed. When creating a character who starts with this history, choose or randomly determine the adventure that shaped you by rolling on the Suggested Adventures table below.

#### D6 SUGGESTED ADVENTURES

- |   |  |
|---|--|
| 1 | I settled a long and bloody feud between two rival factions.                                       |
| 2 | I convinced a troupe of bandits to change their ways and find a more productive means of survival. |
| 3 | I negotiated a peace treaty that ended a war.  |
| 4 | I talked a military leader out of attacking my village.  |
| 5 | I deescalated a hostage situation before anyone was harmed.  |
| 6 | I mediated a talk between two warring political leaders.   |

### PRIMAL STUDENT

*Suggested Story Requirement:* You have spent time communing with nature spirits, elementals, or the world itself.

**SKILLS:** Nature

**FEATURE: PRIMAL KNOWLEDGE**

Your time communing with primal entities has granted you knowledge of the natural world. When you gain this feature, you learn a secret of your world's natural laws, whether that be as it pertains to elementals, nature spirits, physics, ecology, or some other natural force—the answer to a question of your choosing. The secret may be a partial answer if the GM determines the question is too broad or too rare a secret.

**RANK 2:** You learn another secret, except it can be rarer or broader knowledge.

**RANK 3:** You learn a third secret, which can be any information feasible for you to learn.

**SUGGESTED ADVENTURES**

Primal students may have had encounters with powerful spirits of the natural world, drug-induced visions that connected them to the flow of nature, or some other such revelation of the forces that maintain the natural order. When creating a character who starts with this history, choose or randomly determine the adventure that shaped you by rolling on the Suggested Adventures table below.

**D6 SUGGESTED ADVENTURES**

- 1 Seeking clarity for my life, I sought out a druid's conclave where I spent weeks communing with natural spirits. I did not receive the answers I wanted, but the vision I was granted gave me the answers I needed. I now serve those same spirits.
- 2 I encountered a stranded elemental. The entity almost killed me before I managed to figure out what was causing them pain and alleviate it for them, allowing them to return to their home plane.
- 3 I was born under the tree of an ancient dryad, blessed by them to be in tune with the natural world. Each whisper of the wind is a voice and a message if you listen close enough.
- 4 I was part of a group of foresters that encroached too far into the forest in search of the perfect tree. I was the only survivor, and what I saw led me to become a protector of nature.
- 5 While meditating at the edge of a great lake, I saw the massive head of a sea creature rise out of the waters and wink at me before sinking below the waves. I believe they have blessed me with great purpose.
- 6 I got lost while traveling and ended up trapped in an electrical storm. I was hit by lightning numerous times and believed I had died, only to wake up in a field covered in lightning scars, but still alive.

**RELIABLE LEADER**

*Suggested Story Requirement:* You are known to take the right decisions when needed as a result of your time spent in the army or as a leader of an adventuring party. Your reputation precedes you as someone reliable and ready to get the job done.

**SKILLS:** Persuasion

**FEATURE: MENTOR**

You are a capable teacher and a good leader to inexperienced people. When in a city, you gain a small group of allies who can run errands or perform minor tasks for you as long as the task carries no risk for them.

**RANK 2:** Your group of allies can perform more complicated tasks for you, and may be convinced to perform tasks that carry a low level of risk for them.

**RANK 3:** You gain the service of a stronger ally, whom you mentored and can rely on. They can carry your orders and recruit more people into your small group. These allies will perform tasks and requests for you, and will even follow commands that might put their lives in danger as long as it's for the good of their community.

**SUGGESTED ADVENTURES**

You were always ready to take the lead and help others. When creating a character who starts with this history, choose or randomly determine the adventure that shaped you by rolling on the Suggested Adventures table below.

**D6 SUGGESTED ADVENTURES**

- 1 I was an instructor in the army and I was tasked to train the new recruits.
- 2 During my adventures, I had to lead inexperienced companions through a dangerous battlefield and keep them safe with my decisions.
- 3 When in an adventuring group, I am usually the one taking charge. I have led less experienced adventurers and taught them a variety of tactics to keep them safe.
- 4 I had to rescue an adventuring party that got lost in a mine. My leadership skills helped make them listen to me and get them out safely.
- 5 I was tasked to lead an expedition in a dangerous mountain and had to make difficult decisions to succeed. Not everyone survived.
- 6 I often had to put together groups of adventurers to complete missions and retrieve items for me.

**SEASTRIDER**

*Suggested Story Requirement:* You have spent a considerable amount of time at sea, underwater, or traveling the plane of water.

**SKILLS:** Athletics or Survival

**FEATURE: SEASTRIDER**

You have mastered the ways of navigating the high seas and exploring their depths. You can't become lost when using tools to find your position at sea. Additionally, you can hold your breath for an extra minute, and know how to safely dive and ascend.

**RANK 2:** You can roughly tell where you are at sea (latitude and longitude) at all times, even without your tools, and you can hold your breath for 2 minutes longer instead.

**RANK 3:** You can navigate at sea perfectly without tools, and you always know the direction of currents and winds that you can feel or your ship is carried by even in unfamiliar territory.

### SUGGESTED ADVENTURES

Seastriders have spent considerable time surviving the ocean or other massive bodies of water. When creating a character who starts with this history, choose or randomly determine the adventure that shaped you by rolling on the Suggested Adventures table below.

#### D6 SUGGESTED ADVENTURES

- |   |  |
|---|--|
| 1 | I spent time working on board a merchant vessel.   |
| 2 | I joined a treasure hunter's guild and traveled the seas in search of sunken ships and pearls.               |
| 3 | I became shipwrecked and spent many days surviving the sea alone before finding my way back to civilization. |
| 4 | I was press-ganged by pirates or a warship and traveled the seas for a time.                                 |
| 5 | I spent time traversing the plane of water and became accustomed to life beneath the waves.                  |
| 6 | I spent time aboard a monster-hunting fishing vessel in search of the greatest beasts of the brine.          |

## SOUL CURSED

*Suggested Story Requirement:* You have angered a powerful being or messed with an artifact you didn't understand, and they have cursed you with something that only a god or a *wish* spell can remove.

**SKILLS:** Intimidation or Religion

### FEATURE: MARK OF THE DAMNED

You bear a mark of your misdeeds that unsettles commonfolk. People might be more likely to give you what you ask of them—within reason—just to remove you from their presence, afraid that they might also be cursed by association.

**RANK 2:** Powerful entities like devils and fey have heard of your situation and are more likely to underestimate you. They'll seek you out in an attempt to take advantage of you, offering you better deals than they otherwise would, and suggesting that they can help remove your curse for a price. Some may actually believe that they can.

**RANK 3:** Your hubris has become legendary. While others may not want to associate with you, afraid that your presence will put them in danger, they are more likely to offer you well paying, but dangerous, jobs. In addition, you have advantage on Persuasion checks made to get what you want if agreeing to your demands will cause you to leave.

### SUGGESTED ADVENTURES

A soul cursed has antagonized someone or something powerful and paid the price for their misdeeds. When creating a character who starts with this history, choose or

randomly determine the adventure that shaped you by rolling on the Suggested Adventures table below.

#### D6 SUGGESTED ADVENTURES

- |   |  |
|---|--|
| 1 | I reneged on a deal with a devil.                        |
| 2 | I took advantage of a fey's hospitality.                 |
| 3 | I publicly humiliated a powerful mage.                   |
| 4 | I openly challenged a vengeful god.                      |
| 5 | I stole a culturally important artifact from its people. |
| 6 | I toyed with an ancient artifact I did not understand.   |

## STUDENT OF THE ARCANE

*Suggested Story Requirement:* You have studied the arcane with great interest and effort during your travels.

**SKILLS:** Arcana

### FEATURE: ARCANE DISCOVERY

Over the course of your studies, you have uncovered secrets hidden from the sight and learning of others. When you gain this feature, you learn an arcane secret—the answer to a question of your choosing. This secret may be a partial answer if the GM determines the question is too broad or too rare a secret.

**RANK 2:** You learn another secret, except it can be rarer or broader knowledge.

**RANK 3:** You learn a third secret, which can be any information feasible for you to learn.

### SUGGESTED ADVENTURES

Students of the arcane have spent years pouring over tomes in ancient libraries or months at ruins and nexuses of great arcane power. When creating a character who starts with this history, choose or randomly determine the adventure that shaped you by rolling on the Suggested Adventures table below.

#### D6 SUGGESTED ADVENTURES

- |   |  |
|---|--|
| 1 | I worked as a librarian at a great library.  |
| 2 | I traveled far and wide seeking ancient tomes.   |
| 3 | I served as a lorekeeper for a college of arcane mysteries.  |
| 4 | I found a place of great magical power, and was rewarded for my time spent in its study.                       |
| 5 | I studied magic under the tutelage of a wise and powerful archmage.  |
| 6 | My quest for knowledge took me to other planes, where I learned much about the inner workings of the universe. |

## STUDENT OF THE DIVINE

*Suggested Story Requirement:* You have studied religion and the divine with great intent for some time.

**SKILLS:** Religion

### FEATURE: DIVINE INSIGHT

Your studies have unlocked special insight into the essence of divinity. When you gain this feature, you learn a secret of your world's divine cosmology—the answer to a question of your choosing. This secret may be a partial answer if the GM determines the question is too broad or too rare a secret.

**RANK 2:** You learn another secret, except it can be rarer or broader knowledge.

**RANK 3:** You learn a third secret, which can be any information feasible for you to learn.

### SUGGESTED ADVENTURES

Students of the divine have spent years in isolation and contemplation of the divine, or studying ancient scriptures and temples for a greater understanding of the origins of their faith. When creating a character who starts with this history, choose or randomly determine the adventure that shaped you by rolling on the Suggested Adventures table below.

#### D6 SUGGESTED ADVENTURES

- |   |   |
|---|---|
| 1 | I studied under a lorekeeper, learning and memorizing rich oral traditions.   |
| 2 | I journeyed to an ancient temple to study its architecture and sculpture.   |
| 3 | My investigations led me face-to-face with an angel, from whom I learned a fragment of the true history of divinity.            |
| 4 | I joined a team of archaeologists, serving as a religious expert and ensuring proper care for the ruins we studied.             |
| 5 | I joined a circle of religious scholars, and spent time debating the origins of the divine.                                     |
| 6 | I studied the roots of religious beliefs and learned of the interconnections of the origins of the varying faiths of the world. |

## STUDENT OF THE OCCULT

*Suggested Story Requirement:* You have studied the occult and the workings of cultists.

**SKILLS:** Arcana or Religion

### FEATURE: OCCULT KNOWLEDGE

Your research into the mysteries of the cosmos have given you knowledge of the world beyond your own. When you gain this feature, you learn a secret of your world's occult entities—the answer to a question of your choosing. The secret may be a partial answer if the GM determines the question is too broad or too rare a secret.

**RANK 2:** You learn another secret, except it can be rarer or broader knowledge.

**RANK 3:** You learn a third secret, which can be any information feasible for you to learn.

### SUGGESTED ADVENTURES

Students of the occult often spend time in cults; running them, or simply studying their texts. They may do this as a way to gain power and knowledge for themselves, or out of fear or curiosity as to what the workings of their rituals may bring upon the world. When creating a character who starts with this history, choose or randomly determine the adventure that shaped you by rolling on the Suggested Adventures table below.

#### D6 SUGGESTED ADVENTURES

- |   |   |
|---|---|
| 1 | Seeking power and purpose, I gained membership into a secretive cult and learned as much as I could. When I knew I was next in line for sacrifice, I swiftly left—only just escaping with my life.  |
| 2 | I delved into an ancient tomb, and, although all the treasure had been taken, I found a book on necromantic rituals and ancient cults that became my life's work to decipher.   |
| 3 | I was the founder of a well-known cult, but was ousted by another member in a coup. Their interpretation of the texts is incorrect and I will prove them wrong or die trying.   |
| 4 | I infiltrated one of the most secretive cults in the world, gathering notes for years. I left when my cover was blown, but not before discovering their plan for the next apocalypse.   |
| 5 | I uncovered rumors of an ancient text buried with my ancestors. When I unearthed the tome, I found it indecipherable until I attempted to read it backward. Now it whispers to me in my dreams.   |
| 6 | While I was exploring a jungle, I came across a group of cultists who had just been slain by adventurers. With their dying words, their leader asked me to continue their work and avenge them. I collected their texts and knowledge, and now debate what to do with them. |

## TAINED

*Suggested Story Requirement:* Your soul has been stained by immense magical or spiritual evil.

**SKILLS:** Arcana, Intimidation, or Religion

### FEATURE: TAINED SOUL

The stain of evil on your soul is apparent to those around you. "Evil" creatures are drawn to you, and your social interactions with them start one step more positive than normal (e.g., a hostile creature would treat you as unfriendly).

**RANK 2:** The evil that has marked you frightens those around you. Those you meet are hesitant to speak of you, and any who seeks information about you must succeed on an Intimidation or Persuasion check or find their informant unwilling to speak. The DC for this check is equal to 8 + your Charisma (Intimidation) bonus.

**RANK 3:** You overflow with unshackled evil. Those you meet refuse to speak of you without your permission, and you have advantage on Intimidation checks. Additionally, when you speak before a crowd for at least 1 minute, you can channel the evil and let it erupt outward. Each creature that can see you must succeed on a Wisdom saving throw or be frightened of you for 1 minute. The DC of the saving throw is equal to 8 + your Charisma (Intimidation) bonus. A creature that fails its save can make a new saving throw to end the effect on themselves at the end of each of their turns. Once you have used this ability, you can't use it again until you finish a short or long rest.

### SUGGESTED ADVENTURES

Your soul may have become tainted through any of a myriad of possibilities, but it's up to you how, or if, you'll use that to your advantage. When creating a character who starts with this history, choose or randomly determine the adventure that shaped you by rolling on the Suggested Adventures table below.

#### D6 SUGGESTED ADVENTURES

- |   |  |
|---|--|
| 1 | I was possessed by a powerful spirit. Although we defeated it, some of its power remained within me.     |
| 2 | I journeyed through a land cursed by ancient magic. I was changed when I came out the other side.        |
| 3 | I fought a great demon that cursed me with its dying breath.   |
| 4 | I destroyed the source of a blight by taking it into myself.   |
| 5 | I committed terrible crimes to complete my mission. Now they haunt me, darkening my soul for all to see. |
| 6 | I was gravely wounded by a terrible foe. Their mark remains on my soul.                                  |

### TIME-SPUN

*Suggested Story Requirement:* Thrust forward in time by magic, the era you are in is not your own. The world is strange to you, but you possess valuable knowledge now considered lost.

**SKILLS:** History or Investigation

#### FEATURE: LOST SECRETS

Work with the GM to determine what period you were originally from. You are proficient in the primary language of your culture during that era. You can spend 10 minutes examining an object or place from your time period you can see. If you do, you recall a brief summary of the significant lore about that object or place.

**RANK 2:** You become better at connecting your memories of the past with the realities of the present. When you examine an object or place from your time period you can see, you now recall the significant lore instantly. You can spend 10 minutes thinking about a person, creature, object, or place from your time period that you can't see. If you do, you recall a brief summary of the significant lore about that subject.

**RANK 3:** You recall a powerful secret from your time period, such as the location of a legendary item, forgotten city, or powerful spell. Work with your GM to decide what this secret is. Only someone with your knowledge is capable of retrieving that secret.

### SUGGESTED ADVENTURES

Time-spun make a living from putting knowledge long since lost to use in their present day. When creating a character who starts with this history, choose or randomly determine the adventure that shaped you by rolling on the Suggested Adventures table below.

#### D6 SUGGESTED ADVENTURES

- |   |  |
|---|--|
| 1 | A holy site of my people fell to ruin and became a den for vile beasts. I chased out the infestation and reconsecrated the site.               |
| 2 | I joined a team of archaeologists as they painstakingly unearthed the buried remnants of a place I once called home.                           |
| 3 | I led an expedition through treacherous terrain using a long-forgotten safe path.  |
| 4 | I recovered the crown jewels of my former lord. The scoundrels I took it from knew nothing of its history or true worth.                       |
| 5 | Free of ancient laws and taboos, I partook in experiences considered mundane today that I would never have been allowed to do in my home time. |
| 6 | I wrote out the legends and parables I was taught as a child, since lost to time, and sold the book as my own original compositions.           |

### TREASURE HUNTER

*Suggested Story Requirement:* You have recovered, stolen, or otherwise obtained many items of great value.

**SKILLS:** Investigation

#### FEATURE: EYE FOR TREASURE

You have a keen eye for the value of an item, you have advantage on ability checks made to assess if an item is genuine, and can accurately determine the value of an item by spending 1 minute inspecting it.

**RANK 2:** The best treasures are often hidden, and you know where to look. You have advantage on ability checks made to find hidden treasure, such as secret rooms, hidden compartments, etc.

A TREASURE HUNTER'S  
HOARD

**RANK 3:** When you spend an action examining an item, you gain knowledge as though you had cast the *identify* spell. If the item is cursed, you also know how the curse works.

**SUGGESTED ADVENTURES**

Treasure hunters can have a myriad of motives, from wealth and personal gain to the return of artifacts to the societies they were stolen from. When creating a character who starts with this history, choose or randomly determine the adventure that shaped you by rolling on the Suggested Adventures table below.

**D6 SUGGESTED ADVENTURES**

- |   |  |
|---|--|
| 1 | I worked to recover lost and stolen items for a merchant's guild, and I have learned to accurately appraise an item's worth. |
| 2 | I worked for a fence. All kinds of stolen items have passed through my hands.  |
| 3 | I have adventured to discover ancient artifacts from lost civilizations. They belong in a museum.                            |
| 4 | I was connected to a forgery ring, and have a lot of experience distinguishing fakes from the real thing.                    |
| 5 | I was part of a group that would "acquire" valuable items. All legitimate and above board of course...                       |
| 6 | I undertook quests for a wealthy private collector, who loved to lecture about the valuable items they possessed.            |

**WALKER OF THE WILDS**

*Suggested Story Requirement:* You have spent considerable time traveling the wilderness without the aid of magic.

**SKILLS:** Nature or Survival

**FEATURE: WILDWALKER**

You have learned to step with care to avoid natural hazards as you travel through deadly wilderness. By traveling at half speed, you gain advantage on Perception checks made to notice hazards, such as quicksand or rockslides, predatory beasts, or ambushers.

**RANK 2:** You retain your advantage on Perception checks granted by this feature while traveling at normal speed.

**RANK 3:** If you travel at half speed, you automatically notice hazards, predators, and ambushers so long as they are not magically hidden.

**SUGGESTED ADVENTURES**

Walkers of the Wild have spent considerable time surviving in areas filled with ravenous flora and fauna. When creating a character who starts with this history, choose or randomly determine the adventure that shaped you by rolling on the Suggested Adventures table below.

**D6 SUGGESTED ADVENTURES**

- |   |   |
|---|---|
| 1 | I served as a guide on wilderness expeditions through deadly terrain.   |
| 2 | I spent time training in the deadly reaches of the wilds.   |
| 3 | After a fateful run-in with predators that went undetected by our magical sensors, I devoted myself to learning the ways of the wilderness. |
| 4 | I led my adventuring party through dense jungle in search of new species and medicines.   |
| 5 | I've set up enough ambushes to know when one might happen.  |
| 6 | Through my travels I've seen all manner of natural wonders—and the hazards that lurk nearby—waiting to devour the careless.                 |

# TITLES

Tales of your heroic deeds spread across the land, and the bards sing songs of your accomplishments, telling your stories in exaggerated detail until all know your name. After the completion of a story arc or other major event, your GM might decide your character has earned a title. For example, after the heroes save the small town of Blackcliff from an invading sea hag, they might earn the title Hero of Blackcliff. Alternatively, after a character is nearly killed by a white dragon's breath weapon or a *cone of cold*, they might earn the title "Cold-Touched".

## WHEN DO TITLES PROVIDE BENEFITS?

A title confers a small boon or privilege which applies to situations that make sense given the title, and usually represents the ways in which the world responds to your actions. **Whenever it is possible to interpret a title as requiring others to know who you are in order for the benefits of the title to apply, assume that interpretation.** Many titles, like Thief, also provide a benefit (advantage on Sleight of Hand checks) that would clearly apply regardless of whether others you interact with know you have the title.

For example, the Hero of Blackcliff title means the character gains advantage on Persuasion checks with NPCs allied with the region of Blackcliff. Everyone in the area knows who saved them, and they are grateful for it, but those outside the area may not know or may not care, and the benefits of the title would not apply to those interactions.

## TITLES AS DOUBLE-EDGED SWORDS

In another scenario, the party's fighter ruthlessly executes a captured enemy leader as an example to the enemy's followers, ending a conflict. This earns them the title "Executioner" granting them advantage on Intimidation checks, and disadvantage on Persuasion and Deception checks, against those followers. This bonus extends to similar situations in the future as long as they are identified as their title by the person they are talking to.

For example, the Executioner of Garvel earned his title by putting Garvel, captain of the infamous Nightfang bandits, to death. Later, when they encounter another bandit group, he can invoke this title to gain advantage on an Intimidation check to coerce the bandits into leaving his party alone. On the other hand, if they recognize him, and he tries to convince them that if they surrender they will suffer no ill fate, he would have disadvantage on his Persuasion or Deception check.

## SIMILAR TITLES

Each title has a list of one or more "similar titles" that offer alternative names that could have the same effect. In rare instances, "similar titles" may overlap with existing title names, so be sure not to choose the same title name for two different effects in your campaign.

## LOSING AND REGAINING TITLES

Gaining titles can aid characters in their adventures, but they do not come without burdens. A character must continue to embody the ideal of their title, and, like any hero, their journey will surely test them.

In extreme circumstances, a character might choose to abandon their title. This could be in service to some greater good, such as Durgan "Truthspeaker" lying to save innocent lives, or it could result from being driven to breaking point, such as Sir Fiore the Merciful executing someone who threatens his loved ones. The loss of a title should have great weight in the moment (none would suspect Durgan "Truthspeaker" of falsehood), as well as long-term ramifications (Durgan is shunned by his fellow paladins).

Such occurrences are often very dramatic, and can result in genuine and serious emotions at the table. It is vital that there is clear communication between the player and GM if a title is to be lost, to ensure everyone is on the same page.

A disgraced character seeking redemption also makes for an interesting narrative, and makes it easy to engage the character in an adventure with the potential to reclaim their title. Consider allowing characters to have previously held (and subsequently lost) titles in their backstory that they can regain during play.

## FAIRNESS AND AWARDING TITLES

Titles are designed as add-on rewards for good storytelling rather than assumed mechanical bonuses to be added to a character's stat block, and have been kept less rigid in their relative power levels than two magic items of the same rarity would be. Some titles have mechanical bonuses (such as Element-Touched), while others are primarily flavorful abilities or codified rewards for roleplaying (such as Loyal).

Titles with more powerful mechanical effects should be harder to earn than those with weaker effects, so feel free to adjust the benefits or award more titles to certain characters to ensure all players are satisfied with the titles they've earned.



## EXAMPLE TITLES

The following are examples of the kinds of benefits a character might gain from earning a title. While extensive, the list is not exhaustive and you should feel free to create your own titles to suit your story.

### APOTHECARY

**SIMILAR TITLES:** Herbalist, Botanist, Purifier, or Poisoner

Your studies of the medicinal properties of plants and other natural substances have led to recognition in the scientific community. You have advantage on Medicine checks when you're making, removing, or studying poisons, and on Charisma checks made to convince others of the toxicity or helpfulness of a substance.

### ARCH MAGUS

**SIMILAR TITLES:** High Mage, Archmage

Your knowledge of the arcane is unparalleled. You have advantage on Intelligence (Arcana) checks made to recall information about magic, or to understand workings of magic that you investigate.

### ARCHPRIEST

**SIMILAR TITLES:** High Priest, Chosen

You have been chosen as a high priest of your religious order. Those who share your religious beliefs look to you for guidance, and readily agree with you. You have advantage on ability checks made to convince those who share your religious beliefs to take action.

### ARTIST

**SIMILAR TITLES:** Creator, Designer, Craftsperson

You have created great works of art that are renowned by curators and aesthetes alike. In a city where your work is known, you can easily trade any of your artistic works for a week of free room and board at a comfortable lifestyle. You gain advantage on ability checks made to create artistic works, and on Charisma (Persuasion) checks with anyone who has bought or commissioned your work within the last year.

### AUDACIOUS

**SIMILAR TITLES:** Bold, Daring

You are known for taking bold but risky chances. You have advantage on ability checks when performing an act in which failure could be catastrophic (e.g., widening a rift between planes, binding an archdevil, or stealing from a criminal organization).

### BEAST TAMER

**SIMILAR TITLES:** Tamer, Animal Whisperer

Your ability to commune with and tame beasts is legendary. You have advantage on ability checks made to befriend or read the emotions of beasts, and those around you feel safe in the presence of even the most dangerous beasts so long as the beast is your friend.

**BLADEMASTER****SIMILAR TITLES:** Weaponmaster

While others mastered their arts, you studied the blade. You have advantage on Charisma checks when interacting with fellow warriors, and they will lend you their weapons if you are in need (even magical weapons).

**BLESSED****SIMILAR TITLES:** Favored

You are known or believed to be blessed by a divine being. Worshippers of that being believe you have good intentions. At your GM's discretion, you may also gain a boon from the being if you truly are blessed.

**BRAVE****SIMILAR TITLES:** Fearless, Courageous

Legends of your bravery and heroism (or perhaps charismatic recklessness) have spread far and wide. You are an inspiration to all who might ally with you, and you are respected by your foes. You have advantage on Charisma (Persuasion) checks to convince people to fight alongside you, or to engage in similarly dangerous activity with you.

**BREAKER****SIMILAR TITLES:** Destructive, Wrecker

Your strength and destructive ability are legendary. You automatically succeed at breaking objects with a break DC of your Strength score or lower, and you have advantage on Strength checks made to break objects.

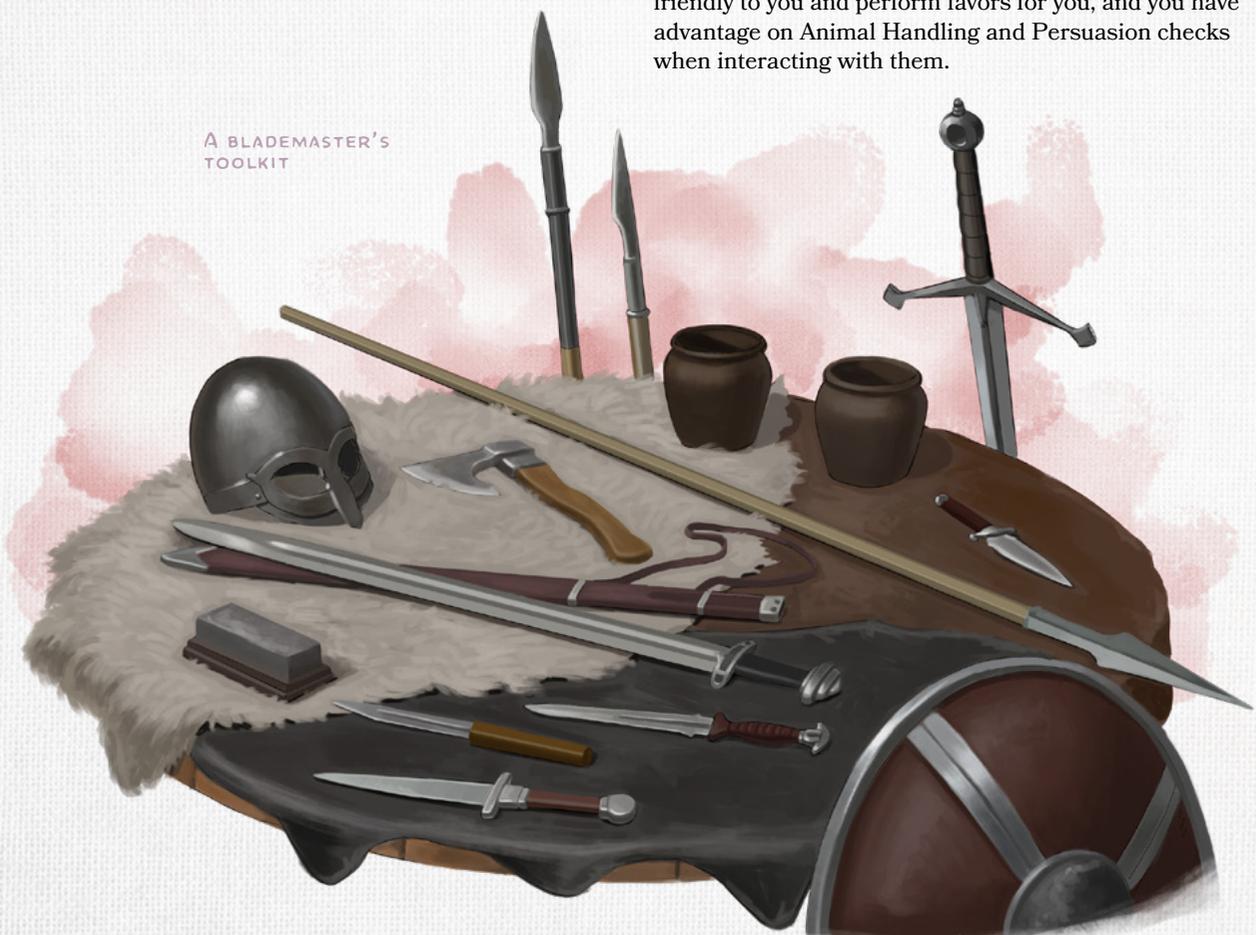
**CALAMITOUS****SIMILAR TITLES:** Reckless, Last Resort

You smashed through a fearsome monster—and half the town it was hiding in. Your reputation for collateral damage limits your job prospects, but the people that do call on you are desperate, and that gives you an edge. You have advantage on Charisma checks when negotiating to get greater rewards or more information from quest-givers. Additionally, you are proficient with improvised weapons. When you wield an improvised weapon, you roll double its normal damage dice, but the weapon is destroyed after you hit a target with it.

**CAT WHISPERER****SIMILAR TITLES:** The Cat's Meow, Human Catnip

There's just something about you that cats like. You can comprehend and verbally communicate with cats and cat-like magical creatures as if you were under the effect of the *Speak with Animals* spell. Cats are more likely to be friendly to you and perform favors for you, and you have advantage on Animal Handling and Persuasion checks when interacting with them.

A BLADEMASTER'S  
TOOLKIT



**CENSOR**

**SIMILAR TITLES:** Inspector, Purifier, Bloodhound, Enforcer

You did not set, nor do you interpret, the laws; you are merely the long arm that enforces them. Your reputation is well known, and captives are more likely to talk to you because they know your words carry weight—whether they are intended to calm or incite fear. You have advantage on Charisma checks made to interrogate criminals, and on Wisdom (Survival) checks made to track humanoids.

**CHEF**

**SIMILAR TITLES:** Master of Taste, Culinary Artist

Your culinary skills are renowned. You can easily find work as a chef, and, by expending 10 gp worth of ingredients, you can cook a meal that feeds up to 8 creatures and grants each creature that consumes it a number of temporary hit points equal to 5 + half your level. These temporary hit points last for 24 hours.

**CON ARTIST**

**SIMILAR TITLES:** Swindler, Fraud, Huckster

Your reputation precedes you as a swindler and con artist of great skill and deception. Criminals are more likely to trust you with difficult or complicated jobs, and you have advantage on Charisma checks with criminals. You have disadvantage on Charisma (Persuasion) checks when trying to convince people to purchase your goods.

**CONFIDANT**

**SIMILAR TITLES:** Secret Keeper, Vault

You have a reputation for keeping others' secrets, and a face that begs for them to be shared. People will often confide their secrets to you because they believe that you won't share them or use them against them. When speaking with someone in private, you have advantage on Charisma (Persuasion) checks made to convince them to share a secret with you.

**CRUEL**

**SIMILAR TITLES:** Unjust, Terrible

Your reputation for cruelty is known far and wide, and others fear your name. You have advantage on Intimidation checks that threaten harm (physical or otherwise) made against a person that recognizes you.

**CURSE BREAKER**

**SIMILAR TITLES:** Town Savior, Hero of...

You ended a curse affecting a community or a prominent figure in the community, and have been publicly rewarded for it. You are offered 25% higher pay for jobs posted in that community, and members of the community will give you a 25% discount when purchasing items from them.

**CURSED**

**SIMILAR TITLES:** Unlucky

Your bad luck is legendary—so much so that some believe you cursed. You have advantage on Intimidation checks made against superstitious individuals if you tell them you can spread your curse to them. Once per day, you can cause another creature to suffer bad luck. That creature subtracts a d4 from its next attack roll, saving throw, or ability check. If you do, you subtract a d4 from your next two attack rolls, saving throws, or ability checks.

**DEADEYE**

**SIMILAR TITLES:** Archer, Sniper

Everyone says that you never miss. You have advantage on ranged weapon attack rolls made against targets at the longest range of your weapon (e.g., 600 feet for a longbow, or 120 feet for a hand crossbow).

**DEATHBOUND**

**SIMILAR TITLES:** The Fated End, Fate-Cursed

You gleaned the machinations of fate and have foreseen the moment of your death. Work with your GM to select a specific named enemy, dramatic moment, or scenario in which you are fated to die. Until the triggering event happens, fate conspires to keep you alive; when you would die, you fall unconscious for 24 hours instead. The GM can impose additional penalties for repeated, grossly negligent, or intentional near-deaths. By the end of the triggering event, you die, and you can't be resurrected.

**DRAMATIZER**

**SIMILAR TITLES:** Exaggerator, Embellisher, Entertainer

The stories of your success and astounding deeds go before you, enchanting everyone who hears them; which is a good thing as none of them are true. They are repeated often enough that they seem true, and you add to them each day. You have advantage on Performance checks relating to stories about your own person, and can acquire cheaper rooms, food, and common items when you successfully tell a story (true or false) about your deeds and prowess.

**DIPLOMAT**

**SIMILAR TITLES:** Mediator, Emissary, Ambassador

Your skills of conflict de-escalation are well-known, with your words bringing peace and calm to complicated situations. You have advantage on Charisma (Persuasion) checks when trying to convince two or more parties to agree to a compromise.

**DOCTOR**

**SIMILAR TITLES:** Physician

You are known for healing the sick and tending the injured. Sick or injured creatures are not hostile to you if you are attempting to treat their wounds. You have advantage on Charisma (Persuasion) checks when interacting with creatures you have tended to.

**DOOMWALKER**

**SIMILAR TITLES:** Black Doom, Harbinger, Demon Vessel

You are believed to be an agent or harbinger of the end-times, although no one can quite prove it. Anyone who recognizes you and worships an evil god or entity is friendly to you by default. However, you have disadvantage on any checks you make to convince others that you mean them no harm.

**EAGLE-EYED**

**SIMILAR TITLES:** Far-Sighted, Perceptive, Scout

Your skill as a scout is known, and your reports are received with open ears. Your scouting reports are automatically believed by anyone who has no reason to distrust you, and have advantage on Persuasion checks made to convince people of an unlikely, but true, threat to them.

**ELEMENT-TOUCHED**

**SIMILAR TITLES:** Element-Gifted

You have touched the elements and been changed. When you earn this title, it is assigned an element (acid, cold, fire, or lightning) most relevant to the reason you earned it. Whenever you would take damage of the type associated with your title, reduce the damage taken by half your level. Additionally, once per short rest, you can choose to convert all damage you deal as part of an action to the type associated with your title.

**ELDRITCH WITNESS**

**SIMILAR TITLES:** Horror-Attestant

You have seen things that would shatter lesser minds, and lived to tell the tale. Whether your sanity is a solid rock or clung to with desperate fingernails, your mind is steeled against the horrors of unnatural abominations. You have advantage on saving throws against effects originating from aberrations that would make you frightened or cause madness.

**ESCAPIST**

**SIMILAR TITLES:** Vanisher, Trickster, Conniver

No bond or lock has ever been able to hold you for more than a couple of hours. Whether a thief, criminal, or performer, your skills are legendary. You double your proficiency bonus on ability checks using either Sleight of Hand or thieves' tools as long as you are not already benefiting from a feature, such as Expertise, that doubles your proficiency bonus with the skill or tool. If you do not have thieves' tools available to you, you are still able to make a check as if you had thieves' tools at a -5 penalty. When captured, if your captor is aware of your abilities, you are bound with the highest quality locks and rope available.

**EXECUTIONER**

**SIMILAR TITLES:** Assassin

You publicly (or to public knowledge) executed someone of note, whether famous or infamous. You gain advantage on Intimidation checks and disadvantage on Persuasion and Deception checks made against followers or allies of the individual. This bonus extends to similar situations in the future as long as you are identified as your title by the person you are talking to.

**EXILE**

**SIMILAR TITLES:** Banished

You have been banished from a place once important to you. You gain advantage on Charisma checks and Wisdom (Insight) checks when interacting with individuals in exile, or who are otherwise a long distance from home.

**EXPLORER**

**SIMILAR TITLES:** Navigator, Cartographer

Your sense of the world around you is remarkable. By spending 15 minutes surveying from a high point, you can gain a detailed overview of the area around you. You learn of any major landmarks and basic information relevant to them, including rivers, lakes, other natural areas of import, and settlements of at least 100 individuals within sight of your location (up to 50 miles).

**FAITHFUL**

**SIMILAR TITLES:** Devout.

You have proven your great faith in a god and its religion. You are recognized within the church, and can find aid at most places of worship. You have advantage on any check to persuade them of a truth as long as it does not go against the teachings of the religion.

**FAITHLESS**

**SIMILAR TITLES:** Godless, Undevout

The gods hold no power over you. You are not beholden to their whims or those of their religious orders. There is a certain clarity in that. You have advantage on saving throws made against spells and magical effects caused by celestial creatures.

**FEASTHALL LEGEND**

**SIMILAR TITLES:** Bar Crawler

Through diligent practice, you've become excellent at holding your liquor and at holding court while drinking. You can consume twice as much alcohol as a normal person before getting drunk, and you are proficient in ability checks and saving throws involving competitive drinking, broadly construed.

**FETTERED FIEND****SIMILAR TITLES:** Chain Master

Through an encounter with a chain devil—be it hostile, academic, or romantic—you learned the secret of manipulating chains. While holding a chain or rope of up to 50 feet in length, you can animate it, willing it to move in any direction, including vertically, and can exert fine enough control over it to knot or loop it around objects. If you let go of the chain, or are reduced to 0 hit points, it reverts to its inanimate state.

**FEY-TOUCHED****SIMILAR TITLES:** Sylvan-Tongued, Visitor

You crossed into the land of the fey, stayed for a time, and made it out without offending or indebting yourself to any of its denizens. The fey afford you the respect they would give another of their kind. You learn the Sylvan language if you did not know it already, and have advantage on ability checks to recall or interpret fey history or customs. Ordinary fey are unlikely to target you for acts of random mischief, and may even attempt to enlist your help perpetrating such acts.

**FIXER****SIMILAR TITLES:** Spider, Secretary, Chum

You have contacts in high and low places. When someone needs a job done, they know you can find the right person to do it. Whenever you enter a new city, create two NPC contacts that you are acquainted with in the city, one high-class and one low-class.

**GHOST****SIMILAR TITLES:** Bogeyman, Silent One

You became a bogeyman of an area—most think of it as a local tale, but a few know the truth. You know the secret pathways that allow you to pass freely in that area without being noticed. You gain advantage on Stealth checks to avoid being detected while traveling in the area, and can move at normal speed while doing so. This benefit extends to up to 10 companions as long as they are within 60 feet of you.

**GODKILLER****SIMILAR TITLES:** Dethroner, Reign's End

You defeated someone or something that others viewed as immortal or otherwise impossible to take down. Tales of your deeds have spread, and you are feared and respected wherever you go. People will seek you out for help defeating their own impossible-to-depose adversaries, and, as long as you succeed, you have advantage on Persuasion or Intimidation checks made to convince others to overlook any crimes you might commit while doing so.

**GLUTTON****SIMILAR TITLES:** Devourer, Feeder, or Gobbler

You have proven yourself as someone who appreciates all food and drink, even that which could kill you. You have advantage on Nature or Survival checks that involve anything edible and poisonous, and on saving throws against ingested poisons.

**GRANDMASTER****SIMILAR TITLES:** Strategist, Tactician, Mastermind

You have managed to best—with your wit, intelligence, and skill—every rival, adversary, and nemesis you have encountered. Your renown goes before you, granting you advantage on Charisma checks with secret societies, free admittance to orders allied with your own, and advantage on Charisma (Persuasion) checks when interacting with nobility.

**GREEN****SIMILAR TITLES:** Cultivator, Gardener

You are in tune with plants of all kinds, and are considered an authority on agricultural matters. You have advantage on Intelligence (Nature) checks related to the cultivation of plants, and on Charisma checks made to convince others to follow your advice on such matters.

**HARBINGER****SIMILAR TITLES:** Right Hand, Vassal

You are well-known as the foremost servant of a great power. Others treat you with respect, and fear the force you could bring to bear. You have advantage on Charisma (Intimidation) checks made against creatures that are familiar with the one you serve.

**HEALER****SIMILAR TITLES:** Apothecary, Medic

You are known to have performed a great feat of healing, saving many lives, or the life of someone very important. Merchants will grant you a 25% discount on any healing items, and readily grant you access to rare ingredients.

**HEIR APPARENT****SIMILAR TITLES:** Bastard Prince or Princess, Great Contender

Through deed, a newly discovered lineage, or royal decree, you are now part of the succession war to a region or organization. People in the region or organization that aren't your rivals or directly employed by them will do anything that doesn't directly put them in danger to appease you. Additionally, you can allow a creature to swear their loyalty to you and your claim. Such creatures are your subjects, and they are charmed by you until they forswear their oath before you, or you invalidate it. As a reminder, the charmed condition doesn't stop your subjects from acting against you. You have advantage on Wisdom (Insight) checks made against your subjects.

**HERETIC****SIMILAR TITLES:** Blasphemer

You are widely known to have spoken heresy. Members of the church or organization you have decried see you as a dangerous enemy, while enemies of the organization seek you out, hoping to find an ally in you. You have disadvantage on Persuasion and Deception checks when dealing with the organization, but have advantage on these checks when dealing with their enemies.

**HERO****SIMILAR TITLES:** Savior

You saved an area or people from a great threat, and your feats are known to all who were saved. You have advantage on Charisma checks with those who were saved, or who are allied with those who were saved.

**IGNOBLE****SIMILAR TITLES:** Royal Jerk, Rich Asshole

You've earned a reputation for throwing your authority around, using political clout or financial resources—and the lackeys that cling to such things—to bully others into doing what you want. You have advantage on Charisma checks to influence or gain aid from guards, less powerful authority figures, and sycophants. However, you have disadvantage on Charisma checks to influence or gain aid from common folk.

**INFILTRATOR****SIMILAR TITLES:** Doppelganger

Your ability to hide your intentions is both impressive and well-known. Organizations you have infiltrated, or which are run by members of an organization that has been previously infiltrated by you, become paranoid about the presence of spies, and invent complex rules that hinder their operation.

**JESTER****SIMILAR TITLES:** Fool, Harlequin, Clown

You are well known to have never passed up an opportunity to tell a joke or insult someone who was deserving of it. You have advantage on Charisma checks made to make a jest, an insult, or pull a practical joke—although there are still likely to be consequences to your actions. If you perform for at least two hours at a tavern, you are provided free room and board for the night.

**JUDGE****SIMILAR TITLES:** Magistrate, Jurist, Justice

Criminals and convicts whisper your name with fear, while the common folk revere your actions for removing villains from their streets. Whether you follow your own code of justice or a higher authority, you have the final say of guilt or innocence. You have advantage on Wisdom (Insight) checks, and, when in a city or town, you have access to all criminal files available within the last ten years without having to make a check.

**JUST****SIMILAR TITLES:** Fair

Your judgments are known for their wisdom and fairness. You have advantage on Charisma checks made to convince others to agree with your decisions when arbitrating, and others are more likely to accept you as their arbitrator.

**KIND****SIMILAR TITLES:** Generous, Benevolent

Your kind spirit is known to all, and the general population trusts you to help them when they are in need. Others may seek to take advantage of your kind nature. You automatically succeed on Persuasion checks made to convince others that you mean them no harm, or that you are there to help them.

**KNIGHT****SIMILAR TITLES:** Ser, Cavalier, Banneret

You have been knighted or similarly promoted by an authority or divine power for your heroic and honorable deeds. In a city with a military presence, you are able to gain free room and board as well as receive rumors of future wars, conflicts, or skirmishes happening in the surrounding area. You have advantage on Charisma checks with individuals who respect or fear a knight's authority, and disadvantage on Charisma checks with individuals who resist authority.

**LIGHTBRINGER****SIMILAR TITLES:** The Light, Beacon

You are a bringer of hope to dark places, and feared by those who walk in darkness and shadow. Magical light you create can never be dispelled by magical darkness, and you have advantage on Charisma (Intimidation) checks made against creatures that are weakened or harmed by light, such as creatures with Sunlight Sensitivity.

**LINGUIST****SIMILAR TITLES:** Interpreter, Philologist, Polyglot

Languages have always been interesting to you, and an area you love to study and explore—whether arcane, ancient, or those spoken by people everywhere. By spending one week studying a language you do not know for 8 hours each day, you learn how to communicate in that language at the end of the week. You have advantage on ability checks relating to language or to communicate with individuals who do not speak a language you know.

**LIONHEART****SIMILAR TITLES:** Brave, Stalwart, Glorious

You are known for your bravery and inspiring presence. You have advantage on Charisma checks made to rally a crowd or soldiers. Additionally, as an action, you can shout an inspiring command to grant each ally within 30 feet of you that can hear you advantage on the next attack roll or saving throw they make before the end of your next turn.

**LOYAL**

**SIMILAR TITLES:** Devoted.

You have proven your loyalty and devotion to a person or being of power. Others have heard of it, and know your allegiance to this person or being. You gain the person or being's trust, and a symbol that grants you authority on their behalf. Others loyal to this person or being follow your instructions as though they came from the person themselves.

**MERCIFUL**

**SIMILAR TITLES:** Peaceful

You are known for your ability to calm the angry and defuse tense situations. You also have a reputation for granting mercy to foes who surrender to you, and treating them honorably and respectfully. You have advantage on Charisma (Persuasion) checks made to convince others that you mean no harm, or to calm their anger, stop fighting, or surrender to you.

**NIGHT**

**SIMILAR TITLES:** Thief, Shadow, Shade

The night and shadows are your second or only home, and they are a constant companion to you as you stalk the streets. You may not be known widely, but your skills are sought after by a certain clientele. Within a couple of hours of entering a town, you know if there is a thieves' guild and how to gain access after being contacted by one of their messengers. They will give you better prices on stolen goods, and let you know of possible targets in the vicinity.

**PERFORMER**

**SIMILAR TITLES:** Bard, Singer, Dancer

Your performances are known far and wide. You can easily gather a crowd, and performing for an hour earns you income to live at a comfortable lifestyle for one day (max one performance per day).

**PREY**

**SIMILAR TITLES:** Hunted, Appointed Target

A deity of the hunt chose you as its target. You are periodically attacked by its pack (a hard challenge using the **dire wolf**, **werewolf**, or thematically similar stat blocks). Eventually, the deity will confront you directly. Until they defeat you or you defeat them, however, its pack prevents other hunters from stealing the kill. Whenever a creature would ambush you, the GM rolls a die. On an odd result, spectral howling alerts you to the ambusher's presence. On an even result, a member of its pack appears and attacks the ambusher, revealing them to you.



**PROTECTOR**

**SIMILAR TITLES:** Guardian

Through heroic deeds, you have saved a person or a city from great peril. Indebted to you, or simply wishing to repay your heroism, they offer you a permanent place at their side. Whenever you enter the city you have saved, or you are in the same city as the person you saved, you (and your party) have a place to stay at night. This can be a free room in a tavern, a room in their house, or anything that the GM sees fit.

**REAYER**

**SIMILAR TITLES:** Stalwart, Resolute, Bulwark

With the world stacked against you, you managed to survive insurmountable odds when everyone else had left you for dead. When taking damage from falling, you take half the amount of damage you would otherwise take, and, when traveling in environments of extreme cold, heat, or pressure, you do not need to make a Constitution saving throw for the first 6 hours of travel.

**REMARKABLY UNREMARKABLE****SIMILAR TITLES:** Faceless, Memory Hole

You possess no memorable features. Whether you were born without any, or lost them in a deal with a fey, there's simply nothing about you that people can easily recall. Creatures attempting to recall or describe your physical appearance must succeed on a Charisma (Perception) check or be unable to do so. The DC is equal to 8 + your proficiency bonus + your Charisma modifier.

**RESOLUTE****SIMILAR TITLES:** Obstinate, Stubborn

You're hell-bent on seeing things through to the end, and have earned a reputation for winning fights and discussions through sheer determination. You always get the best prices when negotiating deals or haggling over goods, and you can add your Constitution modifier to Charisma (Persuasion) checks when you make deals, arrangements, or negotiate pay.

**REVOLUTIONARY****SIMILAR TITLES:** Renegade, Insurgent, Anarchist

Others instinctively recognize in you a rival power to lead, usurp, and dethrone. You have advantage on Charisma (Intimidation) checks against faction or organization leaders. Additionally, you can use Intimidation instead of Persuasion or Performance when attempting to influence a crowd.

**SCARRED****SIMILAR TITLES:** Battlehardened

Your toughness and stamina has been tempered in the fires of battle. Once per long rest, you can use your reaction to reduce the damage you take from a single source by an amount equal to your level.

**SCHOLAR****SIMILAR TITLES:** Academic, Professor

You are known in scholarly circles as an expert in a specific field. You can leverage this reputation to gain access to libraries, archives, and other repositories of information free of charge or restrictions.

**SCIENTIST****SIMILAR TITLES:** Academic, Alchemist, any other specific field of research

Your knowledge of science is well known. You can use your Intelligence in place of your Charisma when making Persuasion or Deception checks to convince others of the safety and efficacy of your work. You can easily find work as a state scientist or alchemist.

**SCOURGE OF THE GODS****SIMILAR TITLES:** Terrible, Merciless

You are known as a ruthless conqueror, one who defeats all who oppose you, and shows no mercy to your enemies. Merchants, petty nobles, and others who fear you will shower you with gifts in an attempt to escape your wrath.

**SHADE****SIMILAR TITLES:** The One Who Is Always There, Faceless, God's Eyes

Your appearance is remarkably average, no matter where you go, and you have a tendency to blend in with your surroundings. You have advantage on Charisma (Stealth) and Charisma (Deception) checks made to blend in with a crowd, and Wisdom (Perception) checks made to spot you in a crowd have disadvantage.

**SLAYER OF...****SIMILAR TITLES:** Hunter of..., -Slayer

You are renowned for fighting a specific type of foe. When you earn this title, it is associated with a creature type (such as aberrations or dragons). Once per short rest, when you fail an ability check or saving throw associated with that type of creature, you can choose to succeed instead. Additionally, others come to you for aid in fighting the creatures your title is associated with, and you are always among the first to know when one arises as a threat.

**SOLE SURVIVOR****SIMILAR TITLES:** Last

You are the sole remaining member of a certain group. Creatures favorably disposed toward the group treat you with appropriate reverence, and you are regarded as an authority on subjects related to your group.

**SPARK****SIMILAR TITLES:** Hope's Voice, Seed

You can rally people into action with your words. You know how to give a moving speech that will inspire those who hear you to dismantle oppressive systems, rebuild after a tragic disaster, or otherwise change their circumstances for the better. You have advantage on Charisma (Persuasion) checks when using your voice to instill hope in others.

**SPELLSEER****SIMILAR TITLES:** Third Eye

You have a close connection to magic, and can sense the threads of the weave like others can read a book. You have advantage on ability checks to recognize spells and identify magical effects.

**SPY****SIMILAR TITLES:** Agent, Mole, Defector

Only a select few within organizations allied with your own are aware of your skill as an accomplished spy and double agent. You have advantage on Stealth and Deception checks when you are in hostile territory, and you know when someone becomes suspicious of you or your operation.

**STEADFAST****SIMILAR TITLES:** Reliable, Staunch

Your feet are planted deep in the ground, like the roots of the unyielding mountains and the eternal forests, and you have a reputation for being dependable. You have advantage on Strength saving throws against being moved against your will, and both friends and strangers will often come to you with grievances or to confide in you.

**STRONG****SIMILAR TITLES:** Mighty, Bear, Boar

Your physical prowess is known far and wide. You gain advantage on Strength (Intimidation) checks when recognized, but others who seek the title may challenge you for it.

**SURVIVALIST****SIMILAR TITLES:** Wayfinder, Navigator

You always know where you are and how to get where you're going. You are known for being able to chart a path with the stars, and recall notable features of the landscape around you. When in the wilderness, you have advantage on Survival checks made to find your way or locate a safe place to camp, and on Charisma checks made to convince others to follow your advice on exploration-related topics.

**SWIFT****SIMILAR TITLES:** Whirlwind, Fleet-Footed, Hare.

When time was of the essence, and moving a second slower would have spelled disaster, you pushed yourself to limits you didn't think possible. Your speed under duress is legendary, and when traversing long distances or over dangerous terrain, you are the first person people look to. When traveling at a Forced March, you can travel for 12 hours before needing to make a Constitution saving throw; when traveling at a fast pace, you do not suffer the -5 penalty to your passive Wisdom (Perception) score.

**TACTICIAN****SIMILAR TITLES:** Strategist, General, Commander

Your quick thinking and knowledge of battle is well known. Soldiers follow your commands in battle without question, and you have advantage on Charisma (Intimidation) checks made to convince an opposing commander to back down from a fight.

**TAILOR****SIMILAR TITLES:** Designer, Stylist, Clothier

Your ability to tailor exquisite clothing with every known material is well established, and you are consistently sought after for complicated and challenging commissions. You gain advantage on any ability checks made to tailor clothes, and advantage on Charisma (Persuasion) checks with anyone wearing your outfits at a prestigious event.

**TENDER****SIMILAR TITLES:** Gentle, Soft-Touched

Your kindness and tenderness are plain to all. As long as others are not hostile toward you as a result of your direct actions, you start all social interactions with NPCs at one step more positive than normal (e.g., an unfriendly person is indifferent and an indifferent person is friendly).

**THIEF****SIMILAR TITLES:** Pickpocket, Sticky-fingered

You can, and will, steal everything that isn't nailed down, and you are wanted in several places for your crimes. No lock, trap, or security team can stop you, although many have tried. You have advantage on Sleight of Hand checks made when trying to steal something in a town where you are wanted for theft, but you have disadvantage on Charisma checks made to convince guards that you aren't the thief they're looking for.

**THRILL SEEKER****SIMILAR TITLES:** Risk Taker, Adrenaline Junky, Daredevil

You long for the next thrill, and have a desire to seek out the riskiest and most dangerous quests, activities, or adventures that may exist, and people know it. Whenever you enter a place with a sizable population, people approach you with rumors of dangerous activities with great rewards. Whenever you act on a bet or dare in front of a group of people, you can take a -5 penalty to ability checks associated with that action. If you succeed, for the next hour you automatically succeed on Deception, Performance, and Persuasion checks (within reason) with anyone who witnessed you succeed.

**THUNDERER****SIMILAR TITLES:** Loud

Your battlecry is said to be like a crack of thunder. When you roll for initiative, you can utter a shout audible by all creatures within 1500 feet. Enemies within 30 feet of you are frightened of you, and attack rolls made against them have advantage until the start of their turn.

**TINKER****SIMILAR TITLES:** Inventor, Creator, Pioneer

Your inventions and creations have impacted many people's lives for the better, making everyday life easier or slightly less dangerous. Towns that have benefited from your inventions offer you free room and board, and will promote any of your new creations free of charge. Selling your inventions in these towns is easier, and will garner a higher price.

**TRICKSTER****SIMILAR TITLES:** Cunning, Fox

Legends of your cunning and trickery have spread far and wide. You have disadvantage on Charisma (Deception) and Charisma (Persuasion) checks made to convince others you have no secret plans, reinforcements, or other things held in reserve. You have advantage on Charisma (Deception) and Charisma (Persuasion) checks made to convince others that you do.

**TRACKER****SIMILAR TITLES:** Seeker, Hunter, Finder

Your ability to find lost creatures and objects is legendary. Once per week, you can automatically find a creature's trail, or a hidden or lost object as long as it is within 1000 feet of you when you start your search (this ability isn't expended if it isn't within 1000 feet of you at the start of your search). Your search takes the minimum time reasonable.

**TRENDSETTER****SIMILAR TITLES:** Fashionista

Your style is watched by all. When you wear it, everyone else is sure to follow. You can get custom-tailored clothes for free, so long as you advertise who made them. Additionally, no one questions your style choices—even in formal settings.

**TRUE****SIMILAR TITLES:** Honest

You are known for your honesty and commitment to the truth. Others never think you are lying, though they may believe you to be mistaken. You have advantage on Charisma (Persuasion) checks to convince people what you say is true.

**TRUTH SEEKER****SIMILAR TITLES:** Thinker

Through great effort, you have unearthed a secret of utmost importance, and the trials it took have improved your ability to do so again. Once per day, you can reroll any d20 rolled as part of an ability check made in pursuit of the truth, keeping the better of the two results.

**UNKILLABLE****SIMILAR TITLES:** Sturdy, Thrice-Risen

Three times you fell in combat, and three times your allies brought you back. Death's hold on you has weakened; you now stabilize after two successful death saves and die after four failed saves. Additionally, when you roll a 1 on a death saving throw, it only counts as one failure for you.

**VOICE****SIMILAR TITLES:** Orator, Speaker, Rhetorician

You have given speeches before your supporters and naysayers alike, and convinced most, if not all, to your point of view. You have advantage on Intimidation and Deception checks, and, if you spend five or more minutes studying a crowd, you learn (generally) what it is they want, and the best way to convince them of your agenda.

**WEIRD****SIMILAR TITLES:** Off-putting, Uncanny

There's something about you that unsettles those around you, but no one can quite name what it is. Your presence makes people uncomfortable even when you haven't done anything to warrant it. You have advantage on Intimidation checks.

**WIND WHISPERER****SIMILAR TITLES:** Silent Speaker

The air itself is your messenger. You can choose to whisper into the wind instead of speaking at full volume. When you do, a single target of your choice hears your message as if you were adjacent to it and speaking at full volume; everyone else hears only indecipherable whispering. The target must be within 120 feet of you and connected to you by air. A wind of moderate or greater speed (at least 10 miles per hour) between you and the target disrupts the message.

**WISE****SIMILAR TITLES:** Venerable

Your wisdom in decision-making is well-known. You gain advantage on Insight checks made to determine whether someone is being deceitful, and your decisions are well-respected by those who have no reason to distrust you.

**WRETCHED****SIMILAR TITLES:** Piteous, Lost

People feel sorry for you for one reason or another. Perhaps you have publicly failed at something in an embarrassing manner, made a series of terrible decisions that set you back, or are known for suffering from a string of bad luck. Either way, random strangers are quick to offer you small kindnesses like a little food, loose change, and unsolicited advice.



# TRAININGS



Adventurers are constantly on the lookout for ways to improve their skills. You may undergo special training to join the ranks of a distinguished group, under the tutelage of a master of your arts, or even become the first of your kind after spending much time and effort developing your skills.

## ADVANCED TRAININGS

Advanced trainings grant benefits based on combinations of class levels you have. Work with your GM to determine how you gain access to the training. A training should cost money, or effort worth the money you would gain from adventuring during that time, and a training period appropriate for your campaign determined by your GM (for example, at least two weeks of downtime). Your GM may determine you have expended the effort necessary already as part of your journey, but you must still commit to a training period.

Maintaining a training requires that you continue your exercises daily. If you begin lessons to master a new advanced training, you immediately lose the benefit of your previous training, and must spend the necessary time to relearn that advanced training.

### PREREQUISITES

Each advanced training has a specific prerequisite that must be met before a character can begin training. This is usually a number of levels in a class, or multiple classes, totaling at least 5 levels. **Additionally, you must not have levels in any class other than those listed in the prerequisites.**

### LOOSER RESTRICTIONS FOR TRAINING MULTICLASSING

The advanced trainings in this section are designed with the general assumption that a character with the training will always only have levels in the classes they are designed for. However, at the GM's discretion, you might allow looser restrictions. For example, you might allow single-class trainings to have a number of levels in other classes equal to their proficiency bonus, and multiclass trainings to have a number of levels in other classes equal to half their proficiency bonus. Be careful when making these allowances as it may result in even greater changes in character power than multiclassing often provides.

## MASTER TRAINERS

Each advanced training is paired with an NPC fleshed out with a personality and appearance, as well as a set of adventure hooks for characters wishing to be trained by them (in addition to the training's prerequisites). Adventures from these hooks may serve as prerequisites for beginning training, in which case you may wish to create additional tasks to represent the training, or may serve as a part of the training itself. It's recommended that tasks for training be adventures the whole party can take part in, but be sure to place an emphasis on the role of the student in question—this is their chance to shine.

### ON TREACHEROUS TEACHERS AND ULTERIOR MOTIVES

Although each of the master trainers' plot hooks are geared toward building the bond between master and student, there is room for a good story to be found in a trainer that keeps something from the player characters, or that even means them harm. The master trainers presented in this book are not all necessarily good people, and they might be in less-than-ideal circumstances when encountered. The type of circumstances where one might betray their values (or reveal their true nature) out of desperation.

Maybe the lessons are an elaborate setup for the ritual sacrifice of the pupil. Maybe the favor requested in return for teaching has terrible consequences for the world or the party. It's not for every group of players, but some might be delighted by a sudden betrayal or a dark twist to their training arc—you'll know how far you can go based on your session zero and knowledge of your group's preferences.



# TRAININGS BY CLASS

CLASS	SINGLE-CLASS TRAINING	MULTICLASS TRAININGS
<b>BARBARIAN</b>	Master of Fury	Skald (bard), Raging Behemoth (druid), Unstoppable Juggernaut (fighter), Released (monk)
<b>BARD</b>	Master Virtuoso	Skald (barbarian), Singer of the Divine (cleric or paladin), Dancer (monk)
<b>CLERIC</b>	Favored Priest	Singer of the Divine (bard), warpriest (fighter), Holy Warrior (paladin), Sacred Hunter (ranger), Sacred Stalker (rogue), Master of the Mystic Arcanum (sorcerer), Deific Invoker (warlock)
<b>DRUID</b>	Nature's Voice	Raging Behemoth (barbarian), Soul of Many Forms (monk), Woad Ward (ranger)
<b>FIGHTER</b>	Enduring Champion	Unstoppable Juggernaut (barbarian), Warpriest (cleric), Master of Martial Forms (monk), Wild Walker (ranger), Arcane Weaponmaster (sorcerer or wizard)
<b>MONK</b>	Enlightened One	Released (barbarian), Dancer (bard), Soul of Many Forms (druid), Master of Martial Forms (fighter), Oathfist (paladin), Ascetic Hunter (ranger), Shadow-Thief (rogue), Arcane Fist (wizard)
<b>PALADIN</b>	Sanctified Warrior	Singer of the Divine (bard), Holy Warrior (cleric), Oathfist (monk), Wild Warden (ranger), Righteous Assassin (rogue), Deific Invoker (warlock)
<b>RANGER</b>	Master Hunter	Sacred Hunter (cleric), Woad Ward (druid), Wild Walker (fighter), Ascetic Hunter (monk), Wild Warden (paladin), Wilderness Scout (rogue), Eldritch Hunter (warlock)
<b>ROGUE</b>	Perfect Ghost	Sacred Stalker (cleric), Shadow-Thief (monk), Righteous Assassin (paladin), Wilderness Scout (ranger), Arcane Assassin (sorcerer or wizard)
<b>SORCERER</b>	Arcane Conduit	Master of the Mystic Arcanum (cleric), Arcane Weaponmaster (fighter), Arcane Assassin (rogue), Ultimate Magus (wizard)
<b>WARLOCK</b>	Paragon of Understanding	Deific Invoker (cleric or paladin), Eldritch Hunter (ranger), Occultist (wizard)
<b>WIZARD</b>	Archmage	Arcane Weaponmaster (fighter), Arcane Assassin (rogue), Ultimate Magus (sorcerer), Occultist (warlock)

# SINGLE-CLASS TRAININGS

III

**T**hese trainings are for characters that do not wish to multiclass, and lean into amplifying the core essence of what makes their class what it is. For example, an Archmage is the most wizard that a wizard can be.

## ARCANE CONDUIT

**Prerequisite:** At least 5 levels in sorcerer

You have learned to channel incoming magic and siphon its power. Whenever you are missed by, or succeed a saving throw against, a spell, you can use your reaction to regain sorcery points equal to half the spell level, rounded down (minimum 1). You can do this a number of times equal to half your proficiency bonus, rounded down, after which you must finish a long rest before you can use this ability again.

You lose the benefits of this training if you gain levels in any class other than sorcerer.

### AMIL, BLESSED OF THE ELEMENTS

*Arcane Conduit*

**DESCRIPTION.** Amil is a powerful sorcerer of fiendish descent with impressive control over the elements. His skin is a pale blue-purple, and he wears a loose, open vest of blue and turquoise held together at his hips by an orange-brown cloth sash decorated with gold, showing off his toned muscles. His chest is adorned with thick gold necklaces and a pendant, he wears a gold earring from his right ear, and gold and brass vambraces. Horns a similar color to his skin sprout from his forehead, and his eyes are an intense cobalt blue.

**PERSONALITY.** Usually a calm and collected individual, Amil is fascinated by magic and shows great excitement when witnessing another sorcerer's special talents for the first time. This leads his students to form strong bonds with him as a result of the additional attention and focus he gives them. Due to his own experience with strong innate magic, Amil encourages his students to approach their learning with care. Despite this, his control of magic is skilled enough that he is sometimes willing to let them push their limits while he keeps them from causing too much collateral damage. Amil is willing to teach anyone—so long as they show that they want to control their magic, rather than use it to cause chaos in the world around them.

### HOOKS

**EYE OF THE STORM.** Amil needs to see a would-be pupil's commitment to self-mastery before he agrees to teach. It starts with the sheer grit and willpower to summit a peak famous for its constant violent storms, and catch lightning in a special bottle Amil provides.

**BLAZING HEAT.** A fire breaks out in the nearby forest during the instruction, and it spreads with supernatural speed. Amil knows this needs a fast response or many will die and the forest will never recover, so he takes his student with him to save the day.

**ICY WASTES.** Amil has uncovered information about the potential resting place of a powerful sorcerous relic in a frozen wasteland. So powerful that he wants to prevent the wrong people from getting it. He brings his pupil along as their final assignment, for there are few else he can trust with this.



## ARCHMAGE

**Prerequisite:** At least 5 levels in wizard

Your mastery of magic is displayed in your breadth of knowledge. All spells cost half as much to add to your spellbook, and you can choose up to one spell per level of spell you can cast to always have prepared. These spells do not count against your normal list of prepared spells, but each chosen spell must be from a different school of magic. You can change one of the spells on this list whenever you gain a level in wizard, or change the entire list by spending the time needed to complete this training again.

You lose the benefits of this training if you gain levels in any class other than wizard.

### ASTORA VALANNA

*Archmage*

**DESCRIPTION.** Astora Valanna is a tall, dark-skinned woman with golden eyes. Despite her graying hair, her face belies only some of her age. Appearing in her mid forties, she is in fact much older—though exactly how much she is not keen to share with strangers. Astora is usually seen wearing pearlescent robes and ornate, but not decadent, jewelry.

**PERSONALITY.** Born into nobility, Astora carries herself with regal poise. Although her years of study have made her no stranger to solitude, Astora appreciates good company and is inclined to meet with prospective students and offer advice no matter their skill or potential talent. However, if she believes that there is no future for a student under her tutelage, she will be forthright and clear with them. Likewise, rude or hostile guests are met with a swift, resolute, and just response.

### HOOKS

**FOCUS OF THE ANCIENTS.** In exchange for her services, Astora has asked the party to track down an ancient arcane focus said to be located in a mysterious labyrinth. She provides a map, and away they go.

**COMPONENT PARTS.** Astora needs spell components of all kinds before she will be ready to train the party member. She has asked them to retrieve a special component for each school of magic.

**TRIAL OF THE ARCHMAGE.** Astora's training is difficult, and requires proving one's knowledge of arcane lore. Within her tower, she has built a series of tests that the party must overcome as the final part of her training regimen.



## ENDURING CHAMPION

**Prerequisite:** At least 5 levels in fighter

You can use Second Wind twice before needing a short or long rest. Additionally, whenever you use your Second Wind, you also gain a bonus to AC and saving throws until the end of your next turn. This bonus is equal to your proficiency bonus.

You lose the benefits of this training if you gain levels in any class other than fighter.

### GLINT OF STEEL

*Enduring Champion*

**DESCRIPTION.** Glint of Steel is a tengu—a red-skinned, humanoid-like fey with a very long nose and large, bulging eyes. They also have a pair of white, feathered wings that they normally keep neatly folded behind them, and wear a voluminous blue, patterned kimono and sash. Glint of Steel is a master of every martial discipline, including great feats of physicality. An expert with both armed and unarmed combat, Glint of Steel is able to slip even long polearms in and out of their mysteriously capacious sleeves at will.

**PERSONALITY.** Always composed, they have a snarky attitude toward anyone they deign to mentor, and are unimpressed with anything short of perfection. Glint of Steel firmly believes that only those who can push themselves past their mortal limits are worthy of learning the secret martial techniques they are custodian of.

### HOOKS

**PROVE YOUR WORTH.** Glint of Steel sets almost impossible challenges for a student to prove their worth, such as adventuring and fighting without armor for a week, or wrestling a troll with 1 arm tied behind their back. Conveniently, these challenges often complete most of the training required for the secret technique the student seeks to learn.

**DUEL BENEATH THE WATERFALL.** Those who wish to learn Glint of Steel's techniques must prove their mettle in combat. It's up to the student to choose a suitable dramatic location, such as the wet rocks around a waterfall, or the canopy of a cloud forest, and demonstrate their prowess against whatever challenge Glint of Steel provides them.

**WHISPERED LEGENDS.** The party overhears an old adventurer talking about the legendary master he trained under. Perhaps this tengu is just the right mentor to help them—if they can make it to the top of the Thundering Mountain and offer Glint of Steel an intact and still-blooming death orchid...



## ENLIGHTENED ONE

**Prerequisite:** At least 5 levels in monk

You have trained to focus your mind on the now, allowing events to occur around you and putting your faith in the universe that you will remain safe amidst the chaos. You can initiate this focus, which requires concentration, as an action. While focusing in this way, attack rolls made against you have disadvantage and you have advantage on saving throws. This effect lasts for 1 minute, or until you lose concentration, whichever comes sooner. You can use this ability a number of times equal to half your proficiency bonus, rounded down, after which you can't use it again until you finish a long rest.

You lose the benefits of this training if you gain levels in any class other than monk.

### VENRIS VENODAT

*Enlightened One*

**DESCRIPTION.** Venris Venodat is a lithe, athletic tiefling with dark, pastel purple skin. Her eyes burn with a green, abyssal flame, and her hair is kept at a close shave showing off intricate tattoos. She dresses in simple charcoal gray robes and carries a sturdy walking stick. Though she appears young, her actions and words speak to an ageless soul within.

**PERSONALITY.** Preferring contemplative solitude, Venris can be difficult to find. However, when travelers find their way to her hermitage, she shows good, if spartan, hospitality, and provides what advice she can. When a traveler arrives with the intent of being her student, she tests their patience by refusing to answer whether she will teach them or not. Those she finds lacking may never receive an answer.

### HOOKS

**ONE FOCUS.** Venris trains her student's concentration, requiring them to complete complex mental tasks amidst combat in physically challenging locales—atop stepping stones in a waterfall, a mountaintop in a thunderstorm, or a tightrope over a chasm.

**HERMIT IN HIDING.** Venris has a bounty on her head after refusing advice to a greedy nobleman. If a prospective student is to train under Venris they must find her first.

**A TEST OF WILL.** Venris sets a seemingly never-ending set of tasks for her student to complete before she will train them. Can the student learn their first lesson before giving up?



## FAVORED PRIEST

**Prerequisite:** At least 5 levels in cleric

You are favored by your deity, granting you special access to their aid. Once per day, as an action, you can call on your god for a minor intervention chosen from the list below:

**HEALING.** You or an ally within 30 feet of you that you can see or hear regains 1d8+1 hit points per two cleric levels you have, rounded down.

**SMITE.** One enemy you can see within 30 feet of you must succeed on a Dexterity saving throw against your cleric spellcasting DC or take 1d8 radiant damage per cleric level you have. A successful save halves the damage.

**BLESSING.** You and each ally within 30 feet of you gain the blessing of your deity for 2 rounds. Whenever a target makes an attack roll or saving throw, the target can roll 1d4 and add the result to their attack roll or saving throw. You do not need to concentrate on this effect and it can't be countered.

**CURSE.** Up to three creatures you can see must succeed on a Wisdom saving throw against your cleric spellcasting DC or be affected by the *bane* spell for 2 rounds. Whenever a target makes an attack roll or saving throw, it rolls 1d4 and subtracts the result from its attack roll or saving throw. You do not need to concentrate on this effect and it can't be countered.

You lose the benefits of this training if you gain levels in any class other than cleric.

### SCRIPTURE

*Favored Priest*

**DESCRIPTION.** Scripture is a celestial spirit capable of possessing religious texts, books, and scrolls, hearing—but not seeing—what occurs around it. Sometimes forming words, sometimes beautiful illuminations, Scripture communicates by manifesting as golden ink in the margins of the text it inhabits. Scripture grants a divine resilience to the religious text it is possessing, but in the event of its destruction, it departs as wisps of gold light and flies off toward another suitable religious text.

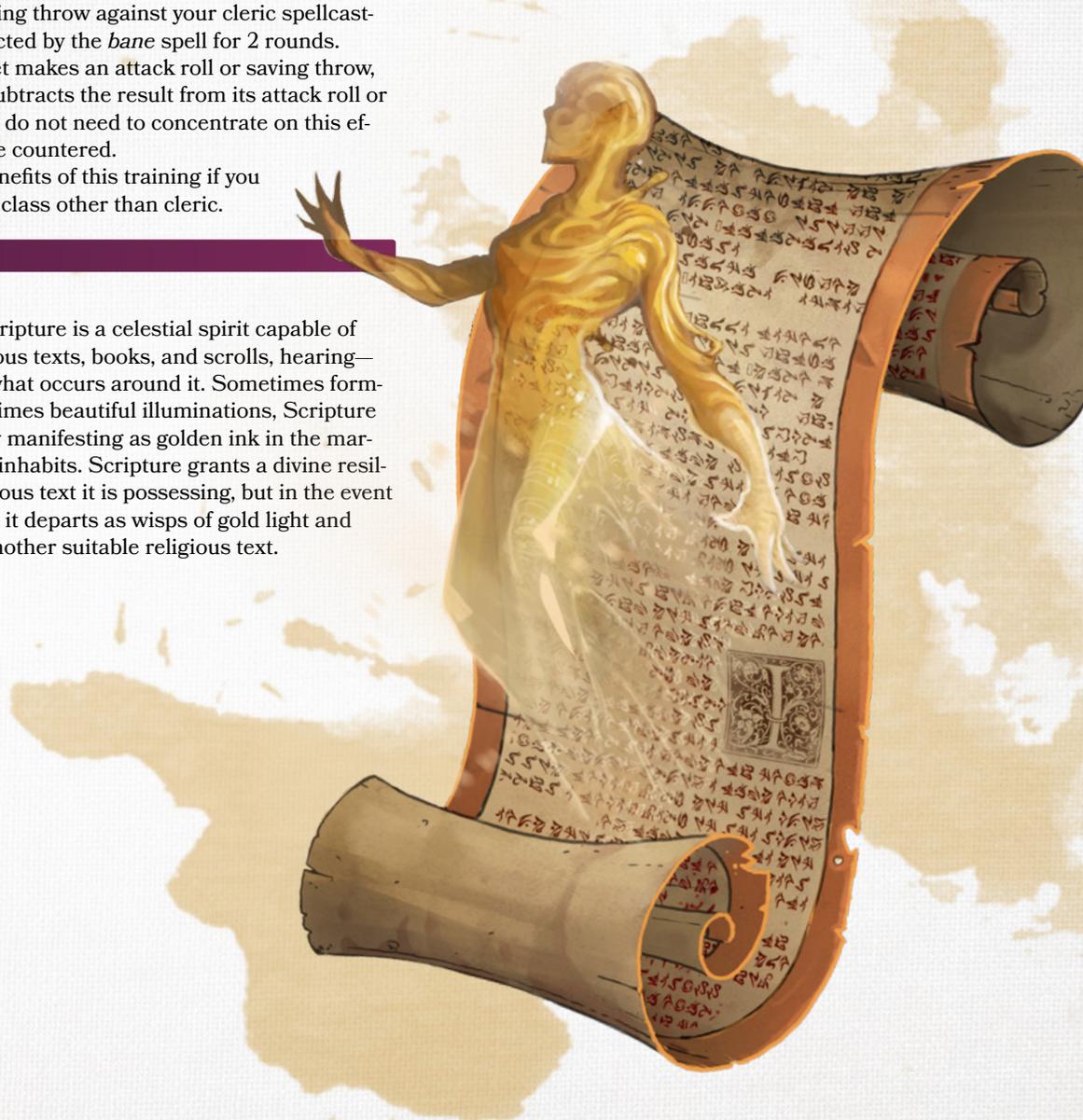
**PERSONALITY.** Scripture is kind and patient, but also has a great sense of humor; gently teasing those it mentors, and sometimes making comical images to surprise whoever turns a page. Scripture can also make the text it's possessing move, such as falling off a shelf, or make a breeze blow it open to the desired page. Doing so is quite taxing, however, and Scripture uses this as a last resort.

### HOOKS

**SEEKING AID.** Something terrible has happened to the temple in which Scripture's text resided. It went to seek help, and was drawn to the party cleric's prayerbook.

**A TREASURED GIFT.** Scripture's text is gifted to the party cleric as a reward for some great deed, or perhaps to help guide them through a crisis of faith.

**ANCIENT LIBRARY.** The party is tasked to recover information from a long-lost library where Scripture's text also happens to be located. Scripture's book literally jumps off the shelf, right onto the cleric!



## MASTER HUNTER

**Prerequisite:** At least 5 levels in ranger

You have mastered the art of fighting your favored enemy. Choose one of your favored enemies. You gain a +1 bonus to attack rolls against those creatures, and attacks against those creatures score a critical hit on a roll of a 19 or 20. You also gain a +1 bonus to AC and saving throws against attacks and effects from those creatures. You can change the chosen enemy when you gain a level in ranger, or by spending the time needed to complete this training again.

You lose the benefits of this training if you gain levels in any class other than ranger.

### ORNVYR ADAMAR

*Master Hunter*

**DESCRIPTION.** Ornvyr Adamar is a tall elven man with fair skin and long, black hair. He wears a breastplate and vambraces the color of golden autumn leaves, and dresses in a deep, forest green cloak and pants. His weapon of choice is a reinforced shortbow, and he carries a sturdy quiver of arrows at his back. A dagger rests at his side, along with various pouches of medicinal herbs and bandages on his belt.

**PERSONALITY.** Often preoccupied with the natural world, Ornvyr can sometimes feel aloof to those who don't know him well. However, his students learn that this connection with the environment around him is a large part of why

he is such a skilled hunter. He teaches them that to master the art of the hunt, one must learn to think like their prey—and to feel the flow of life around them until it becomes just another sense. He expects his students to become capable of acting without thinking, and to be able to react to any action their prey takes before it even knows what it is doing itself.

### HOOKS

**PROTECTING THE BALANCE.** When the would-be student reaches out to Ornvyr, they find the master hunter otherwise engaged. A harmful invasive species has been introduced to his woods, and he can't teach until the critters have been exterminated—a little help with this most important task is more than enough to earn the instruction.

**BLIGHTED WOOD.** Something foul is turning trees in the forest into violent undead that kill people and animals. Ornvyr has discovered its likely hideout, but needs a crew to storm the place. He'll trade instruction for aid in this task.

**ENDANGERED SPECIES.** Poachers are flooding into the forest, motivated by tales of a beast that has been hunted to near extinction, prized for its valuable flesh and fur. Ornvyr enlists the pupil to help him locate this creature first, and protect it until his druid contacts arrive to take it to a safe place where it can breed.



## MASTER OF FURY

**Prerequisite:** At least 5 levels in barbarian

While raging, if you have fewer than half your maximum hit points remaining, rounded down, your rage damage bonus is doubled and your movement speed increases by 5 feet. If you have fewer than one-quarter of your hit points remaining, your rage damage bonus is instead tripled and your movement speed increases by a total of 10 feet.

You lose the benefits of this training if you gain levels in any class other than barbarian.

### VOLKIR THE MIGHTY

*Master of Fury*

**DESCRIPTION.** Volkir is a massive, muscular human man. He dresses in loose furs held together by leather straps, carries an enormous axe, and his face and body are tattooed with mythical creatures in various poses of rage and battle. His face is creased with snarl lines, and his graying stubble and hair give him a grizzled look.

**PERSONALITY.** Despite his reputation, Volkir is remarkably patient and calm. He takes everything with measured stoicism, reserving anger for battle. These are

practices he passes on to his students; his favorite saying “to master fury, you must first master patience.” To become his apprentice, a would-be student must weather a long waiting game in conversation with him. Those that fail are told to come back another time.

### HOOKS

**PATIENCE IS A VIRTUE.** Volkir is practiced at delaying and testing the frustration of his would-be apprentices. He begins with a conversation, then sends them on a number of pointless scavenger hunts. They must pass his trials to be accepted.

**ATTUNING TO FURY.** Once training begins, Volkir sets his students a number of combat challenges in which he tasks them to not give in to rage until they are near death or injury. Their survival depends on their wisdom and strength.

**THE MEANING OF FURY.** As a final test, Volkir sends the student into the mountains to await a thunderstorm. When it arrives, they must survive an encounter with a primal entity of the storm’s fury itself.



## MASTER VIRTUOSO

**Prerequisite:** *At least 5 levels in bard*

Your artistry is awe inspiring. Whenever you spend a use of Bardic Inspiration, you can add a flourish to cause each ally within 30 feet of you that can see or hear you to gain temporary hit points equal to your proficiency bonus.

You lose the benefits of this training if you gain levels in any class other than bard.

### TAVIONNE BENTAM

*Master Virtuoso*

**DESCRIPTION.** Tavionne Bentam is a world-famous virtuoso. A young, dark-skinned elf with dreadlocks dyed a different color every time they appear on stage, Tavionne is a master of many instruments. They dress in slimming, well-made jackets and vests, and carry a cane that they must rely on all too often.

**PERSONALITY.** Despite their incredible success and the wealth that comes with it, Tavionne is a down to earth individual and always finds a way to help those in need—even providing a certain amount of free and discount seating for all their performances. Prospective students must not only

be talented but also prove themselves good and just individuals. Always cheerful and always courteous, Tavionne has a loyal following and is beloved by people the world over.

### HOOKS

**FREE LESSONS!** Before accepting them as a student, Tavionne requires their would-be apprentices to host free lessons around town. They keep an ear out for the public reaction to such events, looking for a high turn out rate and good private opinions about the student-to-be.

**THE SHOW MUST GO ON.** A local charity show is being sabotaged by a politician seeking to gain standing with a wealthy minority. Tavionne insists upon helping the performers out before they will take on a student.

**ANONYMOUS DONOR.** Tavionne requires a payment for their teaching. However, rather than accept it themselves, they require their apprentice to pass out this large sum of money to those who need it. Tavionne judges their decisions about how much to give, and to whom, carefully.



## NATURE'S VOICE

**Prerequisite:** At least 5 levels in druid

You can connect to nature at a level unachievable by most. Each day when you finish a long rest, you can amplify one of your senses by performing a minor transformation listed in the table below. This transformation lasts until you finish a long rest, although you do not retain its benefits while wildshaped unless you wildshape into a beast named by the transformation.

Additionally, you can cast *Speak with animals* and *Commune with nature* each once per day without expending a spell slot. Finally, once per day, you can use an action to touch a beast and perceive through its senses for 1 hour or until you end the effect (no action required).

You lose the benefits of this training if you gain levels in any class other than druid.

### TRANSFORMATION EFFECT

Eagle eyes	You have advantage on sight-based Perception checks, and can see clearly for 2 miles.
Elephant feet	You have tremorsense out to 60 feet as long as both your feet are on the ground. You can't wear footwear.
Bear nose	You have advantage on scent-based Perception checks, and gain blindsense out to 10 feet.
Bat ears	You have advantage on sound-based perception checks, and can spend a bonus action to gain blindsight out to 30 feet until the start of your next turn.

### GRAMPOLE

*Nature's Voice*

**DESCRIPTION.** Appearing initially to be a broad, gnarled oak tree, Grampole is an ancient treant with a heavily knobbled trunk. He resides in a deep forest clearing with an artfully arranged rockery on the gentle slope in front of him. Grampole's roots extend into the ground around him, awakening only when creatures approach.

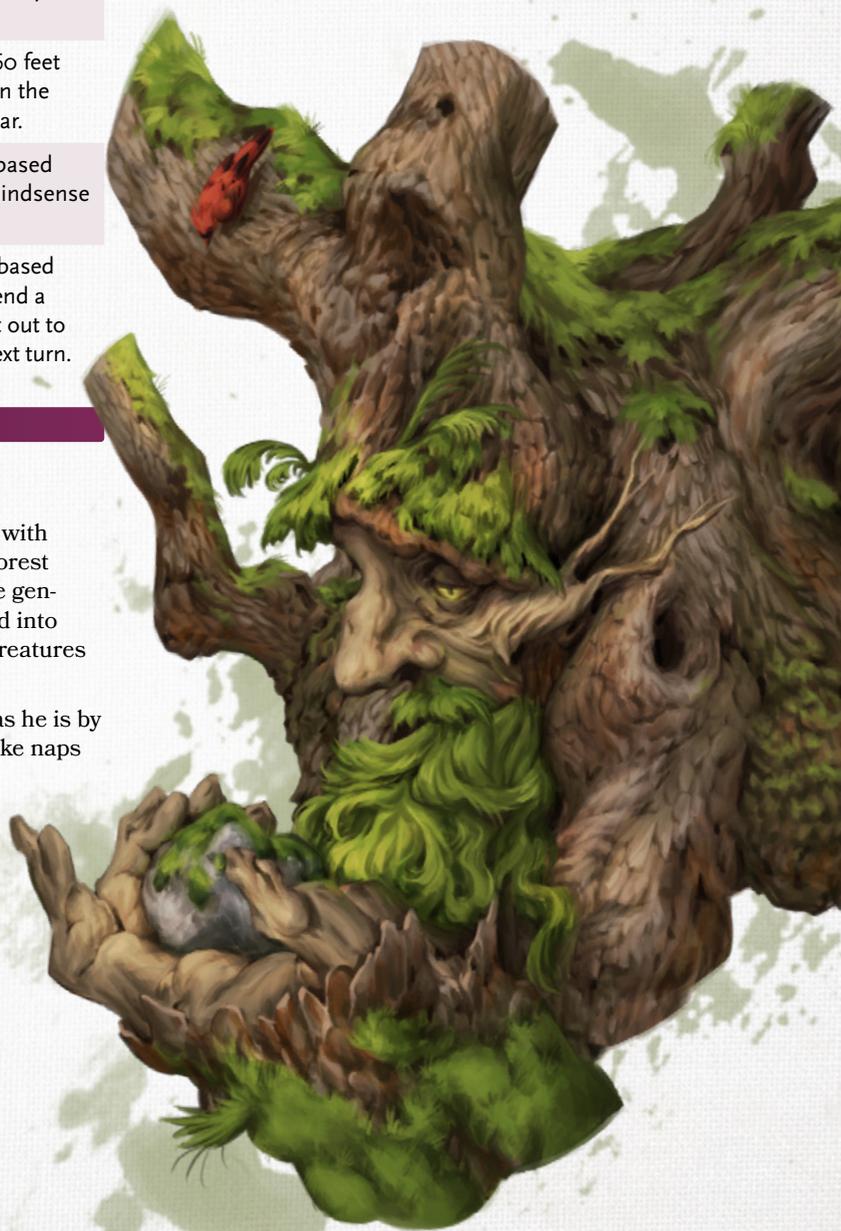
**PERSONALITY.** Grampole didn't get to be as old as he is by rushing about. He loves nothing more than to take naps (which can last years at a time) in-between watching the lichen grow on his rockery. His speech has a slow and gentle cadence, almost sounding like one continuous yawn. Grampole is, unsurprisingly, very patient, and will impart great wisdom about the natural world to those who are patient in turn.

### HOOKS

**WISDOM AS OLD AS TIME.** Grampole is so old not even the elves remember his time as a seedling. The party might come across mentions of him and his ancient wisdom while researching other topics.

**SEEDLING OF THE WORLD TREE.** Grampole is not just any treant. He grew from a seed originating from the world tree, and holds great primal magics. One of his acorns must be planted in a specific place to grow a new treant to balance the primal forces for hundreds of years to come. Unfortunately, the journey to the required location will be a perilous one.

**FEY PRANKSTERS.** A group of tricky fey have stolen one of Grampole's prized centerpieces from his rockery. He'd go after them himself, but he's spent centuries getting well rooted in. He'd be very grateful if the party could retrieve the stone and rearrange it in his rockery.



## PARAGON OF UNDERSTANDING

**Prerequisite:** At least 5 levels in warlock

Through study, skill, and luck, you have learned how to understand your patron's labyrinthian mind with a clarity few mortals obtain. When you cast a spell from your subclass's expanded spell list, you can tap into this knowledge, casting the spell at one level higher than your current warlock spell slot level, and without expending a spell slot. You can do this a number of times per day equal to your proficiency bonus.

You lose the benefits of this training if you gain levels in any class other than warlock, or if you change patrons.

### KABU THE DEATHLESS

*Paragon of Understanding*

**DESCRIPTION.** Kabu, named the Deathless for having long exceeded the expected lifespan of a human, is an unusual figure. He dresses in fine purple and white robes, and has bright, pinkish-red occult tattoos marking his face and hands. His hands and face—the only parts of his body that are ever visible—have a wiry, thin appearance that makes them seem slightly desiccated. His hood keeps his face partially in shadow, but his eyes have a pale glow that makes them stand out.

**PERSONALITY.** The leader of a cult devoted to his patron, Kabu is charismatic but demanding. He is willing to pass on his teachings to anyone with the desire to learn, but if they serve another patron there may be payment required in order for his patron to be convinced to allow him to pass along the secrets of his power. Though there is a slight crack to his voice as though his throat was permanently parched, Kabu avoids water like it were a powerful acid.

### HOOKS

**A GIFT FOR A GIFT.** Kabu is willing to teach a member of the party, but his patron requires them to present it with a gift first. Specifically, it wants an item that the prospective student's patron has jealously guarded for some time despite its relative insignificance.

**JOIN THE CULT, THEY SAID.** Kabu shares a patron with a party member and offers to teach them if they're willing to join his cult and work as one of his subordinates.

**DON'T DESTROY THE CULT.** The party learns of Kabu's cult from one of its enemies. Kabu offers to teach one of their members if the party agrees to leave his cult to its devices. Their enemy was probably just trying to grab power for themselves anyway, right?



## PERFECT GHOST

**Prerequisite:** *At least five levels in rogue*

When you successfully hide from all hostile creatures during your turn, you become invisible to those creatures until the end of your next turn, or until you make an attack or cast a spell, even if you would enter their line of sight.

You lose the benefits of this training if you gain levels in any class other than rogue.

### SEVENNO THE HIDDEN

*Perfect Ghost*

**DESCRIPTION.** Sevenno is a hobgoblin thief who is well known in the underworld for being impossible to find. Few details are known about him, and offering him a job is a feat in its own right. Anyone lucky enough to meet him face-to-face would see a tall, strong, pale-skinned hobgoblin dressed in simple yet sturdy clothing.

**PERSONALITY.** Sevenno keeps to himself, staying out of sight in various safe houses and hidey-holes. His social

skills are terrible, but his reputation creates enough fear in his circles that any rudeness is forgiven. Those who seek him out must show they are no threat and leave a message at a designated drop point. If he determines they are worth his time, Sevenno will find them.

### HOOKS

**GHOST IN THE SPOTLIGHT.** Someone in the party managed to see Sevenno in action. Unfortunately for them, he's aware of this and is now stalking them to see what they will do.

**TRACKING A GHOST.** A would-be student seeks a teacher, and must learn how to contact Sevenno from various members of the underworld.

**BECOMING THE GHOST.** Sevenno agrees to teach a new student, but his lessons require them to help with jobs of increasingly high stakes for remaining undetected.



## SANCTIFIED WARRIOR

**Prerequisite:** At least 5 levels in paladin

You can choose to declare that you are using Divine Smite before rolling your attack. If you do, you spend the spell slot regardless of whether you hit or miss, and you score a critical hit with the attack on a roll of 18-20. On a hit, you deal damage as normal. On a miss, the target takes damage equal to half the bonus damage from your Divine Smite.

You lose the benefits of this training if you gain levels in any class other than paladin.

### TORBALD THE RIGHTEOUS

*Sanctified Warrior*

**DESCRIPTION.** Tall for a dwarf, Torbald is almost always seen wearing heavy, shining armor, and carrying a sword and shield emblazoned with the symbol of his deity. His long, red hair is kept loosely within his helmet, and his beard is always finely braided and oiled. Easy to spot in a crowd, he is often a center of attention and also a beacon from which trouble seems to shy away.

**PERSONALITY.** A local favorite, Torbald is known for his humor, honesty, and fervor for justice. It's easy to feel safe with him around, and he always does his best to help those in need. At times he can appear vain, but he recognizes that his appearance is important for raising the spirits of those around him and although he may internally tire of it at times, he always puts in the effort to keep his armor shined and his beard kept.

### HOOKS

**POLITICAL CONSPIRACY.** Torbald has identified a circle of corruption that runs deep in local politics. He seeks aid from those he can trust.

**NEEDS OF THE MANY.** Asked to teach a member of the party, Torbald sets them to work around town righting small wrongs and getting to know the needs of the many.

**FOR TRUTH.** Torbald has taken on an investigation that puts him in incredible danger. Can the party save him and then help him complete his mission?



# MULTICLASS TRAININGS

These trainings are for characters that split their focus, and aim to better blend the flavors and mechanics of each class into a more cohesive archetype.

## ARCANE ASSASSIN

**Prerequisite:** 3 levels in sorcerer or wizard and 2 levels in rogue

You have learned to blend your arcane spellcasting and assassin techniques to deadly effect. Your spells that require attack rolls can now deal Sneak Attack damage as long as you otherwise meet the requirements for your Sneak Attack class feature.

You lose the benefits of this training if you gain levels in any class other than rogue, sorcerer, or wizard, or if the difference in your rogue and sorcerer or wizard levels becomes larger than your proficiency bonus.

### MAVENNO THE BLOODLESS

*Arcane Assassin*

**DESCRIPTION.** Mavenno the Bloodless was given his title for two reasons: the state of his targets when a contract was completed, and his own appearance. Mavenno is a hardened halfling vampire who has spent much of his unlife perfecting the art of assassination. Easily recognized by his pale skin, short stature, and many scars, Mavenno often goes about in a cloak and disguise to avoid unwanted attention.

**PERSONALITY.** Born with innate magical talent, Mavenno initially made his way through life as a street performer. Turned into a vampire in his early adulthood, he found he was good at killing when required to do so by his vampiric overlord. Once he was freed from his service, he took up work as an assassin, which better suited his new nocturnal habits than street performance. Though his grim work has made his tastes a bit darker, he still has a bountiful sense of humor.

### HOOKS

**WAS THAT WHO I THOUGHT IT WAS?** Mavenno is spotted fleeing from a manor by a member of the party who recognizes him. This would be a good chance to chase him down and ask to be trained.

**HUNTING THE HUNTER.** Mavenno only trains those who can find him. The party knows he's in town, but where is he exactly?

**PROVING GROUNDS.** Mavenno has agreed to train a member of the party, but he's set a test for them first. They'll need all their stealth and cunning to locate the target and finish the mission.



## ARCANE FIST

**Prerequisite:** At least three levels in wizard or monk, and two in the other

You have fused the magic within your body to the external weave of magic. You can use your Intelligence instead of your Wisdom when determining your ki save DC, or your Wisdom instead of your Intelligence when determining your wizard spell save DC.

If you use your action to cast a wizard spell, it counts as the Attack action for the purposes of monk features, such as your Martial Arts and Flurry of Blows. Additionally, while you are concentrating on a wizard spell, any unarmed strikes you make deal additional damage equal to 1 + the level of that spell. Finally, whenever you use your action to cast a wizard spell of 1st level or higher with a duration of Instantaneous, you can use your bonus action to use your Flurry of Blows, Step of the Wind, or Patient Defense features without spending any ki.

You lose the benefits of this training if you gain levels in any class other than monk or wizard, or if the difference in your monk and wizard levels becomes larger than your proficiency bonus.

### TAE LEE

*Arcane Fist*

#### Description

Tae Lee is a short human man with long, straight black hair and dark brown eyes. He dresses in blue robes and wears a red sash over a leather belt. His forearms are kept protected by light metal vambraces, and he always carries a pouch of spell components at his side. Though he lacks visible muscle, his grace is noticeable on the battlefield, and the accuracy of his strikes more than makes up for any reduced physical force behind them.

**PERSONALITY.** Tae's quickness of thought matches his quickness of body. Though often one of the first to leap into action, his actions nevertheless show planning and thought behind them. Those who wish to be his student must show that they are capable of the same, though this may be part of their lessons if they otherwise show an aptitude for the skills he has to teach them.

#### HOOKS

**THE PRICE OF ADMISSION.** Tae has much of his own training and study to do, so he doesn't take pupils hastily. To earn the opportunity, one must present a valuable martial arts manual with which he is unacquainted, or a book of arcane magic that is worth his time.

**GRAND TOURNAMENT.** At the end of their education, Tae asks that the pupil represent his school in a tournament organized by several great masters, where their chosen students represent each martial tradition. Tae is a great master himself and thus can't join, but it would bring him joy to see the tradition represented, and it would serve as an excellent final exam for the student.

**LAST HOPE.** Tae is afflicted with a terminal magical illness. As the apprenticeship goes on, it worsens. He receives a letter detailing a possible cure, but is too sick to track down the components himself. He requests that his pupil venture out to make this cure.



## ARCANE WEAPONMASTER

**Prerequisite:** At least 3 levels in fighter and 2 levels in either sorcerer or wizard

As long as you have no spell slots remaining at a given spell level, you gain a +1 bonus to spell and weapon damage rolls. This bonus increases by 1 for every spell level for which you have no spell slots remaining. For example, if you are capable of casting 3rd level spells but only have 1st level spell slots remaining, you gain a +2 bonus to spell and weapon damage rolls.

You lose the benefits of this training if you gain levels in any class other than fighter, sorcerer, or wizard, or if the difference in your fighter and sorcerer or wizard levels becomes larger than your proficiency bonus.

### AARVA CROWNBREAKER

*Arcane Weaponmaster*

**DESCRIPTION.** Aarva Crownbreaker is a dark-skinned woman of medium height with tightly braided hair. Armed with a longsword and spellbook, she is skilled at both martial and arcane combat. When ready for battle, she wears chain mail and protective plates on her shoulders, neck, and arms, and her cobalt blue tunic matches the crystals set in her sword, spellbook, and the magic stave strapped to her back.

**PERSONALITY.** A stern teacher, Aarva's training ensures her students are ready for battle. Early in her career, she lost more than one student to eagerness to show off their newfound skill, and she now spares no effort to ensure her students do not repeat the mistakes of their predecessors. This does occasionally result in students abandoning their training, but to Aarva this is preferable to enabling their overconfidence.

### HOOKS

**A TEST OF MIGHT.** Aarva wishes to see what arcane and physical might her would-be student can bring to bear, and sets a challenge for them to overcome before she will take them on.

**YOUNG AND FOOLISH.** A student who left their training incomplete has gone to prove themselves against a troupe of bandits. Aarva asks the party to stop them, and promises to train one of their group if they do.

**VILLAGE IN NEED.** Having proved their capability in battle, Aarva sets her student one final challenge: find the source of a local village's suffering and end it.



## ASCETIC HUNTER

**Prerequisite:** At least 3 levels in monk or ranger and 2 in the other

You learn to draw strength from the natural world as you hunt. You count half your ranger levels, rounded down, as monk levels for the purposes of determining your maximum Ki points. Additionally, you can use any shortbow or longbow to make attacks whenever you would make an unarmed strike, and shortbows and longbows are considered a monk weapons for you.

You lose the benefits of this training if you gain levels in any class other than monk or ranger, or if the difference in your monk and ranger levels becomes larger than your proficiency bonus.

### INGRID OF BREIKE

*Ascetic Hunter*

**DESCRIPTION.** Ingrid is a fair-skinned woman of slight build with blue eyes and blonde hair that she keeps cropped short on one side. She wears little to no armor other than light, protective archery gear, and dresses in greens and browns to blend in with forest undergrowth. She wields a short hunting bow, and relies on her fists for defense at close range. She also wears a set of enchanted turquoise earrings and charms that give her enhanced perception and protection from the elements.

**PERSONALITY.** Though stern and serious during a hunt or while teaching, Ingrid enjoys parties and can be as boisterous as the next person. Likewise, while hunting she can show incredible patience, but once the hunt is over she's often eager to get home and cook her meal. Living at the edge of civilization, Ingrid finds little use for money, preferring to trade her services or the animals she hunts for the things she needs. Locals are used to this, and gladly make trades with her as she is usually happy to give them the better end of the deal.

#### HOOKS

**NATURAL IMBALANCE.** The animals where Ingrid hunts are acting strangely. Her first lesson to her new student requires the two of them to work together to restore equilibrium.

**AGGRESSIVE DEFORESTATION.** A wizard's tower appeared a week ago. Its occupant has been using undead to chop down an absurd number of trees and build some kind of gargantuan structure around the tower with the wood. She can't stop it alone, and won't teach until the issue is solved.

**DANCE TO DEATH.** Lines of dead people and animals from the woods and surrounding settlements have started to appear in the area, at the terminus of freshly trodden trails. They appear to have died of exhaustion and have no wounds save for battered feet and shins. This needs to stop.



## DANCER

**Prerequisite:** At least 3 levels in bard and 2 levels in monk

You incorporate dance moves into your martial arts. Your ki ability is now Charisma instead of Wisdom. When you use Flurry of Blows, you can expend a Bardic Inspiration die to unleash a deadly dance. An ally of your choice that can see you can use their reaction to continue the dance, making a weapon attack against a creature within their reach. That ally adds the expended Bardic Inspiration die to their attack roll.

You lose the benefits of this training if you gain levels in any class other than bard or monk, or if the difference in your bard and monk levels becomes larger than your proficiency bonus.

### ZOHRA AMALA

*Dancer*

**DESCRIPTION.** Zohra Amala is a muscular, middle-aged woman with short, gray hair and a crescent-shaped scar on her lower lip. She wears a neat, black vest and dress pants, but her battered leather boots and bandage-wrapped knuckles betray her readiness to scrap at any time. Zohra is always tapping her foot or nodding her head, as if tracking a beat nobody else can hear.

**PERSONALITY.** Since retiring from the stage and opening a nightclub, Zohra has avoided being the center of attention, instead quietly resolving problems from the shadows. Though she's initially stoic and menacing, Zohra quickly opens up to her students, revealing her dry wit and reliable nature. She becomes frightened and angry at any mention of crime families, as her considerable debt to such a family ended her career.

### HOOKS

**ENTER THE RING.** Zohra hosts monthly competitions in her night club that combine dancing and fighting, offering free drinks and cash prizes to the winners. She offers to teach anyone that shows potential in one of these competitions.

**BALANCING BOOKS.** After years of dodging her debt, the crime family finally catches up to Zohra, taking her captive. If her students want to continue their training, they must track down the criminals and rescue their teacher.

**GRAND FINALE.** To complete their training, Zohra invites her students to the nightclub, then ambushes them with a team of "backup dancers" recruited from her monthly competitions. If the students can best her, she declares she has nothing left to teach them.



## DEIFIC INVOKER

**Prerequisite:** At least 2 levels in cleric or 3 levels in paladin, and 3 levels in warlock. Your warlock patron and the source for your spellcasting from cleric or paladin must be the same entity

You learn a powerful word of creation, granted to you through your strengthened bond to your divine patron. Whenever a creature succeeds its initial saving throw against a spell you cast, you can use your reaction to expend a use of your Channel Divinity to speak the word, causing their unprepared mind to be wracked with pain. The target has disadvantage on attack rolls, saving throws, and ability checks until the end of your next turn.

You lose the benefits of this training if you lose your spellcasting ability or Channel Divinity feature, if you gain levels in any class other than cleric, paladin, or warlock, or if the difference in your cleric or paladin and warlock levels becomes larger than your proficiency bonus.

### VARGRITH, VOICE OF THE DIVINE

*Deific Invoker*

**DESCRIPTION.** Gaunt and pale, Vargrith is a tall, thin individual with an off-putting presence. He dresses in deep purple clothes ornamented with gold buttons from which hang strips of paper bearing strange writings—scripture in the words of an ancient, divine tongue. On his head sits an unusual iron and gold crown. Metal, blade-like spikes rise from it like cruel towers, and an iron mask hangs down from it, completely covering his vision. Despite this, he seems to have little trouble observing the world around him.

**PERSONALITY.** Vargrith is mysterious and likes to be perceived that way. Though his actions usually have a deeper meaning, he is not above putting on a show to ensure those around him show him a healthy amount of respect, and maybe a hint of fear. He uses careful wording to obscure his meaning, and to ensure that every sentence is a riddle for his students to solve. He believes this helps bring their minds closer to understanding the divine.

### HOOKS

**INNER ORDER.** To deepen one's connection with a higher being, one must first turn their focus inward and make room for the divine. Vargrith tasks the would-be pupil with finding a cave of singing crystals deep below, and meditating until the lyrics of the wordless song bloom within them.

**ECSTATIC TERROR.** Communing with divinity can be disorienting and frightening. Vargrith's final test for a pupil is this: they must drink a highly psychoactive poison and navigate a maze toward the antidote as the life bleeds out of them. Panicking makes it worse.

**MISGUIDED POTENTIAL.** Vargrith once misjudged a pupil's character, and they went on to shame his name by using his teachings for dishonorable goals. Vargrith's condition to teach a new pupil is that, upon concluding their education, they join him in vanquishing this former pupil.



## ELDRITCH HUNTER

**Prerequisite:** At least 3 levels in ranger and 2 in warlock

Your patron has granted you power to track and hunt down enemies. Your Primeval Awareness feature is modified in the following ways:

- ✦ With it, you can sense any place or object that has been consecrated or desecrated, as with the *hallow* spell.
- ✦ You don't need to expend a spell slot when using your Primeval Awareness to sense Celestials, Fiends, Undead, or your favored enemies.
- ✦ With it, you also learn the identity (the vampire Count Strahd von Zarovich, for instance) of any being whose presence you sense that you've cast *hunter's mark* on.

In addition, you learn either the Devil's Sight or the Eldritch Sight eldritch invocations without it counting against your known invocations. If you already have these invocations, you can learn any other invocation you meet the prerequisites for instead.

You lose the benefits of this training if you gain levels in any class other than ranger or warlock, or if the difference in your ranger and warlock levels becomes larger than your proficiency bonus.

### ENZO ALDRAITH

*Eldritch Hunter*

**DESCRIPTION.** Enzo Aldraith is a tall, middle-aged human man whose wavy, shoulder-length black hair is accented by a heavy streak of white on his left side—a mark from some encounter with whatever entity he calls his patron. Enzo wears a breastplate over a suit of chainmail, and metal plates guard his arms while padded leather covers the rest of his body. He wields a single rapier, keeping his offhand free for spellcasting.

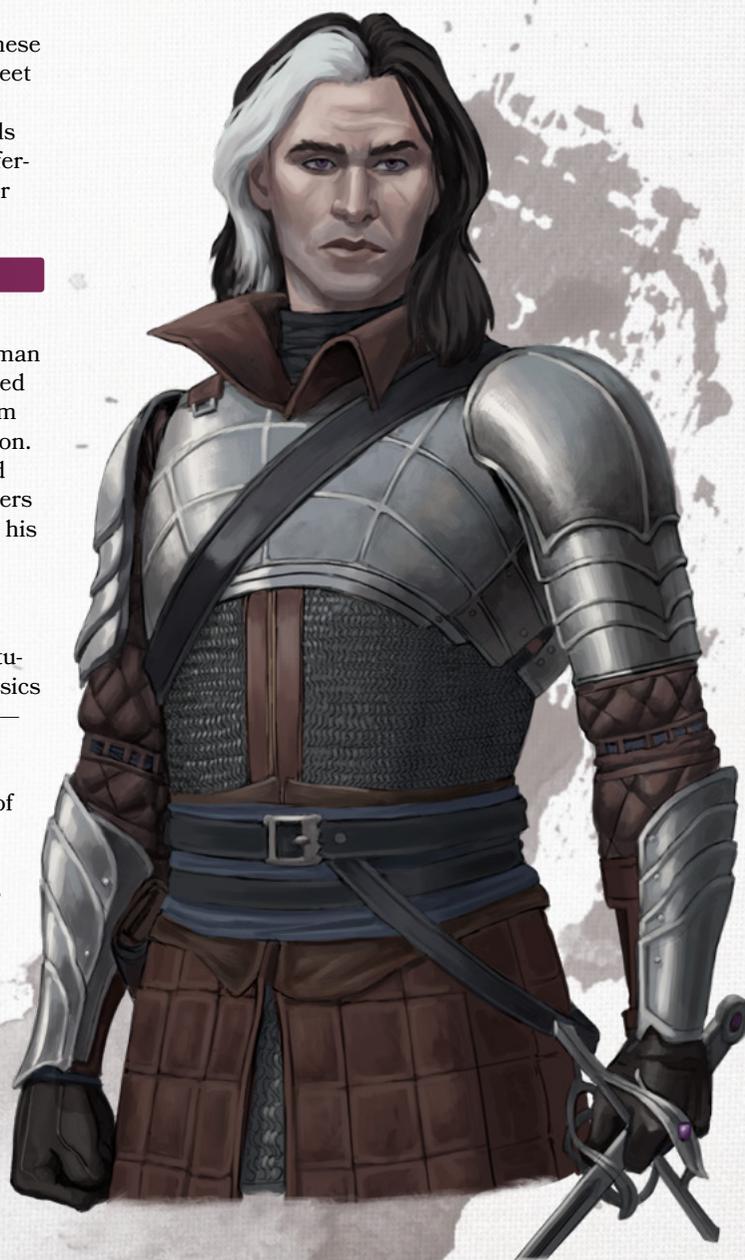
**PERSONALITY.** Cold and aloof to most, Enzo is a strict teacher whose hard lessons and stern lectures come from a heart scarred from the premature loss of his students. His training is rigorous, and begins with the basics no matter how talented a student may be to start with—he has seen too many fail to master these skills with terrible consequences. Those who can suffer through his training, however, may find they have grown fond of him and his overprotective nature by the end of their time together. Enzo will happily teach anyone so long as they show the aptitude and are willing to follow his instructions.

### HOOKS

**TEST OF RESILIENCE.** A would-be pupil and their party must undertake a hunt under Enzo's supervision, and succeed without any of them falling unconscious at any point of the hunt. He won't let them die, but if he needs to step in, he won't agree to teach. The quarry might be a fey, fiend, or undead of CR equal to the party's level + 2.

**RESCUE MISSION.** A hag has kidnapped one of Enzo's former students. His chances of retrieving him alive and uncursed by himself are slim, so he enlists a capable party to aid him, offering instruction in exchange for aid.

**TEST OF CUNNING.** There are rumors of a body-hopping serial killer in a major town that could be any manner of supernatural entity. Finding it will require casting a wide net. To conclude the instruction, Enzo enlists the pupil's party to go with him and hunt down the killer.



MULTICLASS TRAININGS

## HOLY WARRIOR

**Prerequisite:** At least 3 levels in paladin and 2 levels in cleric. Your deity or source of spellcasting for both cleric and paladin must be the same entity

You gain an additional use of your Channel Divinity class feature. Choose either Charisma or Wisdom. That ability becomes the spellcasting ability for both cleric and paladin spells you cast. Your levels in cleric and paladin are considered levels in the other class for the purposes of determining the strength of your Destroy Undead and Lay on Hands class features.

You lose the benefits of this training if you gain levels in any class other than cleric or paladin, or if the difference in your cleric and paladin levels becomes larger than your proficiency bonus.

### TELAAM SHAABITH

*Holy Warrior*

**DESCRIPTION.** Telaam Shaabith's true appearance is kept hidden from the public—even his students don't know what he looks like—and he moves with a somewhat mechanical surety. In fact, Telaam is a spirit left behind by a long-dead champion of a cause so important to him that he devoted himself in eternal servitude to it. His form consists of heavy steel plate armor, a heavy metal mask resembling the face of the warrior he once was, and a white hood. Atop his head sits a golden circlet, and he carries a large greatsword.

**PERSONALITY.** Completely devoted to the tenets of his cause, Telaam recognizes those with similar drive. Telaam travels the world looking for those who would join him in taking up his cause to ensure that he is not the last of his order, but is willing to teach any whose goals are not directly opposed to his own or those of his order. Would-be students must simply prove to him that their devotion to their own cause makes them worthy of the skills he has to teach them.

#### HOOKS

**PRICELESS.** When first sought out by the would-be pupil, Telaam is tracking down a wealthy noble who has bought stolen relics of his order to put on display. He wishes to retrieve them, ideally without bloodshed, and makes aiding him in this quest the price of admission into his tutelage.

**ROUND TWO.** After narrowly escaping a lost fight against a predatory fiend, Telaam decides to enlist backup for the next encounter with the vile creature. He has no money to pay for it, but offers his teachings as a reward.

**A MOMENTOUS INVITATION.** If Telaam is impressed by the pupil's diligence and might, he offers to induct them into his order. For this, they must journey to the order's now-abandoned inner sanctum, clear it of its new, monstrous occupants, then reconsecrate it to its cause or deity.



## MASTER OF MARTIAL FORMS

**Prerequisite:** At least 3 levels in monk and 2 levels in fighter

Your mastery of martial combat allows you to quickly flow between powerful attacks and fluid defense. Your fighter levels count as monk levels for the purposes of determining your ki points, martial arts die, and unarmored movement. As a bonus action, or whenever you use Action Surge, you can enter one of two stances: Flowing Water or Striking Tree.

**FLOWING WATER.** As a reaction to being targeted by a melee attack, you can spend a ki point to attempt to throw your attacker. Make a Strength (Athletics) or Dexterity (Acrobatics) check opposed by your attacker's attack roll. If you succeed, the attack automatically misses and you throw your attacker, who lands prone in a square up to 10 feet away from you. If you fail, the attack hits even if it would normally have missed.

**STRIKING TREE.** Whenever you hit with an unarmed strike or a melee attack made with a monk weapon, you can spend a ki point to amplify the force of your blow. If you do, your target must succeed on a Strength saving throw against your ki save DC or take an additional 2d6 damage of a type dealt by the attack, and be pushed up to 5 feet away from you.

These stances end when you are no longer in combat, or if you become incapacitated.

You lose the benefits of this training if you gain levels in any class other than fighter or monk, or if the difference in your fighter and monk levels becomes larger than your proficiency bonus.

### ORVAR "BATTERING RAM" THURGILS

*Master of Martial Forms*

**DESCRIPTION.** Orvar Thurgils is a middle-aged half-orc recluse. Famous for his unarmed fighting prowess, he spent his youth working as a mercenary and prize-fighter before renegeing on a contract, killing his comrades during a mission, and leaving everything behind to live in the forest. Despite lacking the hulking size some would expect of the "Battering Ram," Orvar is 6'2" with a wiry, muscular build well-suited to throwing his opponents around and dealing mighty blows. He has steely gray eyes and shaves his head and beard daily.

**PERSONALITY.** Orvar was once proud and flamboyant, and enjoyed an extravagant lifestyle. However, since leaving for the woods he has lived in an ascetic manner—he drinks only water and eats only what he can get from the forest. He doesn't indulge in vanity, and still trains diligently. Though he has surpassed his former self, he no longer employs his prowess in service of money. People who live nearby speak of him in awe, telling tales about how he once wrestled an owl-bear to protect some berry-picking kids, and single handedly defeated twelve bandits. Orvar is willing to take apprentices only if he believes they will use his teachings for good. Would-be students that do not meet his code of ethics find themselves in a fight for their lives.

### HOOKS

**ENTRANCE EXAMS.** Orvar expects a degree of skill from a prospective pupil, and isn't inclined to spend his time going over the basics with a rank beginner. He tests their poise, resilience, and control with two tasks: crossing river rapids by hopping from stone to stone while balancing bowls atop open hands, and subduing a large beast while unarmed and without killing it. No magic is allowed, and the tasks must be completed without rest.

**RIGHTEOUS FISTS.** During the apprenticeship, a group of mercenaries from his former company take a village hostage to force Orvar to come out and face their "justice" for betraying his brothers in arms. They are led by the daughter of one of the comrades Orvar killed in the past.

**A BAND OF HEROES.** A message from an old friend reaches Orvar, asking for help escaping imprisonment in a tyrant's dungeon. Orvar deems this a worthy endeavor but he's been out of the game for too long and needs a crew. Not only that, but a crew that meets his moral standards. If the party has a track record of heroism and selflessness, he approaches them and offers special training in exchange for their help.



## MASTER OF THE MYSTIC ARCANUM

**Prerequisite:** At least 3 levels in cleric or sorcerer, and 2 in the other

You learn to mix your innate and divine magics, amplifying the power of each. You gain a new use for your Channel Divinity, Arcane Channeling. Additionally, choose Wisdom or Charisma. That ability becomes your spellcasting ability for your cleric and sorcerer spells. You combine your cleric and sorcerer levels when determining how many metamagic options you know.

### CHANNEL DIVINITY: ARCANES CHANNELING

As an action, you create a swirling mesh of arcane and divine energy around you, amplifying your magical powers. For 1 minute, gain a temporary pool of sorcery points equal to your cleric level. These points can only be spent on metamagic, and can't be used to create spell slots. When you apply metamagic to a spell, you can apply up to 2 metamagic options. For each option, choose one of your pools of sorcery points to spend points from. These choices must be different for each option.

You lose the benefits of this training if you gain levels in any class other than cleric or sorcerer, or if the difference in your cleric and sorcerer levels becomes larger than your proficiency bonus.

## BILVYN HERKITES

*Master of the Mystic Arcanum*

**DESCRIPTION.** Bilvyn Herkites is a sturdy-looking older gnome with wrinkled, warm brown skin and fiery eyes. Their shoulder-length hair is gray and they braid the top half back to keep it off their face. They are strong, with broad shoulders and a soft belly. Bilvyn typically wears simple priest robes in the colors of their order, and uses their holy symbol as a spell focus.

**PERSONALITY.** Bilvyn is confident but gentle and soft-spoken. They are a person of habit, and become irritable when their routine is interrupted—although they would not describe themselves that way. They have learned to control the innate magic in their blood through prayer and meditation, and can unleash it to devastating effect. They are happy to share their methods with their students, so long as those students demonstrate a willingness to learn and to accept responsibility for their actions.

### HOOKS

**DISASTER CLEAN UP.** A disaster has befallen the town where Bilvyn's church is located, and their order could use more helping hands. Bilvyn will agree to train a party member in exchange for the party's assistance in the rescue and clean up efforts.

**SINS OF THE PAST.** Bilvyn's teachings focus on controlling one's power and using it responsibly. As a part of their training, they ask their students to confront a time they failed to do so, and take responsibility for the damage their actions caused.

**GAUNTLET OF CONTROL.** Bilvyn's training ends in a series of trials designed to challenge their students' control.



## OATHFIST

**Prerequisite:** At least 3 levels in paladin and 2 levels in monk

You have learned to balance two rigorous, competing disciplines, creating a new fighting style that draws from the strengths of both. Your paladin levels count as monk levels for determining how many ki points you have and the size of your martial arts die. You are able to use the monk's Martial Arts feature while wearing armor (BUT NOT WIELDING A SHIELD), and, while you are wearing heavy armor and not wielding a weapon, your unarmed strikes use a damage die one size larger than normal for your level (becoming 1d12 at level 17). Additionally, you are able to use the paladin's Divine Smite feature with unarmed strikes, and, once per day, when you use a bonus action to activate Flurry of Blows, you can also activate Divine Smite at the highest spell level you have access to, without expending a spell slot.

You lose the benefits of this training if you gain levels in any class other than paladin or monk, or if the difference in your paladin and monk levels becomes larger than your proficiency bonus.

### TOBIAS BLOODFIST

*Oathfist*

**DESCRIPTION.** The word that best describes Tobias is “thundering.” From his booming voice to his boisterous laugh, to the crashing of his fists against the punching bags that always seem to be close by, everything about this aging, broad human is loud. Tobias likes it loud because, in the quiet times, introspection creeps in. In the quiet times, he thinks about the people he's killed since swearing an oath to punish those who destroyed his monastery, and wonders if the teachers he's avenging would approve.

**PERSONALITY.** Tobias is outwardly unflappable and gregarious, but inwardly conflicted and pained. He struggles with the conflict between his monastic training—which espoused balance and temperance—with his oath—which paints the world as a fight between good and evil, and demands action against the latter. He recognizes his monastic roots are slipping away, but is deeply resistant to outside counsel.

### HOOKS

**A MARTYR IS A CORPSE WITH A FAN CLUB.** One of Tobias's students died fighting a notorious pirate, and he worries that the victim's friends are too distracted by anger and grief and may die trying to avenge him. As the current student met Tobias after the victim's death, he asks the party to take out the pirate before his other students try to.

**POISONOUS WHISPERS.** When the party first meets Tobias, they find a violent, cagey man on the verge of breaking his oath; a far cry from the heroic figure he was described as. If they investigate, they discover his newest student is an infernal agent poisoning his mind.

**MITHRIL PLATE.** The final step in becoming an oathfist is to don mithril plate, or another suit of heavy armor that preserves its wearer's flexibility. Vicious monsters have taken over the mine where Tobias mined the mithril for his own armor, and he suggests the party cleanse the mine and gather materials there.



## OCCULTIST

**Prerequisite:** At least 3 levels in warlock or wizard and 2 levels in the other

You consider no knowledge or power off limits, no matter the price you must pay.

Choose Charisma or Intelligence. That ability becomes your spellcasting ability for your warlock and wizard spells. Your wizard levels count as warlock levels for the purpose of gaining Eldritch Invocations.

In addition, you can steal spells you observe being cast. When a creature you can see within 60 feet starts casting a spell, you can use your reaction to lose a number of hit points and reduce your hit point maximum by an amount equal to  $5 \times$  the level of the spell being cast. If you do, make an ability check with your spellcasting ability. The DC equals  $10 +$  the spell's level. On a success, the creature's spell fails and has no effect, and you steal the knowledge of the spell if it is at least 1st level and of a level you can cast (it doesn't need to be a warlock or wizard spell). For the next 8 hours, you know the spell and can cast it once without expending a spell slot. The creature can't cast that spell until the 8 hours have passed, or you cast the spell yourself. If you steal another spell before casting one you have stolen, you lose the original spell as though you had cast it. This hit point maximum reduction lasts until you finish a long rest. You die if this effect reduces your hit point maximum to 0.

You lose the benefits of this training if you gain levels in any class other than warlock or wizard, or if the difference in your warlock and wizard levels becomes larger than your proficiency bonus.

### GWYNGALDRA, THE WITCH OF THE WOODS

*Occultist*

**DESCRIPTION.** A green hag, Gwyngaldra is about the most stereotypical witch you could find: green skin, hooked nose, warts all over—you name it, she probably has it. Her arms and claw-like fingers are long and thin, the muscle hanging loosely off the bone in her old age, and when she grins it reveals a mouth full of thin, sharply pointed teeth. She dresses in worn, but not quite ragged, simple clothing whose colors have faded with time.

**PERSONALITY.** Gwyngaldra is well loved by the local villagers of the obscure town near the woods in which she resides. They come to her for advice, medicine, and, at times, protection. Never hiding her true form, Gwyngaldra is openly a hag and does not seek to take advantage of others. Though she rarely talks about it, she is well-versed in the arcane and occult arts, and has a fair bit of experience navigating pacts—a contributing factor to her preference to avoid creating them with those truly in need.

## HOOKS

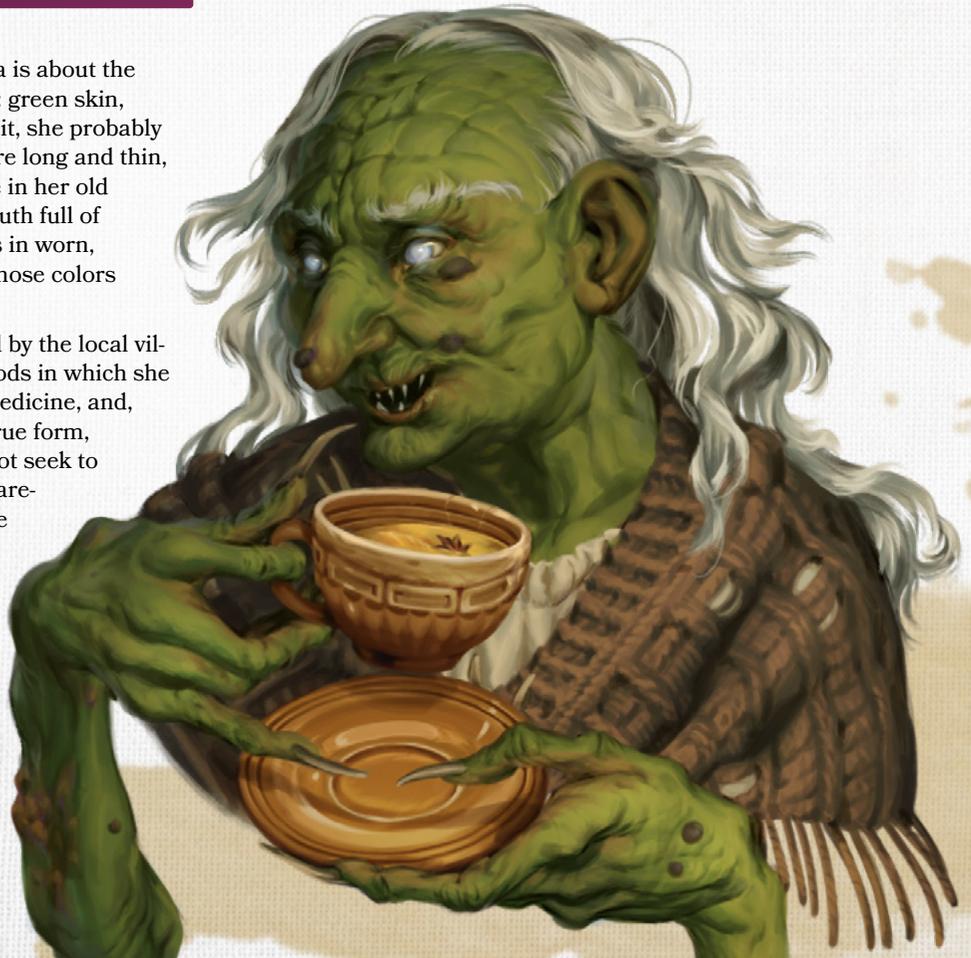
**PROTECT THE VILLAGE.** The village near which Gwyngaldra resides is threatened by another hag (WHO USED TO BE PART OF HER COVEN BEFORE SHE ABANDONED IT), and she has her hands full protecting it. In exchange for their help driving off the hag, she's willing to train one of the party as an occultist.

**MASTERING THE OCCULT.** As part of their training, Gwyngaldra requires her students to journey to a cave filled with evil spirits. Learning to survive and harness the magics used by the spirits without corrupting themselves is key to unlocking the power she offers.

**THE NOT-SO-EVIL-WITCH.** The party arrives in the nearby town and learns that the local witch has been cursed. Gwyngaldra will teach one of them the ways of an occultist in order for them to help turn the curse back on the one that cast it.

### GM'S NOTE ON PLAYING GWYNGALDRA

Gwyngaldra is written as a character that both leans into and defies stereotypes. While it may be tempting to play her as a manipulator the way hags are often portrayed in Dungeons and Dragons (and her description would give you plenty to work with if you chose to run her that way), it will be more rewarding to run her as she is: an approachable, kind, and honest mentor.



## RAGING BEHEMOTH

**Prerequisite:** At least 3 levels in barbarian or druid, and 2 in the other

You learn to intertwine your rage and your wild shaping ability, taking on a larger and more ferocious beastly form. You can enter a rage and Wild Shape using the same bonus action. When you Wild Shape in this way, your Wild Shape immediately ends if your rage ends. Add your barbarian levels to your druid levels to determine the beasts you can transform into. If your chosen form is smaller than Large, its size increases to Large as you grow into an oversized specimen of that beast. The minimum size category of your beast forms increases to Huge at 12th level, and to Gargantuan at 18th level. Additionally, while you are transformed by Wild Shape, you can use a bonus action to expend one spell slot to gain 1d8 temporary hit points per level of the spell slot expended. You have advantage on all Strength (Athletics) checks made to grapple an opponent of a size category that is smaller than yours.

You lose the benefits of this training if you gain levels in any class other than barbarian or druid, or if the difference in your barbarian and druid levels becomes larger than your proficiency bonus.

### TUBNUB THE BEAR

*Raging Behemoth*

**DESCRIPTION.** Tubnub is a short, heavily muscled goblin covered in tattoos of predatory beasts, typically dressed in little more than a loincloth and jewelry made of sharp teeth and claws. His yellow-green skin is tanned by constant exposure to the sun, contrasting sharply with his golden eyes. He carries no weapons, but it's clear he doesn't need them.

**PERSONALITY.** Tubnub is a bit of a loner, though he has traveled with others before and would do so again. His travels and interactions with the natural world have given him great wisdom, tempering his love for battle. Tubnub spends much of his time wildshaped, and those who seek him out must often learn to identify him before speaking with him.

### HOOKS

**MANY-HEADED BEAR.** A threat to nature is rising, and Tubnub seeks allies—and a student—who can help him defend places he cannot.

**HARNESSING FURY.** Tubnub sees potential in a party member, and offers to train them so that they can better use nature's fury to defend it from harm.

**GAUNTLET OF BEASTS.** Having heard of Tubnub, a would-be student seeks him out. To do so, they must pass through the territory of dangerous natural creatures and show him their determination and their mercy.



## RELEASED

**Prerequisite:** At least three levels in barbarian or monk, and two in the other

You have learned to harness your rage to achieve a state of frightening calm. You can use your Constitution instead of your Wisdom when determining your ki save DC. Additionally, you can make an unarmed strike as part of the bonus action you use to enter a rage.

When you enter a rage, you can spend 1 ki point to quell your anger into a state of utter clarity. A quelled rage grants you all the benefits of Rage, as well as the following:

- ✦ Whenever your rage would end prematurely, you can spend 1 ki point to extend the rage until the end of your next turn as though you had taken damage or made an attack against a hostile creature this turn. You can't do this if you are unconscious.
- ✦ You gain a bonus on saving throws equal to your Rage Damage bonus.
- ✦ Once per turn, when you make a melee weapon attack against a creature and miss, you can make an unarmed strike against the same target (no action required). You can spend 1 ki point before making this unarmed strike to instead use your Flurry of Blows.

You lose the benefits of this training if you gain levels in any class other than barbarian or monk, or if the difference in your barbarian and monk levels becomes larger than your proficiency bonus.

### MALOSI THE CALM

*Released*

**DESCRIPTION.** Malosi is a large, tanned, well-muscled human man. He wears little armor, relying on his incredible strength and endurance to protect himself from harm, and dresses in vibrant reds and purples. He carries a large, round-headed club which he wields with one hand—using his other hand to land strikes between blows with his club or to defend against incoming attacks. His hair is shaved close to his skin, and he wears a necklace of heavy wooden prayer beads around his neck.

**PERSONALITY.** Malosi is a patient and caring individual, earning his title from his ability to retain a calming presence in even the most dire of situations. He protects his students as he would his children, while recognizing their own strength and ensuring they have room to grow in his care. Malosi is driven to keep the world a safe place, and offers his training to any who need help managing their emotions—rage in particular—to help others protect themselves and those around them.

### HOOKS

**RESTRAINT.** Malosi must see his would-be pupil's commitment to restraint, and ability to follow instructions, before accepting them. He charges them with defeating a powerful beast on their own without succumbing to the same animal rage that consumes their quarry.

**RESOLVE.** Malosi charges his pupil to summit a mountain known for its treacherous terrain, strong winds, and hungry beasts while carrying in their hands a small wooden idol, which they must place intact upon a shrine at the top.

**RECIPROCITY.** Every boon should be duly repaid. In exchange for his instruction, Malosi requests a personal favor. He is troubled by news that his own master has been raised from the dead to fight for an evil necromancer—he needs help laying his master back to rest, and defeating their defiler.



## RIGHTEOUS ASSASSIN

**Prerequisite:** At least three levels in rogue and two in paladin

Your rogue levels count as paladin levels for the purpose of determining your number of spell slots. Additionally, whenever you would deal Sneak Attack damage and use a Divine Smite in the same attack, you can have your Sneak Attack deal radiant damage. If you do, your Sneak Attack dice become d8s instead of d6s for that attack.

You lose the benefits of this training if you gain levels in any class other than paladin or rogue, or if the difference in your paladin and rogue levels becomes larger than your proficiency bonus.

### MARCO SANDOVAL

*Righteous Assassin*

**DESCRIPTION.** Marco Sandoval is a fair-skinned half-elf of medium height, and slight build. Like other members of his order, Marco dresses in reds, blacks, and golds, wears light leather armor, and carries a long-bladed dagger as his weapon of choice. Creases and sunken lines show a history of stress and too little rest. A tattoo marks his face and shaved head with a symbol of his oath, and he wears a simple gold holy symbol around his neck.

**PERSONALITY.** Marco is a devoted and loyal servant of his order, accepting his targets without question and executing orders with zeal. However, despite this fervor, Marco is happy to teach any who seek to learn his skill set so long as their goals are not morally opposed to his own, and they can show that they are truly devoted to their own cause—whatever that may be.

### HOOKS

**FATEFUL SLIP.** The party spots Marco during one of his missions, and he offers to train one of them in return for their discretion.

**HOUSECLEANING.** Marco is convinced someone in the order has been tipping off targets to foil missions. A group of unaffiliated third parties like his student's party would be able to sniff around and reveal the traitor better than a known order member. "Consider it part of your training," he says.

**FINAL ASSIGNMENT.** To finish his pupil's instruction, Marco assigns his pupil a target: A noble recluse in their well-defended castle. The mission has some added conditions: no one other than the target dies; nothing is stolen from the premises; and they must plant evidence incriminating an enemy of the order.



## SACRED HUNTER

**Prerequisite:** At least three levels in ranger and two levels in cleric

You can use your Channel Divinity to turn your favored enemies chosen through your Favored Enemy class feature as though they were undead. Additionally, if you have the Destroy Undead class feature and you successfully turn a favored enemy that is not an undead, that enemy is instantly slain and destroyed as though it were an undead, using only your ranger levels to determine the CR of creature that you can destroy. If one of your favored enemies is undead, you combine your ranger and cleric levels when determining your cleric level for what CR of undead you can destroy.

You lose the benefits of this training if you gain levels in any class other than cleric or ranger, or if the difference in your cleric and ranger levels becomes larger than your proficiency bonus.

### LYS CALWYN

*Sacred Hunter*

**DESCRIPTION.** Lys Calwyn is a tall, lithe woman with fair skin, short to medium length brown hair, and brown eyes. She can usually be found wearing a green cloak and tunic, and brown pants, which help her blend into the forest where she makes her home. When dressed for battle, she wears a steel breastplate and enchanted golden vambraces, and wields a magical, gold-tipped, wide-bladed spear.

**PERSONALITY.** Devoted to her faith, Lys views her role as a protector of the natural order as a high honor. She only takes on students who share her love for the natural world—and her disgust and hatred for anything that would disrupt it. As a teacher she is gentle yet firm, ensuring that her students understand the importance of the role they train for.

### HOOKS

**EXCISE THE CORRUPTION.** A predator has been possessed by a corrupted nature spirit and is throwing the ecosystem into imbalance. Lys sets her student a final task of hunting and slaying the creature, which has been corrupted beyond saving, and purifying the spirit that possesses it.

**HUNTING THE HUNTERS.** Poachers have been searching the local forest for a great stag. This stag is the living vessel for a nature spirit, and its death would weaken the area. Lys asks her would-be student to prove themselves by saving the stag.

**SACRED GROVE.** Lys sets her students a challenge, asking them to seek out a sacred grove hidden in the forest and return with a flower that can only be found there. Only those who hold the natural world in high regard can gain entry, let alone convince one of the spirits to let them take a flower.



## SACRED STALKER

**Prerequisite:** At least 3 levels in rogue and 2 levels in cleric

You have learned to draw on your divine energy to enhance your sneak attacks. You count half your cleric levels, rounded down, as levels in rogue for the purposes of determining your Sneak Attack dice, and, whenever you would deal Sneak Attack damage, you can expend a use of your Channel Divinity to increase your Sneak Attack damage by 1d6 per cleric level you have. You can choose to convert Sneak Attack damage to radiant damage for that attack. Additionally, you can use your bonus action to expend a spell slot and gain a bonus equal to your proficiency bonus to Insight, Perception, and Stealth checks for 1 minute per level of the spell slot expended.

You lose the benefits of this training if you gain levels in any class other than cleric or rogue, or if the difference in your cleric and rogue levels becomes larger than your proficiency bonus.

### SELENA, NIGHT'S FANG

*Sacred Stalker*

**DESCRIPTION.** Selena is a young human woman of medium height and lightly tanned skin. Her deep brown eyes reflect slightly less light than one might normally expect. Typically dressed in blacks and dark purples, even Selena's leather breastplate is carefully roughed to prevent too much reflection. While she does wear a few pieces of gold as clasps on her cloak, gem-studded wrist guards on her padded vambraces, and on her weapons' hilts, these metallic accents are enchanted to prevent any gleam from giving away her presence in the darkness.

**PERSONALITY.** Projecting an air of innocence, Selena loves catching others off guard with her vulgar language, pointed jokes, and generally rebellious demeanor. Her students quickly learn her true nature, which she uses as a way to test both their insight and ability to take on new identities of their own. Wholly devout and zealous in her cause, Selena only truly shows her seriousness when taking on divinely appointed missions. Despite her devotion to her own faith, however, she is willing to teach those of other faiths as long as their goals do not utterly conflict with her own.

### HOOKS

**TRIALS OF THE FAITH.** Selena will have any would-be pupil go through a trial at a hidden temple of her faith. If they succeed, it tells her that the pupil is worthy and deserves the instruction.

**DELAYED GRATIFICATION.** The first lesson requires that the pupil sneak into a jail to kill a prisoner—they crossed Selena and got themselves jailed to escape her knife. She let them think it worked for a while, but it ends now. In fact, she sees this as a rookie job.

**BRAGGING RIGHTS.** The price of the instruction is its final assignment. The pupil's party must join Selena on a mission. Not a killing, but high-stakes mischief; a heist. They must remove a large statue from a prominent location in a rival temple and take it to Selena's as a trophy.



## SHADOW-THIEF

**Prerequisite:** At least 3 levels in monk or rogue and 2 in the other

Whenever you use your Step of the Wind class feature, you can spend an additional ki point to teleport up to half your speed instead of taking the Dash action. If you do, you turn invisible until the end of your turn. The invisibility also ends if you make an attack or cast a spell.

You lose the benefits of this training if you gain levels in any class other than monk or rogue, or if the difference in your monk and rogue levels becomes larger than your proficiency bonus.

### KAITA OSONO

*Shadow-Thief*

**DESCRIPTION.** Kaita Osono is a short, young, masculine human with short black hair and deep brown eyes. Their wardrobe ranges from deep blue or purple to black, preferring colors that blend in with the shadows they stalk. They wear leather armor and wield no weapons except a single curved dagger. When on a mission, they often wear a black cloth mask wrapped around their nose and mouth—both to keep out any toxic gasses from traps they might encounter, and to hide the gleam of their teeth during any covert conversations.

**PERSONALITY.** Comfortable around others, Kaita is confident in their abilities, and sometimes overeager to prove themselves despite their impressive reputation. When it comes to choosing students, they look for those with existing skill and talent, and who have proven their desire to push past their limits and excel no matter how hard it may get. While some level of patience is necessary for a shadow-thief, Kaita's own personality means they understand the eagerness of their students to jump right in and test themselves against dangerous scenarios.

### HOOKS

**OUT OF THE SPOTLIGHT.** Kaita got themselves in trouble during their last mission and needs their student to complete it for them while they take time off to let things cool down.

**PARTNERS IN CRIME.** As a final mission, Kaita brings their student along on an important stealth mission to obtain information from a high security vault. Can the two of them succeed where one might fail?

**TO BECOME A THIEF.** Before becoming a student, the prospective tutee must first find Kaita and prove their skill at stealth.



## SINGER OF THE DIVINE

**Prerequisite:** At least 3 levels in bard and either 2 levels in cleric or 3 levels in paladin

Your song is a gift from the divine, inspiring those around you. You gain a new Channel Divinity option, Divine Song, and, once per long rest, as a bonus action, you can spend 2 uses of Bardic Inspiration to regain a use of Channel Divinity.

### CHANNEL DIVINITY: DIVINE SONG

As a bonus action, you begin to sing a song of divine inspiration that lasts for 1 minute, or until you stop singing (no action required), whichever comes sooner. Now, and at the start of each of your turns while the song lasts, you can grant a Bardic Inspiration die to yourself and each creature of your choice within 30 feet of you that can hear you. Bardic Inspiration dice granted by this ability do not count against the limit of Bardic Inspiration dice a creature can benefit from at once, nor your uses of Bardic Inspiration, but a creature still can't spend more than 1 die on a given ability check, attack roll, or saving throw. This performance can be heard from 100 feet away, and does not impact your ability to cast spells with verbal components.

You lose the benefits of this training if you gain levels in any class other than bard, cleric, or paladin, or if the difference in your bard and cleric or paladin levels becomes larger than your proficiency bonus.

### SALANUS THE STARLING

*Singer of the Divine*

**DESCRIPTION.** Salanus the Starling earned his title after a series of astounding performances at a famous opera house, in which he displayed tremendous vocal range and a remarkable ability to replicate sounds heard for the first time. A rotund human man in his late thirties, Salanus has short, blonde hair, blue eyes, and dresses in opulent yet fashionable suits.

**PERSONALITY.** Salanus has let his fame bloat his ego, and is known to make ridiculous demands of his attendants. However, he also shows an extreme faith in deities associated with music or the arts, and makes regular donations to their temples. When he sees (or hears) a performance with clear skill and talent, he will stop at

nothing to ensure the performer gets the training they need.

### HOOKS

**SEEKING PERFECTION.** Salanus hosts an annual audition, looking for the best of the best to become his new protégé. If he has a current student, they must compete to retain their spot.

**A TROUBADOUR'S TROUBLES.** Salanus has been getting tailed home from performances of late, and seeks aid. However, seeing every scenario as an opportunity, Salanus prefers to find aid from one who may become a student.

**STUDENT OF FAITH.** Salanus attends local temples to hear the songs of religious rites performed. Sometimes he finds a performer whose faith shines through in their music, and asks to train them as a singer of the divine.



## SKALD

**Prerequisite:** At least 3 levels in bard or barbarian and 2 levels in the other

Your oratory skills and powerful presence inspire your allies. When you start raging, you can expend one Bardic Inspiration die to either grant temporary hit points equal to the maximum number on your die to all allies within 20 feet of you, or twice that amount to one ally of your choice within 20 feet of you. In addition, allies within 20 feet of you gain a bonus to their weapon damage rolls equal to your Rage Damage bonus.

You lose the benefits of this training if you gain levels in any class other than bard or barbarian, or if the difference in your bard and barbarian levels becomes larger than your proficiency bonus.

### FRAN LACASSA

*Skald*

**DESCRIPTION.** Fran Lacassa is a tall, androgynous person of half-orc descent. Appearing in their late forties or early fifties, their lean muscles clearly show martial and acrobatics training. Though they specialize in woodwinds, they are always seen carrying a number of musical instruments, and are capable of playing most of them. Fran typically dresses in simple linen clothes with few

decorations and embroidery. They enjoy the occasional frivolous attire, but find it impractical for fighting.

**PERSONALITY.** Fran is jovial and easy-going. They like a good show, and enjoy performing for others. They are very tolerant, celebrating all differences and encouraging others to pursue their dreams. However, Fran can sometimes be seen losing their temper pretty spectacularly when faced with injustice and bigotry.

### HOOKS

**TIME TO DUEL.** Fran likes one of the party member's enthusiasm, but they want to make sure the potential student has what it takes to be an artist and connect to their emotions. They must defeat them in either single combat or in a music duel to gain Fran's favor.

**THE WANDERING WRITER.** Being a skald is about knowing your way around words, and making sure to leave a mark for future generations. Fran wants their student to follow an adventuring party, and write their epic tales of battle and adventure.

**THE LOCAL HERO.** A group of bandits threatens a nearby village. Fran requests the party's aid to defeat their leader and make sure the story of their downfall strikes fear in other bandit groups. If they accomplish this mission, Fran is willing to teach one of them.



## SOUL OF MANY FORMS

**Prerequisite:** At least 3 levels in druid or monk and 2 levels in the other

You have learned how to meld your ki into the shape of a wild beast. As an action, while you are unarmored and not wielding a weapon or shield, you can choose to expend a use of Wild Shape to project your ki out into the shape of a beast the same size or one size larger than you are, instead of transforming into a beast. The projection appears as a translucent image of the beast with you inside it. It can be either solid or permeable, and you can switch between the two at any time. This ability works identically to Wild Shape, except that you retain the ability to speak, use your hands, and use any special senses you have. When you make attacks, you can use any combination of the beast's and your own limbs. Your monk levels count as druid levels for determining how often you can use Wild Shape and what creatures you can turn into.

You lose the benefits of this training if you gain levels in any class other than druid or monk, or if the difference in your druid and monk levels becomes larger than your proficiency bonus.

### SQUAWK

*Soul of Many Forms*

**DESCRIPTION.** As a child, Squawk fled into a forest to escape a bandit attack, and the forest raised him as one of its own. Tall and thin, with an unblinking stare and calculated movements, he has an almost owl-like presence. When he moves, the forest moves with him; wolves stalk the periphery, hawks swoop overhead, and the chittering of insects masks his footsteps.

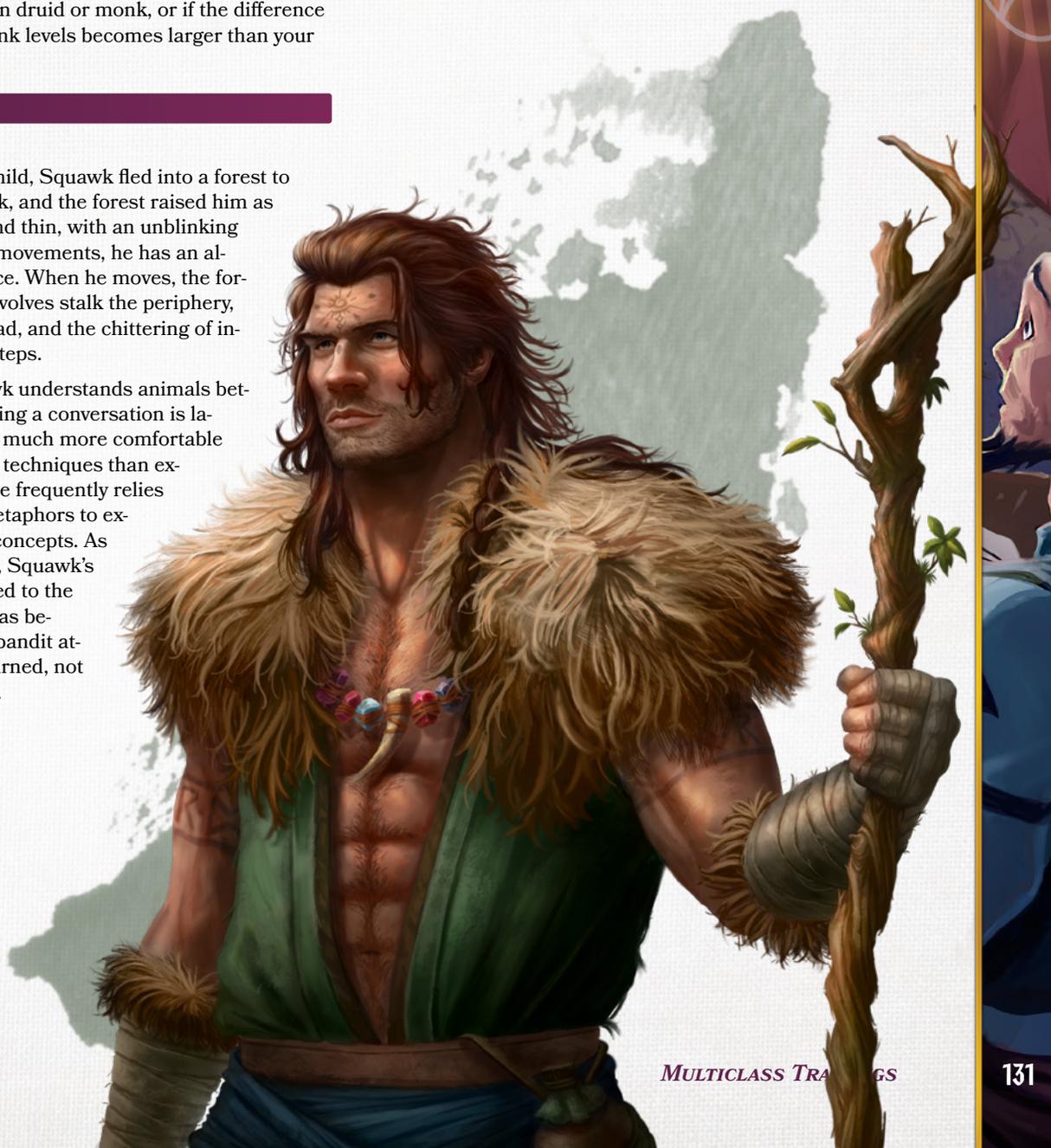
**PERSONALITY.** Squawk understands animals better than people. Holding a conversation is laborious for him—he's much more comfortable showing students his techniques than explaining them—and he frequently relies on animal-themed metaphors to explain more complex concepts. As far as he's concerned, Squawk's life began when he fled to the forest. Whoever he was before then died in the bandit attack—a life to be mourned, not relived or recaptured.

### HOOKS

**ONE WITH THE FOREST.** Squawk can't put into words the concept of melding one's spirit with the forest's, and asks the prospective student to meditate within the woods for one month to learn it themselves. An unnatural abomination stalks the woods, and interrupts this meditation.

**VENGEANCE IS A PATH FORGONE.** Other survivors of the bandit attack approach Squawk, asking for his help exacting revenge against the bandits that destroyed his village. This goes against Squawk's philosophy, and he asks the party to either chase off the villagers or assist them in his stead.

**PATH OF DISCOVERY.** To be an effective soul of many forms, one needs to encounter many forms. Squawk deems the prospective student wanting in this regard, and sends them to find and observe several rare, powerful beasts.



## ULTIMATE MAGUS

**Prerequisite:** At least 3 levels in sorcerer or wizard and 2 levels in the other

Choose Charisma or Intelligence. That ability becomes your spellcasting ability for your sorcerer and wizard spells. You can learn sorcerer and wizard spells that are available to either class as though you were a spellcaster with levels in one of those classes equal to the combined levels you have in each class. Additionally, whenever you convert a spell slot into sorcery points, you gain 1 additional sorcery point.

You lose the benefits of this training if you gain levels in any class other than sorcerer or wizard, or if the difference in your sorcerer and wizard levels becomes larger than your proficiency bonus.

### ISMENE TAIKA, DAUGHTER OF THE RED MOON

*Ultimate Magus*

**DESCRIPTION.** Ismene Taika is a pale-skinned, young elven woman with silvery hair and vibrant green eyes. An exquisite tattoo of a red moon eclipsing a larger, green moon graces her forehead, and she dresses in exquisitely crafted clothing and jewelry. Ismene is never found without her enchanted staff, which bears a finely carved dragon head at its top.

**PERSONALITY.** Ismene is a charming woman who knows how to get others to let down their guard. She is driven, and seeks knowledge above all else. Typically less formal in her mannerisms, Ismene nevertheless gives an air of propriety that demands respect from those wishing to be her student. Prospective students should be cautious, yet honest, as she is a master of enchantment and knows how to obtain truth one way or another.

### HOOKS

**A TEST OF ENDURANCE.** The path of the ultimate magus requires determination and stamina. Ismene has devised a trial that will test both—physically and mentally.

**THE PRICE OF KNOWLEDGE.** To demonstrate their desire for training, the student must acquire a piece of knowledge not yet included in Ismene's library.

**A TRIAL OF POWER.** An ultimate magus wields the twin powers of inherited and studied magic, a dangerous blend in the wrong hands. A series of enchantments and illusions will test the prospective student's intentions and determine their susceptibility to the allure of power.



## UNSTOPPABLE JUGGERNAUT

**Prerequisite:** At least 3 levels in barbarian or fighter and 2 levels in the other

You have trained to become an unstoppable force on the battlefield. Whenever you fail an ability check or saving throw made to prevent or escape a grapple or other restraint, or to force something open or knock something aside (SUCH AS WHEN YOU SHOVE A CREATURE), you can spend a Hit Die, rolling it and adding it to the result, potentially changing the failure to a success. If the result is still a failure, you can repeat this process.

You lose the benefits of this training if you gain levels in any class other than barbarian or fighter, or if the difference in your barbarian and fighter levels becomes larger than your proficiency bonus.

### VRANKA OF THE IRON WOLVES

*Unstoppable Juggernaut*

**DESCRIPTION.** A tall, imposing orc, Vranka is the commander of the Iron Wolves mercenary company. They wear simple, fur-lined leather armor decorated with red cloth, carry multiple swords at their back and side, and colored cloth bands decorate each staggeringly muscled arm. They keep their hair tightly braided back and shaved at the sides, and their green skin is lightly tanned from constant exposure to the sun.

**PERSONALITY.** Stern, commanding, and direct, Vranka is everything you would expect from a mercenary commander. They look for the profit in every scenario, always looking for a way to gain an upper hand. However, despite their tough exterior, they have a wry wit and kind heart that bleeds through into their decision-making and the advice they give their students. While they hold few qualms about teaching anyone willing to pay for their service, they nevertheless do their best to guide wayward students down a better path.

### HOOKS

**JOIN THE PACK.** Vranka will not take time off from leading the Iron Wolves to teach, and they believe the battlefield is the best workbook. Want to be as Vranka? Do as Vranka. Fight for the Iron Wolves. Shed blood and make money with them.

**THE MISSING TROOP.** A troop of Iron Wolves Vranka sent on a routine job has failed to return. They were on the winning side, and their employer says he had paid them directly. Vranka needs someone to find out what happened and retrieve their soldiers and gold. In exchange for this, they'll teach some of their tricks.

**THE CEREMONIAL HUNT.** Iron Wolves officers must prove their mettle by hunting down a huge beast with a small team, using only the ceremonial Iron Wolves kit of arms and armor. If the pupil and their party prevail, it earns them the respect of the entire company and concludes their tutelage under Vranka.



## WARPRIEST

**Prerequisite:** At least 3 levels in cleric or fighter and 2 levels in the other

Through intense martial training and practice of your divine magic, you have learned to fight more efficiently. Your cleric levels count as fighter levels for the purposes of the Extra Attack fighter class feature. In addition, you can perform the somatic component of spells even when you have weapons or a shield in one or both hands.

You lose the benefits of this training if you gain levels in any class other than cleric or fighter, or if the difference in your cleric and fighter levels becomes larger than your proficiency bonus.

### LASYA KAMATH

*Warpriest*

**DESCRIPTION.** Lasya Kamath is a dwarven woman with dark olive skin and brown eyes. Though it is difficult to determine from her appearance, she is just a bit older than middle-aged. Her hair has a few gray stripes, but is otherwise black. She wears heavy mithril armor decorated with red gems and gold filigree. Her weapons of choice are a spear and a large shield.

**PERSONALITY.** Lasya is extremely serious, and is rarely seen smiling. She has a commanding voice, and is not shy to show her disapproval. Spending her free time pursuing her own training and religious practice, she rarely joins others for social reasons. Those who do not meet her incredibly high standards are swiftly dismissed and forbidden to pursue her mentorship.

### HOOKS

**RELIGIOUS RELIC.** Lasya has heard of a powerful religious artifact lost in an old temple, and requests that the party find the artifact and bring it back to her. She is willing to mentor one of the party members following the success of this mission.

**RELIGIOUS DEVOTION.** Lasya has found a corrupted sacred shrine. She requires the party to help her cleanse the shrine and restore its holy power. They must either help in the ritual or fight the creature it might attract. In exchange for the party's aid, she is willing to teach one of its members.

**PURGE THE UNFAITHFUL.** There are rumors of an evil cult in the region. In exchange for mentoring one of the party members, Lasya wants this cult to be found and dismantled.



## WILD WALKER

**Prerequisite:** At least 3 levels in fighter or ranger and 2 levels in the other

You have sought out training in weapons, armor, and techniques that many other guardians of the forest tend to ignore, and, in so doing, you've discovered useful synergies. You gain a fighting style that appears on both the fighter and ranger lists. Additionally, once you gain the Extra Attack feature from either class, you can attack one additional time when all of the attacks target a favored enemy.

You lose the benefits of this training if you gain levels in any class other than fighter or ranger, or if the difference in your fighter and ranger levels becomes larger than your proficiency bonus.

### BRIN ELDRITH

*Wild Walker*

**DESCRIPTION.** Brin Eldrith is an average sized, muscular half-elf with fair skin and short hair. Their enchanted shield is grown over with leaves and roots, and their long stints in the wilderness mean their armor is often in need of repairs. Always prepared, they carry several weapons including a large bastard sword, bow and arrow, and a long knife. Their clothes are simple greens and browns, with the occasional deep purple adding some variety to their otherwise plain wardrobe.

**PERSONALITY.** Brin is a calm and collected person most of the time. However, they become intensely anxious amid large crowds, and prefer to spend their time away from cities whenever possible. Luckily for their potential students, the wilds are the right place for them to train. While it can be hard to find them, Brin will mentor anyone that comes to them with a clear interest in learning the skills they have to teach.

### HOOKS

**A SHARED ENEMY.** Brin has been hunting an enemy for some time, and the arrival of a potential student might be just what they needed. Seeing that they share an enemy, Brin offers to train their would-be student in exchange for their aid in their enemy's defeat.

**FATEFUL ENCOUNTER.** Brin shows up to assist the party with a fight in the wilderness that was going against them. Believing that one of the party might benefit from their training, Brin offers their services.

**TERRITORIAL AGGRESSION.** During the apprenticeship with Brin, a group of lycanthropes attacks them and their pupil mid-instruction. The lycanthropes are part of a larger clan with designs to take over the woods, and they know the wild walker won't let them do it easily.



## WILD WARDEN

**Prerequisite:** At least 3 levels in paladin or ranger and 2 in the other

Your Divine Smite class feature deals an additional die of damage against your favored enemies. Additionally, you can use your Divine Smite class feature when making ranged weapon attacks. You must spend the spell slot before knowing if you hit with the attack.

You lose the benefits of this training if you gain levels in any class other than paladin or ranger, or if the difference in your paladin and ranger levels becomes larger than your proficiency bonus.

### GALAHAD THE GREEN

*Wild Warden*

**DESCRIPTION.** Galahad the Green is a tall, imposing figure clad in golden steel. Though aging, his strength and vigor are hardly diminished, and his voice still carries a weight of authority when he speaks. At his side he carries a simple longsword, and his shoulders are cloaked by a thickly-furred pelt. Despite his imposing presence, he has a kind face that helps to put others at ease—so long as he's been given no reason to be angry with them.

**PERSONALITY.** Galahad is a stern teacher but a gregarious friend. While on the hunt or training a pupil he holds no room for humor, but, when safe at home with a mug of ale and good company, he is almost like a different person. His best students get to know both sides of him well, and graduates of his training often return to visit him when they can.

### HOOKS

**ABHORRENT PREY.** Galahad sends the prospective student after an aberrant creature that has been prowling the woods nearby. He will train them if they can bring back its head.

**SEEKING SANCTUARY.** As the first step of their training, Galahad sends his student in search of a natural sanctuary that might serve as a shrine to nature.

**NATURAL ENEMIES.** An organization threatens the environmental stability of the region. Galahad requests the party's aid in dealing with the threat as his price for teaching one of them.



## WILDERNESS SCOUT

**Prerequisite:** At least 3 levels in ranger or rogue and 2 in the other

Whenever you would deal Sneak Attack damage while in your favored terrain as specified by your Natural Explorer class feature, your Sneak Attack dice increase to d8s and you roll an additional Sneak Attack die. Your ranger levels count as rogue levels for determining your number of Sneak Attack dice.

You lose the benefits of this training if you gain levels in any class other than ranger or rogue, or if the difference in your ranger and rogue levels becomes larger than your proficiency bonus.

### CELIG GRAYDIN

*Wilderness Scout*

**DESCRIPTION.** Standing almost six and a half feet tall, Celig Graydin is a large birdfolk with brown, white, and black feathers, and a blue-tipped beak. He dresses colorfully with red-browns and bright greens and blues, and is rarely seen without his leather armor and his bow and arrow. Not capable of flight, Celig's muscled arms end in hand-like talons.

**PERSONALITY.** Despite his inability to fly, Celig has traveled the world over. His favorite places are coastal regions, and he has a modest home on a cliff overlooking the ocean that he returns to between his travels. He will teach anyone who shows a basic aptitude for stealth and observation, but like-minded adventurers with a strong desire for travel are at the top of his list. As an instructor, Celig is casual outside of dangerous situations, and treats his students as he would travel companions he guides through the wilds.

### HOOKS

**CELIG'S FAVORITE SPOT.** Celig tasks his student with finding his favorite spot. While this may at first seem like a simple task, he gives them very little to go on and simply says he'll be waiting there when they get there.

**PRACTICAL EXAM.** Celig takes on a job guiding a group through hostile wilderness, and uses it as an opportunity to train his student. He asks his student to take on the lead role, though he assures the client that he'll be doing the job as well "just in case."

**TELL ME SOMETHING NEW.** Celig agrees to teach his would-be student, but first they have to tell him a story of their travels to a place he hasn't seen, or of an experience he hasn't had. With how well-traveled Celig is, what will they have to do to earn his appreciation?



## WOAD WARD

**Prerequisite:** At least 3 levels in druid or ranger and 2 levels in the other

Druids and rangers both draw upon the energy of the wilds to fuel their magic, but the disciplines' differing perspectives on how to protect those places lead to that magic taking differing forms. You have learned how to balance these perspectives and blend their respective magic. Your ranger levels count as druid levels for the purpose of spellcasting, and you lose your spell slots from your levels in ranger (for example, if you had three levels in druid and two levels in ranger, after taking this advanced training, you would have four 1st level, three 2nd level, and two 3rd level spell slots). You can choose any spells from either the druid or ranger spell lists when selecting spells.

You lose the benefits of this training if you gain levels in any class other than druid or ranger, or if the difference in your druid and ranger levels becomes larger than your proficiency bonus.

### AOIFE, WARRIOR OF THE WOAD

*Woad Ward*

**DESCRIPTION.** A short elven woman with shoulder-length orange-red hair, Aoife wears light leather armor and a short cloak made from a wolf's pelt. Her head is adorned with antlers that seem to sprout directly from her skull, and her eyes are like jet stones. Tattoos run down her face from above her eyes to the corners of her mouth, and her arms are decorated with simple, beaded bracelets. Though a capable spellcaster, Aoife favors a bow and arrow for her day-to-day needs.

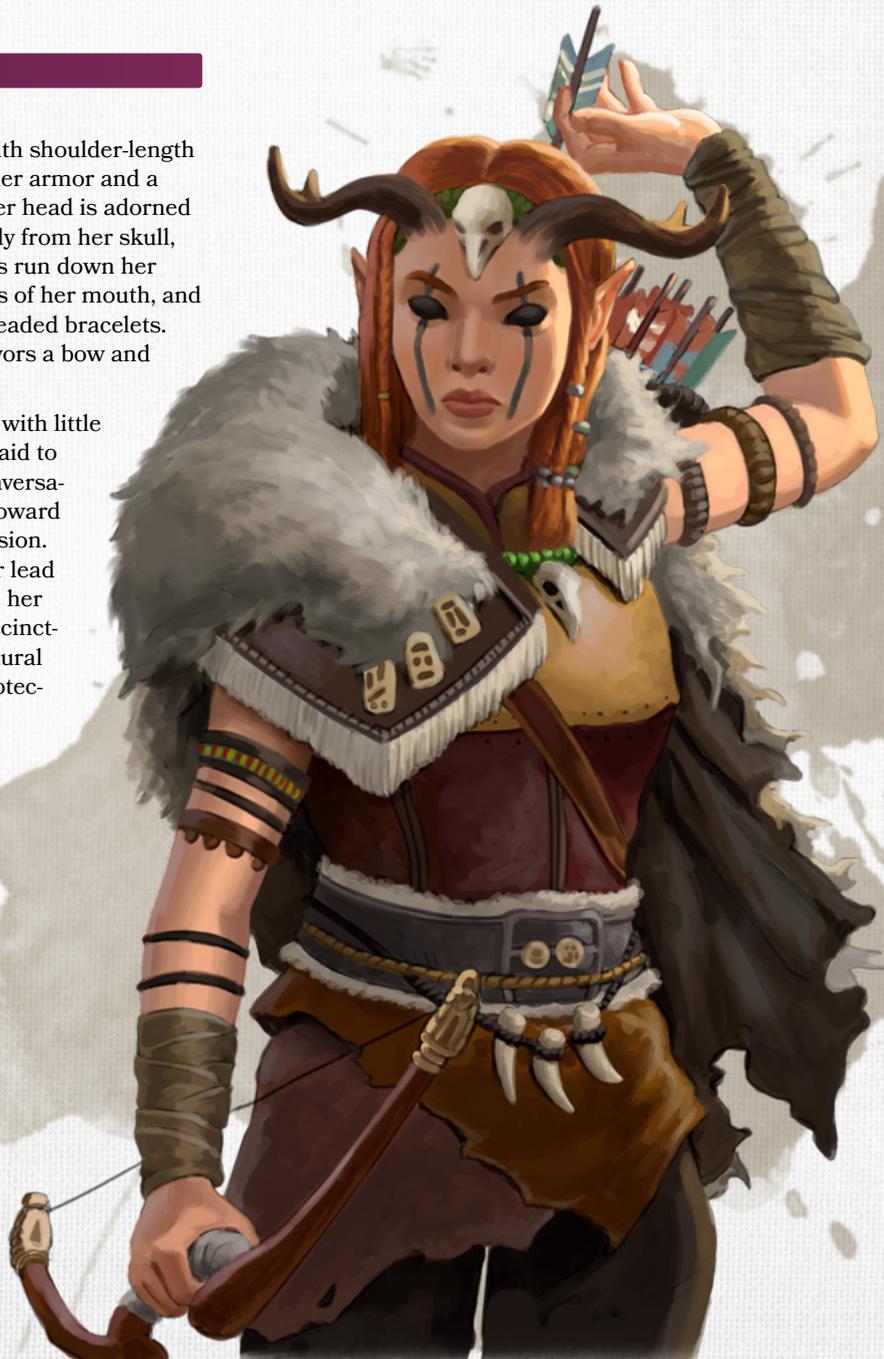
**PERSONALITY.** Aoife is a direct woman with little patience for the verbose, and is not afraid to interrupt others in order to bring a conversation back to its purpose or to guide it toward its swiftest path to constructive conclusion. Her students swiftly learn to follow her lead in this regard, and those who graduate her instruction learn to appreciate this succinctness along the way. Aoife holds the natural realm in the highest regard, and its protection is of utmost importance to her.

### HOOKS

**A SACRED ARTIFACT.** An artifact sacred to the spirits lies deep within an old growth forest, and brigands seek it out for personal gain. Aoife tasks her student with protecting the artifact and ensuring it does not fall into the wrong hands.

**NATURAL SELECTION.** Only those that demonstrate their devotion to the natural world can become Aoife's student. The first lesson in her training regimen is for her student to live alone in the wilds for a month, starting with nothing but the clothes on their back.

**UNNATURAL ORDER.** Animals have come to Aoife with a plea for help. Something has upset the natural order, and not all those who die stay dead for long. Aoife asks her student to join her on this mission as a final test of their abilities.



# EPIC TRAININGS

Here comes a point in each adventurer's career when they have attained enough skill to match any instructor they could possibly study under. When that happens, the only thing left for them to do is to devote themselves to their own studies and create a new style all their own.

Epic trainings provide you with options for higher level adventurers to further define their build archetype into a specific niche. Whereas the advanced trainings in the previous section required character levels of 5 and higher, these epic trainings require characters to be at least 15th level before taking them.

Maintaining a training requires that you continue your exercises daily. If you begin lessons to master a new epic training, you immediately lose the benefit of your previous training, and must spend the necessary time to relearn that epic training. You can maintain both an epic training and an advanced training simultaneously, but not more than one of either.

## EARNING AN EPIC TRAINING

Intended as a special ability that the character develops themselves, the GM may require the character to go on a journey of self discovery and training before unlocking their ultimate potential. Quests to gain an epic training could be done as individuals, or with the support of the rest of the party, but it's recommended that each quest be tied to something fundamental to the character. This could include a quest tied to the character's backstory, a mission of importance that can only be successful if the character manages to develop the skills they need to master the training, or any number of other possibilities. A character can only have one epic training at a time, and learning a new training causes the previous training to be lost

## INSPIRATION FOR EPIC TRAINING QUESTS

When building an adventure for a character seeking to earn an epic training, you can draw inspiration from character-specific quest lines from games like Mass Effect, Baldur's Gate, Dragon Age, and other story-heavy RPGs. In these games, there is often a reward unlocked for characters after completing their full questline, and using that same idea in your 5e game can provide some really great character development arcs as your party prepares for their final battle in a campaign.

## AUTOZOEPHAGE

**Prerequisite:** At least 15th level, and either the Pact Magic or Spellcasting class feature

You have learned to bolster your magic by sacrificing your vitality. When you cast a spell, before rolling, you can spend up to 2 Hit Dice to increase the attack bonus or DC of the spell, gaining +1 per Hit Die spent, or spend 2 Hit Dice to increase the effective level of the spell slot by 1 (e.g., if you spent a 5th level spell slot, the spell would be considered to have been cast at 6th level).

## BATTLEFIELD CONTROLLER

**Prerequisite:** At least 15th level

Your skill at controlling the movements of your enemies on the battlefield is so great that, even when you fail to achieve your goal, your enemies are still left floundering. Whenever you fail to inflict the grappled, incapacitated, paralyzed, prone, restrained, or stunned condition—whether by failing an ability check, your target succeeding a saving throw, or your target being immune to the condition—the target's speed is halved until the end of your next turn.

## BATTLE-READY MAGE

**Prerequisite:** At least 15th level, and the ability to cast at least 1 spell

You prepare for danger by readying a spell for a hair trigger release. When you complete a long rest, choose one of your spells that takes 1 action, 1 bonus action, or 1 reaction to cast. When you roll initiative and you aren't surprised or incapacitated, you can immediately cast the spell you chose. You can cast the spell in this way only once per long rest.

Additionally, when you take the Ready action to cast a spell, you don't cast the spell, expend the spell slot, or concentrate on the spell until the triggering reaction occurs.

## DIMENSIONAL STRIDER

**Prerequisite:** At least 15th level, and the ability to teleport via a class feature, spell, or other ability that isn't provided by a magic item

You can slip through planes and physical space as if it's second nature. As a bonus action, you can teleport yourself or a friendly creature you can see within 100 feet up to 30 feet in any direction. You can use this ability 6 times, regaining expended uses when you finish a long rest.

When you use this ability, you can augment your teleportation in one of the following ways:

- ✦ **Confusing Teleport.** This teleport is especially swift, and disorients your enemies. Attack rolls against the teleported creature have disadvantage until the end of your next turn.
- ✦ **Repelling Teleport.** This teleport creates a small shockwave. Creatures within 30 feet of the point the teleported creature arrives at are subjected to the *thunderwave* spell. The spell save DC is equal to 8 + your proficiency bonus + your Intelligence, Wisdom, or Charisma modifier, your choice.
- ✦ **Subtle Teleport.** The teleported creature becomes invisible for one minute. This effect ends early if the target attacks or casts a spell.
- ✦ **Dimensional Shift.** The teleported creature is momentarily shifted into the border ethereal. Until the end of their next turn, they can move through solid objects, including walls and ground. If they end their turn inside a solid object, they take 3d8 force damage as they are shunted to the nearest unoccupied space.

## EVASIVE FIGHTER

*Prerequisite: At least 15th level, and the Evasion feature*

Whenever you successfully use your Evasion feature to avoid all damage dealt by an effect, you can use your reaction to move up to your speed without provoking opportunity attacks, and then perform one of the following actions:

- ✦ Shove a creature, using your Dexterity (Acrobatics) instead of your Strength (Athletics)
- ✦ Take the Dodge action
- ✦ Make a single attack with a light weapon or unarmed strike

## FORTRESS

*Prerequisite: At least 15th level, a hit point maximum of at least 150, and a minimum Constitution score of 18*

Through dedication, training, and discipline, you have honed your body to the pinnacle of physical fortitude, making yourself a bulwark against all who would try to best your might. You can't be knocked prone, grappled, restrained, or be moved against your will. When making Strength checks or saving throws, you can choose to use your Constitution score in place of your Strength score. You are resistant to damage dealt by the environment (falling, traps, lava, pressure, etc.).

## HEROIC PROTECTOR

*Prerequisite: At least 15th level*

Your supernatural desire to protect your friends enables you to break your mortal limitations. When an ally you can see is reduced to 0 hit points or killed, you can immediately take an extra turn. During this extra turn, you can ignore any effects that would prevent you from acting normally, such as a poison that paralyzed you, a spell that incapacitates you, a grappling vine, or an injury that reduces your speed.

Once you use this ability, you can't use it again until you complete a long rest.

## HORDE SLAYER

*Prerequisite: At least 15th level, and at least 11 levels in barbarian, fighter, monk, ranger, or rogue*

Your martial prowess enables you to cleave through hordes of enemies like a hot knife through butter. When you take the Attack action, you can choose to use one of the following abilities in place of one of your attacks before making the attack roll:

**WHIRLWIND ATTACK.** You lash out with a blindingly fast flurry of strikes. Make a melee attack that targets up to 8 creatures of your choice within your reach.

**PIERCING SHOT.** You release a deadly ranged attack, piercing through multiple foes. Make a ranged attack targeting the first 5 creatures in a straight line up to your attack's short range. You can reduce the number of targets, but not the order in which they are selected (e.g., you can choose to target the first 3 creatures rather than the first 5)

When you use one of these abilities, you apply the same attack roll and damage roll to all targets. If you target creatures with a different armor class, you could hit some and miss others.

## IRON FIST

*Prerequisite: At least 15th level, and unarmed strikes that deal at least 1d4 damage*

Your knuckles and hands are covered in calluses from the rigorous and taxing training you have undergone. Your punches strike with the force of a hammer on an anvil. Once per turn, when you hit with an unarmed strike, you can amplify the force of the blow. If you do, the target takes an additional 2d10 bludgeoning damage and must succeed on a Strength saving throw or be knocked prone or pushed back 15 feet (your choice). The DC of this saving throw is 8 + your proficiency bonus + your Strength or Dexterity modifier, your choice. Additionally, you have advantage on Strength (Athletics) checks made to grapple or shove another creature. When you successfully grapple a creature, you automatically restrain the target for as long as you are grappling them.



## LETHAL SNIPER

**Prerequisite:** At least 15th level, and proficiency with longbows or shortbows

You have become a true master in killing your enemies with a bow. If you hit a creature with a ranged weapon attack using a bow, and the target has 50 or fewer hit points remaining after you deal damage with the attack, that creature takes an extra 2d8 points of damage from the attack (doubling the number of dice rolled as normal if the hit was a critical hit).

Additionally, you've learned key points to strike that leave your enemies vulnerable. As an action, you can make a ranged weapon attack using a bow against a creature you can see within short range. You have advantage on the attack, and the attack deals an extra 3d8 damage on a hit. A creature damaged by this attack must succeed on a Constitution saving throw or be stunned until the end of your next turn. A creature that succeeds its saving throw has its speed halved until the end of your next turn instead. The save DC is equal to 8 + your proficiency bonus + your Dexterity modifier. Once you use this ability, you can't use it again until you finish a short or long rest.

## MAGICAL TINKERER

**Prerequisite:** At least 15th level, and proficiency in Arcana and tinker's tools

You've made an in-depth study of how magic is imbued into or enchanted upon items. Magic items you attune to that have charges have their maximum number of charges increased by 1 while you remain attuned to them. When you expend the last charge of an item and the item would be destroyed as a result (E.G., YOU ROLL A 1 AFTER EXPENDING THE LAST CHARGE OF A WAND OF FIREBALLS), there is a 50% chance that the item is not destroyed. Additionally, you can attune to 2 items at the same time, and you can attune to an additional item. This additional item must be of rarity Very Rare or lower.

## MASTER OF STEALTH

**Prerequisite:** At least 15th level, proficiency in Stealth, and at least 5 levels in monk, ranger, or rogue

You have mastered the art of remaining unseen amidst the chaos of combat. Whenever you hit with an attack against a creature that could not see you before the attack was made, you do not reveal your position. If you were hidden as the result of an effect that would end as a result of making an attack, such as the *invisibility* spell, that effect does not end until the end of your turn.

Additionally, you can take the Hide action as long as you have at least light cover, and you remain hidden while moving as long as you end your movement behind cover (this movement can't be broken up with other actions if you want to remain hidden).

## MIRACLE HEALER

**Prerequisite:** At least 15th level, and the ability to cast spells that can return a creature to life

You have practiced and made use of healing magic so often that you are able to push it further than previously thought possible. When you heal an ally with a spell, they can recover additional hit points equal to your spellcasting modifier plus your proficiency bonus. In addition, dead allies who you revive during combat that return with fewer hit points than half their hit point maximum are returned with hit points equal to half their hit point maximum instead.

## PEERLESS WARRIOR

**Prerequisite:** At least 15th level, lacking the Spellcasting or Pact Magic features, and having the Fighting Style feature

Your unending devotion to the path of the warrior has granted you a peerless fighting style. Choose one of the following features:

**PEERLESS POWER.** Once on each of your turns, when you deal damage to a creature using a heavy weapon, you can choose to deal an equal amount of damage to another creature within 5 feet of your target and within reach or range of your weapon. If that creature's AC is higher than the AC of the target of your attack, they take half as much damage.

**PEERLESS GRACE.** When a creature hits you with an attack, and the attack exceeds your AC by 5 or more, you can use your reaction to reveal that you were playing into their hands on purpose. The attack's damage is halved against you, and you can make an attack against them with advantage using a weapon you are wielding, provided it lacks the heavy property.

**PEERLESS DEFENSE.** You gain a +4 bonus to your AC. Whenever you are hit by an attack, this bonus is suppressed until the start of your next turn.

**PEERLESS AMBIDEXTERITY.** When you make an attack as part of the Attack action or an opportunity attack while engaging in two-weapon fighting, you can make an additional attack with the other weapon you are wielding as part of that action.

**PEERLESS AIM.** Whenever you make a ranged weapon attack and miss, the target still takes damage equal to your attack's ability modifier.

## REACTIVE FIGHTER

**Prerequisite:** At least 15th level, and at least 11 levels in barbarian, fighter, monk, paladin, ranger or rogue

Your combat reflexes are unparalleled. You add your proficiency bonus to initiative rolls. Additionally, you can take an extra reaction each round, but no more than one reaction per turn.

## RECKLESS CASTER

**Prerequisite:** At least 15th level, and the ability to cast damaging spells that affect an area

By removing the range and safety aspects of a spell's casting, you can catch enemies by surprise with reckless use of magic. Whenever you cast a spell that deals damage, affects an area, and includes you as a target, all other creatures in the area have disadvantage against the spell's saving throw. If you succeed on the saving throw, you suffer none of the spell's negative effects.

## SHIELDMAGE

**Prerequisite:** At least 15th level, and the ability to cast at least 3rd level abjuration spells

Your skill with magical defenses has reached a new level of mastery. Using your action, you can expend a spell slot to ward a creature you can see within 60 feet with one of the following effects:

- ✦ The target gains a bonus to their AC equal to half the level of the expended spell slot, rounded up.
- ✦ The target gains temporary hit points equal to 5 times the level of the expended spell slot.

The ward lasts for 10 minutes.

If you expend a spell slot of 6th level or higher, you can instead cast *wall of force*. If you cast *wall of force* in this way, you do not have to concentrate on it and it only lasts for 1 minute. You can only have one such *wall of force* in existence at a time.

## SPELL SUBSTITUTION MASTER

**Prerequisite:** At least 15th level, and the ability to prepare spells

You can reach into your memory to recall the magic you need. You can cast a spell you chose not to prepare last time you completed a long rest. You can use this ability a number of times equal to your proficiency bonus, regaining expended uses when you finish a short or long rest.

## SPELLBLADE

**Prerequisite:** At least 15th level, at least 10 levels in barbarian, fighter, monk, or rogue, and the ability to cast 2nd-level spells

As a bonus action, you can expend a spell slot to temporarily enhance a weapon you are holding. The weapon gains the corresponding bonus to attack rolls and damage rolls from the table below for the listed duration, or until you are no longer holding it.

When you hit a target with an attack, you can choose to end this effect early to deal additional force damage equal to the listed smite damage.

SLOT LEVEL	BONUS	DURATION	SMITE DAMAGE
1st	+1	Until the end of your turn	1d8
2nd	+1	Until the end of your next turn	2d8
3rd	+2	Until the end of your next turn	3d8
4th	+2	1 minute	4d8
5th	+3	1 minute	5d8
6th	+3	10 minutes	6d8
7th	+4	10 minutes	7d8
8th	+4	1 hour	8d8
9th	+5	1 hour	9d8

## SYMBOL OF COURAGE

**Prerequisite:** At least 15th level, a Charisma Score of 20 or higher, and proficiency with martial weapons

Your feats of valor give inspiration to your allies. Your weapon attacks score a critical hit on a roll of 18-20. When you score a critical hit, all allies within 60 feet of you gain the following benefits:

- ✦ They gain an amount of temporary hit points equal to your Charisma score.
- ✦ Their movement speed increases by 5 feet until the end of your next turn.
- ✦ They have advantage on their next saving throw they make before the end of your next turn.

## PACT ENTITIES



**T**his chapter provides 20 entities capable of granting boons, charms, and pacts, including one entity of each type (aberrant, celestial, fey, primal, unholy) and of each entity level (minor, moderate, major, deific). Each entity is provided with lore, plot hooks to help introduce them (as allies or adversaries) in your game, a selection of granted powers that are particularly suited to their themes, and a stat block. Entities are organized first by type, then by power level. Listed boons can be found in the sections associated with the entity's type in chapter 1, with the exception of universal boons which are clearly labeled in each list where they appear.

# ABERRANT ENTITIES

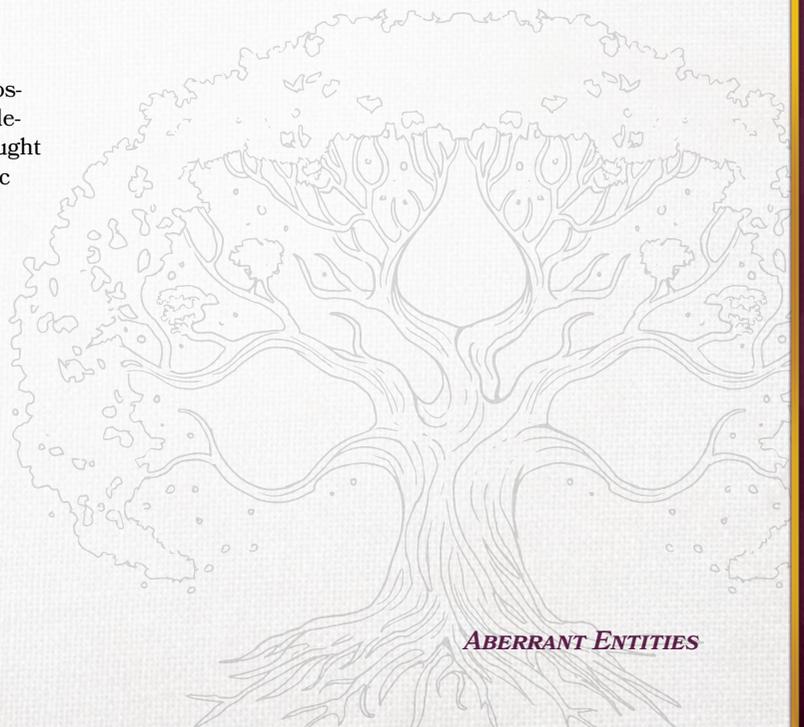
IV



AN ADVENTURER COMMUNES WITH A PRIMAL NATURE SPIRIT

## FIGHTING COSMIC HORRORS

Dungeons and Dragons as a system doesn't handle cosmic horror as a genre particularly well. The game is designed with the assumption that everything can be fought given the right preparation or some good luck. Cosmic horrors, particularly entities like the Hound of the Black Sun and the Shaper introduced in this section, aren't meant to be fought. They are overwhelming, alien forces that can't possibly be overcome. Nevertheless, stat blocks are provided for these entities in an attempt to represent what capabilities they might have if encountered, or if some version of them were to be summoned (e.g., via a Pact of Summoning).



ABERRANT ENTITIES

## AVAGEX, ATTENDANT OF THE ANCIENT

*Entity Level: Minor (aberrant)*

**DESCRIPTION.** Avagex is a lizardfolk of tall stature and thin build, with smoothly rounded facial features—not unlike those of a skink. His green scales are flecked with iridescent purple, and eye-like spots are visible on the top of his head and the backs of his hands. Avagex is most commonly seen wearing deep purple robes decorated in gold with strange symbols, and carrying an odd staff whose form seems to writhe and twist in dim light.

**PERSONALITY.** Avagex desires one thing above all else—power. Manipulative and indifferent to the struggles of those around him, he sees others as tools to be used and discarded. As a result, he struggles to trust others, and blames them for his own failings.

**POWER-HUNGRY MANIPULATOR.** Like most cult leaders, Avagex started out as a con man looking for power. However, when he discovered an ancient text in the ruins in which he was conducting his cult's ceremonies, he quickly learned that there was much greater power to be obtained than social status. Avagex and his Cult of the Ancients now conduct rituals of summoning to conjure forth portals to the void and the outer realms which allow the magic of the ancient ones to seep into the world and infuse them with strange powers.

**FEARFUL WORSHIP.** Avagex fears the entities he serves, but has grown to worship them as he has become more and more entangled in the cult; incapable of extracting who he was from who he has become. Though terrified by the vast emptiness of the places he sees through the portals they open, he finds an awesome beauty in them that draws him back again and again.

**POWERS OF THE COSMOS.** Avagex has witnessed many strange and terrible things through the portals the Cult of the Ancients has opened, and visions haunt his sleep. These experiences have both opened and scarred his mind, giving him *insight* into the inner workings of the cosmos while ever weakening his ability to differentiate reality from the visions in his dreams. Though not always willing to share his secrets, he offers cultists who prove themselves loyal the chance to participate in his greater workings, granting them knowledge and power as a reward for their continued service to him.

### SUGGESTED BOONS

Acidic Blood, Eldritch Gaze, Psychic Influence

### SUGGESTED CHARMS

Instill Weakness, Many-Eye Charm, Mind-Reader Charm, Seeing Eye Charm

### SUGGESTED PACTS

All-Knowing, Flesh-Cursed, Living Vessel

### HOOKS

**BARRIERS GROW THIN.** Avagex is weakening the barrier between worlds with his rituals, and the party is asked to stop him. The things the party sees during their fight with him may change them.

**KNOWLEDGE SEEKERS.** The party learns of the Cult of the Ancients and seeks them out for power or knowledge.

**VISIONS OF GREATNESS.** Avagex is shown a vision of the party bringing him great power through their worship. He seeks them out and attempts to convince them to undergo a ritual.



## AVAGEX, ATTENDANT OF THE ANCIENTS

Medium humanoid (lizardfolk), chaotic evil

**Armor Class** 14 (natural)  
**Hit Points** 80 (12d8+36)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	16 (+3)	18 (+4)	13 (+1)	16 (+3)

**Saving Throws** Int +7, Cha +6

**Skills** Arcana +7, Deception +6, History +7, Perception +4

**Damage Immunities** psychic

**Condition Immunities** charmed

**Senses** darkvision 120 ft., passive Perception 14 (19 sight-based)

**Languages** Common, Deep Speech

**Challenge** 7 (2900 XP)

**Proficiency Bonus** +3

**Eyes of the Ancient.** Avagex's eyespots grant him exceptional awareness. Avagex can't be surprised, has advantage on Perception checks relying on sight, and can see normally in darkness, both magical and nonmagical, to a distance of 120 feet.

**Guarded Mind.** Avagex has advantage on Wisdom, Intelligence, and Charisma saving throws.

### ACTIONS

**Multiattack.** Avagex makes 2 Fleshwarp Staff attacks, one of which can be replaced with a Psychic Lash.

**Fleshwarp Staff.** *Melee Spell Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+4) bludgeoning damage and the target must make a DC 15 Constitution saving throw, taking 21 (6d6) necrotic damage on a failed save, or half as much damage on a successful one.

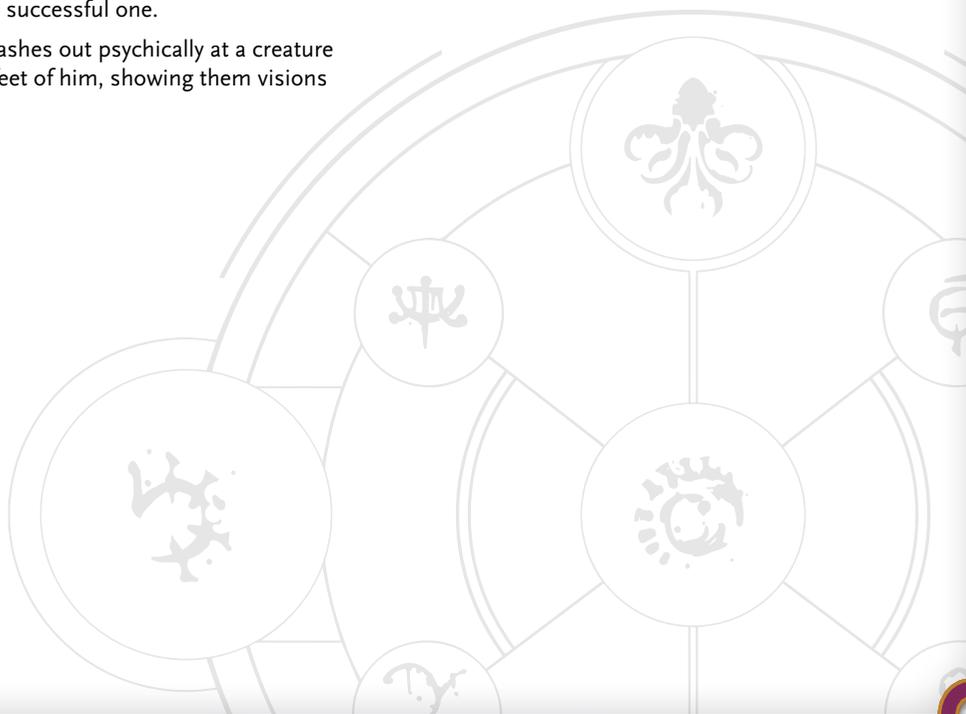
**Psychic Lash.** Avagex lashes out psychically at a creature he can see within 60 feet of him, showing them visions

of strange worlds and alien entities. The target must succeed on a DC 15 Intelligence saving throw or take 22 (5d8) psychic damage. A creature that fails its saving throw by 5 or more is also stunned until the end of its next turn.

**Gift of the Ancients (1/Rest).** Avagex and each ally within 30 feet of him are surrounded with luminous green mist, temporarily infusing them with magical essence from the void and granting them 15 temporary hit points. While these temporary hit points remain, their attacks deal an additional 3 (1d6) psychic damage on a hit.

**Bane of the Ancients (1/Rest).** Avagex thins the barrier between worlds, allowing corrupting forces to bleed through. Each creature in a 20-foot radius sphere centered on a point Avagex can see within 90 feet of him must make a DC 15 Constitution saving throw. On a failed save, a creature takes 21 (6d6) necrotic damage and the corrupting essence curses them. A creature cursed by this effect takes an additional 4 (1d8) necrotic damage each time it takes damage. This curse lasts for 1 minute, or until it is removed by a *remove curse* spell, whichever comes sooner. An affected creature can make a new Constitution saving throw at the end of each of its turns to end the effect on itself. A creature that succeeds its saving throw takes half damage and is not cursed.

**Charm Person (2/Rest).** Avagex casts *charm person* at 5th level (spell save DC 15).



## SCION OF THE GREAT MIND

*Entity Level: Moderate (aberrant)*

**DESCRIPTION.** A strange creature indeed, the Scion of the Great Mind is a smooth-skinned entity with limbs that are too long for it to be humanoid, and too round and smooth to have the joints one would normally expect in such a person. Its long, smooth head ends in a rounded point at its top, has thin slits for nostrils, and a mouth full of transparent, spine-like teeth, but bears no sign of having eyes. Its pinkish flesh is rubbery, resembling something like a worm's body. Despite these inhuman characteristics, it dresses in ornate robes of purple and gold bearing unusual markings.

**PERSONALITY.** Unknowable at best and cruelly apathetic at worst, the Scion of the Great Mind treats others as tools for some grand design. It forms pacts and grants powers as ways to achieve its goals, but it is also known to simply dominate the minds of weaker-willed individuals when it can.

**HEIR TO THE GREAT MIND.** The Scion of the Great Mind is believed to have inherited many powers from the Great Mind when it was destroyed. However, little is known about the Scion itself. The Great Mind possessed command over a vast hivemind, moving its network of pawns about the world in pursuit of some nebulous goal. When it was destroyed, many thought its grand plan halted. But the Scion rose in its place, and seems to have begun its work anew.

**ENIGMATIC MASTERMIND.** The Scion of the Great Mind only reveals itself to those it believes can be of use to it. It does not risk trying to dominate those of sufficient strength to pose a threat to it, instead offering them power in exchange for their services. When it can, it uses its dominated pawns to send messages rather than put itself at risk.

**MINDNET LEGION.** The pawns that the Scion of the Great Mind manipulates are organized into a hierarchy, with some granted additional powers or even the ability to control others within the network. These entities range from cult leaders who intentionally sought out the power of the Great Mind, to dominated individuals who have simply been in the right position to make the best use of the abilities it grants them.

### SUGGESTED BOONS

Cacophonous Blessing, Cryptic Mind, Gibbering Mind, Lucid Observer, Psychic Influence, Worm's Blessing

### SUGGESTED CHARMS

Eyes of the Medusa, Instill Weakness, Know the Enemy, Mind-Reader Charm, Raiment of Hollow Bodies, Seeing Eye Charm, Timely Insight

### SUGGESTED PACTS

All-Knowing, Face Stealer's Pact, Flesh-Cursed, Neural Hub, Pact of Innate Magic, Wheel of Fate

### HOOKS

**PAWN TO E4.** A pawn of the Scion of the Great Mind approaches the party, offering them aid with their current mission in return for some assistance of their own.

**SCION'S GAMBIT.** The Scion of the Great Mind is revealed to have been a longtime benefactor of the party. It offers them greater power in exchange for their continued loyalty.

**KING'S CASTLE.** The Scion of the Great Mind seeks the party as allies, having heard of their need for power and trusting in their capability to defend it against its enemies.



## SCION OF THE GREAT MIND

Medium aberration, lawful evil

**Armor Class** 15 (natural)  
**Hit Points** 136 (16d8+64)  
**Speed** 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	19 (+4)	21 (+5)	17 (+3)	17 (+3)

**Saving Throws** Con +8, Int +9, Wis +7  
**Skills** Arcana +9, Athletics +7, Deception +7, History +9, Insight +7, Perception +7  
**Damage Resistances** acid; bludgeoning  
**Damage Immunities** psychic  
**Condition Immunities** charmed, blinded  
**Senses** darkvision 120 ft., passive Perception 17  
**Languages** telepathy 120 ft., Common, Deep Speech  
**Challenge** 12 (8400 XP)      **Proficiency Bonus** +4

**Magic Resistance.** The Scion of the Great Mind has advantage on saving throws against spells and other magical effects.

**Grandmaster.** Whenever the Scion of the Great Mind grants another creature an attack, that creature uses either its attack bonus or a +9, whichever is higher.

### ACTIONS

**Grand Plan.** The Scion of the Great Mind uses Pawn's Assault twice, and then uses Rook's Capture. It can replace a use of Pawn's Assault to take control of a creature it has dominated with King's Defense.

**Pawn's Assault.** One creature the Scion of the Great Mind can see within 120 feet of it must make a DC 17 Intelligence saving throw. On a failed save, the target must make an attack with a weapon or cantrip against another target of the Scion of the Great Mind's choice within its range.

**Rook's Capture.** One creature the Scion of the Great Mind can see within 120 feet of it must make a DC 17 Intelligence saving throw. On a failed save, the target moves up to its speed to a location of the Scion of the Great Mind's choosing, then make an attack with a weapon or cantrip against another target of the Scion of the Great Mind's choice within its range.

**King's Defense (1/Rest).** The Scion of the Great Mind casts *dominate person* (DC 17). On a successful save, the Scion of the Great Mind gains a +2 bonus to its AC until the end of its next turn.

**Overwhelming Force (2/Rest).** The Scion of the Great Mind emits overwhelming psychic energy in a 60-foot cone. Each creature in that area must succeed on a DC 17 Intelligence saving throw or take 46 (8d8+10) psychic damage and be stunned for 1 minute. A stunned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

**Worm Slap.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d8+3) bludgeoning damage.



## HOUND OF THE BLACK SUN

**Entity Level:** Major (*aberrant*)

**DESCRIPTION.** Depicted as an enormous black dog made of the void of space riddled with stars and nebulous gasses, the Hound of the Black Sun is an enigmatic creature. Legends hold that its size and form changes with distance and direction from observers, rendering depth and perspective meaningless in attempts to discern its location or its true form.

**PERSONALITY.** While its behavior at times seems comparable to that of any other dog, the Hound of the Black Sun shows an intelligence in its hunts that goes far beyond any animal. Though it would be hard to prove, it seems to take joy in hunting and the fear it inflicts in its prey. It has an affinity for other hunters, and, on rare occasions, has been known to grant power to those who hunt in its name.

**COSMIC HUNTER.** Capable of striding incredible distances in the blink of an eye, there is no escaping the Hound of the Black Sun once it chooses its prey. Because its hunts are few and far between, its motivations for choosing its prey are unknown. Some believe that it must be called by a ritual or some greater cosmic power, while others believe it behaves more like a wild beast, sensing some weakness or illness that singles the prey out for the hunt. Whatever the reason, there are reports throughout history of an enormous black dog in the ravings of madmen who later disappeared under mysterious circumstances—presumably having fallen victim to its implacable hunt.

**PACK LEADER.** The Hound of the Black Sun's howls echo across the cosmos, calling its pack to rise from their slumber. It is said that when its pack finally answers its call, a great hunt will begin throughout the cosmos. Those who devote themselves to it believe either that this hunt will spare them, or that it will usher in a new and better era. Often, they become dedicated hunters themselves in hopes of proving themselves worthy.

**ENIGMATIC BEAST.** The Hound of the Black Sun may spend decades on a hunt, appearing only occasionally throughout the duration, then disappear for a century before finding new prey. Other times it appears before hunters, making itself known to them in their dreams and visions, and offering them power. What it gets in return, or what it might achieve for itself through these interactions, is a mystery.



### SUGGESTED BOONS

Blessing of the Black Star, Boon of Warped Space, Dawn of the Inky Sun, Dreams of a Distant Moon, See Beyond Geometry, Too Many Teeth, Void Star's Gaze

### SUGGESTED CHARMS

Dream Invader, Instill Weakness, Surprising Bite, Vigilant Slumber

### SUGGESTED PACTS

Call of the Hounds, Heartless, Soul Eater

### HOOKS

**VISIONS OF THE COSMOS.** A party member hears howling in their dreams, followed by visions of strange places and the eventual appearance of an enormous black dog on the horizon.

**HUNTING PACK.** The party encounters a group of unusual hunters, who offer them power in exchange for aid in their hunt.

**SHARED PREY.** The party seeks the same prey as the Hound of the Black Sun, and encounters it during their hunt.

## HOUND OF THE BLACK SUN

Gargantuan aberration, neutral evil

**Armor Class** 18 (natural)  
**Hit Points** 253 (22d12+132)  
**Speed** 80 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	25 (+7)	22 (+6)	13 (+1)	23 (+6)	17 (+3)

**Saving Throws** Str +13, Dex +13, Con +12

**Skills** Athletics +13, Perception +12, Stealth +13, Survival +12

**Damage Immunities** cold, fire, psychic, radiant; bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Immunities** charmed, blinded, exhaustion, frightened

**Senses** truesight, passive Perception 22

**Languages** understands Deep Speech, but can't speak

**Challenge** 19 (22000 XP) **Proficiency Bonus** +6

**Beyond Distance and Perspective.** The Hound of the Black Sun ignores cover and concealment and can see well across nigh infinite distances, including to other planes of existence. Additionally, it always appears the same size no matter how far away it is, making distance hard to estimate and causing ranged attacks made against it to have disadvantage.

**Born of the Infinite Void.** When slain, a new Hound of the Black Sun is born in 1d100 years, sharing all memories of its predecessor except those immediately leading up to its demise.

**Cosmic Hunter.** Instead of moving, the Hound of the Black Sun can step into the void, appearing anywhere it can see at the start of its next turn. If it is carrying another creature, it must appear within 80 feet of, and on the same plane as, its original location. This counts as a *teleport* or *plane shift* spell and can't be used in an *antimagic field* or area of *forbiddance*.

**Touch of the Void.** Creatures and objects that touch the Hound of the Black Sun take 3 (1d6) cold, 3 (1d6) fire, and 3 (1d6) radiant damage (included in its attacks).

### ACTIONS

**Multiattack.** The Hound of the Black Sun makes 3 attacks, one of which can be with its Jaws of the Black Sun.

**Jaws of the Black Sun. Melee Weapon Attack:** +13 to hit, reach 20 ft., one target. **Hit:** 33 (4d12+7) force damage, 7 (2d6) cold damage, 7 (2d6) fire damage, and 7 (2d6) radiant damage, and the target is grappled. A grappled creature takes 3 (1d6) cold damage, 3 (1d6) fire damage, and 3 (1d6) radiant damage at the end of each of its turns.

If this attack reduces a creature to 0 hit points, it is disintegrated. A disintegrated creature and everything it is wearing and carrying, except magic items, are reduced to a pile of fine gray dust. The creature can be restored to life only by means of a *true resurrection* or a *wish* spell. This attack automatically disintegrates a Large or smaller nonmagical object or a creation of magical force. If the target is a Huge or larger object or creation of force, this attack disintegrates a 10-foot-cube portion of it. A magic item is unaffected by this attack.

**Cosmic Slash. Melee Weapon Attack:** +13 to hit, reach 15 ft., one target. **Hit:** 18 (2d10+7) slashing damage, 3 (1d6) cold damage, 3 (1d6) fire damage, and 3 (1d6) radiant damage.

**Howl of the Black Sun (1/Rest).** Each creature within 240 feet of the Hound of the Black Sun must succeed on a DC 20 Wisdom saving throw or take 22 (5d8) psychic damage and become frightened of the Hound of the Black Sun for 1 minute. A creature that succeeds its saving throw takes half damage and is frightened until the start of the Hound of the Black Sun's next turn instead.

Additionally, the Hound of the Black Sun summons a pack of cosmic wolves to aid it. These wolves appear and disappear, surrounding the Hound of the Black Sun in a 30-foot radius aura for 1 minute. Whenever a creature starts its turn within the aura or enters the aura's radius for the first time on its turn, it must make a DC 20 Dexterity saving throw. A creature takes 7 (2d6) piercing damage and 7 (2d6) necrotic damage on a failed save, or half as much on a successful one.



## THE SHAPER

**Entity Level:** Deific (aberrant)

**DESCRIPTION.** As with any aberrant entity of sufficient power, to witness the Shaper is to descend into madness. The best, most believable accounts speak of a vast entity whose form shifts and morphs through itself as though moving in more than three dimensions. Things it touches and interacts with sometimes merge with it, sometimes pass through it as if it didn't exist, and other times transform into entirely alien shapes.

**PERSONALITY.** Unknowable and alien, the Shaper's motivations and thoughts are impossible to comprehend. At times it may seem to act with clear intent, only for any logic or reasoning one attempts to apply to that scenario to be contradicted by its actions in another. If one thing is certain about it, it's that it exists to shape reality.

**REALITY SCULPTOR.** Nothing the Shaper touches goes unchanged. Creatures it comes into contact with are transformed into strange aberrations, earth and stone warps into unusual, alien shapes, and space itself folds in strange ways causing distance to lose its meaning. Worshipers of the Shaper believe aberrant transformations to be blessings bestowed by it. However, since evidence of the Shaper is limited to these cults and the scribblings of the mad, the truth of its interactions with the material plane are buried in mystery.

**RESIDENT OF THE FAR REALMS.** Despite claims to the contrary, no evidence exists that the Shaper has ever manifested in the material plane. Its residence (assuming it even exists) is theorized to be constrained to the far reaches of space, near the edges of the multiverse. Despite being described as an entity of impossibly large size, descriptions from those that claim to have seen it also suggest that the Shaper is capable of existing in spaces far smaller than would be expected. Thus, it seems likely that the Shaper's ability to warp space can

cause it to appear in a location where it doesn't actually physically exist.

**ARCHITECT OF THE STARS.** The Shaper is believed by its worshipers to be one of the origins of reality itself. They study the cosmos looking for signs of stars appearing or disappearing, and claim that they can use these changes to read its movements. If their other traditions of blood sacrifice and conjuration of aberrant creatures into the material plane weren't already enough to draw the ire of some, these claims also create strife with most religions as they believe the Shaper is responsible for the creation of the gods themselves.

### SUGGESTED BOONS

A Mind Unblemished, Boon of Madness, Boon of Warped Space, Chaotic Strikes, Dream Drinker, Dreams of a Distant Moon, Greater Swift Action (universal), See Beyond Geometry, Visions of the Cosmos, Visions of an Inverted World

### SUGGESTED CHARMS

Double Trouble, Dream Invader, Instill Weakness, Timely Insight, Vigilant Slumber

### SUGGESTED PACTS

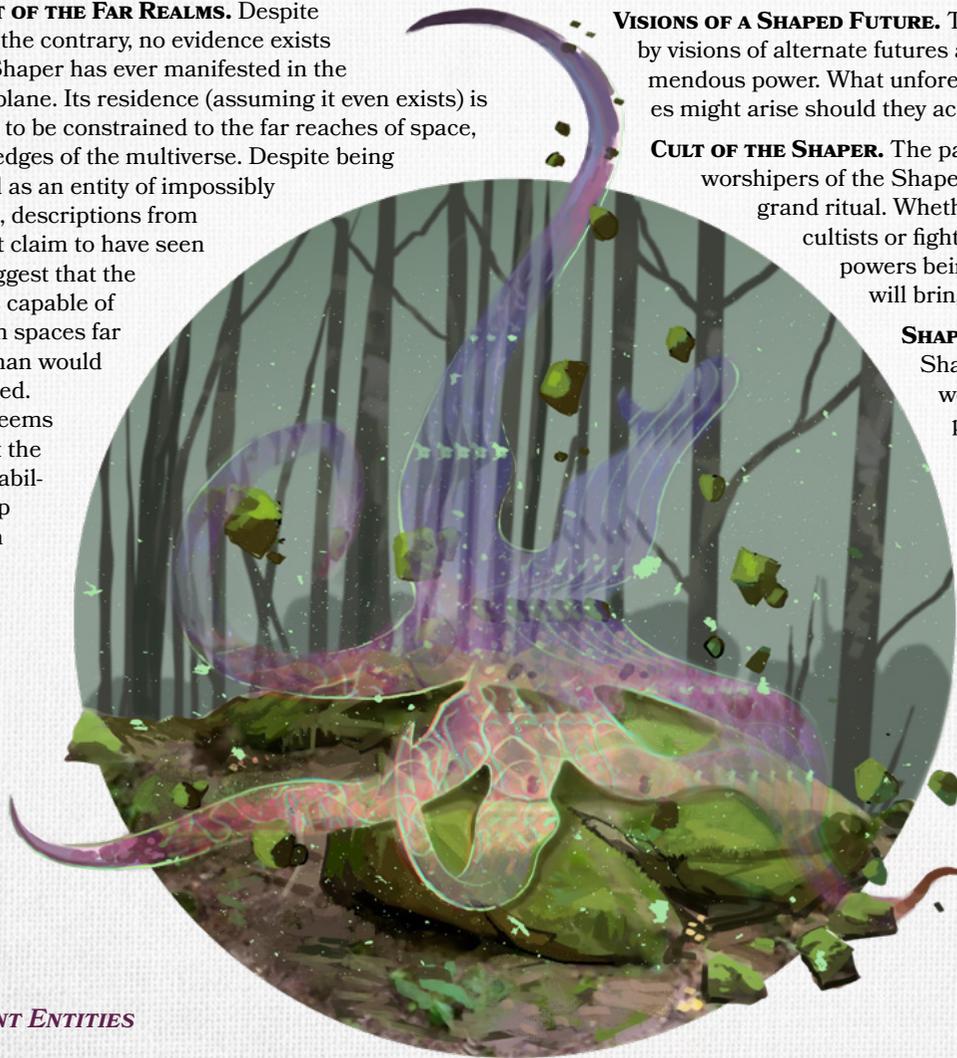
Devour the Godly, Magic Eater, Nightmare Bringer, Soul Eater

### HOOKS

**VISIONS OF A SHAPED FUTURE.** The party is visited by visions of alternate futures and offers of tremendous power. What unforeseen consequences might arise should they accept—or refuse?

**CULT OF THE SHAPER.** The party encounters worshipers of the Shaper attempting a grand ritual. Whether they aid the cultists or fight against them, the powers being brought forth will bring about changes.

**SHAPED REALITY.** The Shaper touches the world around the party, changing them and the reality around them.



## THE SHAPER

*Gargantuan aberration, chaotic evil*

**Armor Class** 19 (natural)  
**Hit Points** 812 (56d12+504)  
**Speed** —

STR	DEX	CON	INT	WIS	CHA
30 (+10)	19 (+4)	29 (+9)	30 (+10)	27 (+8)	27 (+8)

**Saving Throws** Str +19, Con +18, Int +19, Wis +17

**Skills** Athletics +19, Insight +17, Perception +17

**Damage Resistances** cold, fire, radiant; piercing, slashing

**Damage Immunities** acid, psychic; bludgeoning

**Condition Immunities** charmed, blinded, exhaustion, frightened, grappled, incapacitated, paralyzed, petrified, poisoned, prone, restrained, stunned

**Senses** truesight 240 ft., passive Perception 27

**Languages** telepathy, Deep Speech

**Challenge** 30 (155000 XP)      **Proficiency Bonus** +9

**Incomprehensible Presence.** The Shaper's form is so incomprehensible that to witness it is to lose one's mind. A creature that can see, hear, or physically feel the Shaper at the start of its turn must succeed on a DC 27 Wisdom saving throw or take 18 (4d8) psychic damage and be stunned until the start of its next turn. A creature that fails its saving throw by 10 or more loses its memory of the occurrence and takes no damage. A creature that succeeds its saving throw is frightened of the Shaper for 1 minute. Aberrations are immune to this effect.

**Magic Resistance.** The Shaper has advantage on saving throws against spells and other magical effects.

**Resident of the Far Realms.** The Shaper exists outside of space as we know it. Its physical location can overlap with any location of its choosing regardless of the presence of other corporeal forms, and it can exist in multiple locations and planes at once. Instead of moving, it can cause itself to become present or to remove its presence at a location of its choice.

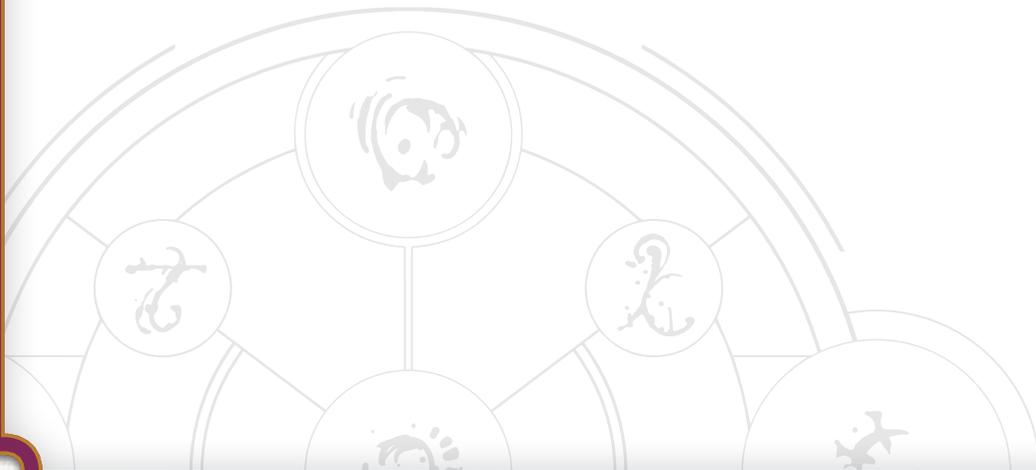
**Unknowable Mind.** The Shaper is immune to any effect that would sense its emotions or read its thoughts, and divination spells. This foils *wish* spells and spells or effects of similar power used to affect the Shaper's mind or gain information about it. Additionally, whenever a creature targets the Shaper with one of these spells or effects, or attempts to communicate with it telepathically, it takes 18 (4d8) psychic damage and is stunned until the end of its next turn.

### ACTIONS

**Ineffable Action.** The Shaper takes 3 actions, no more than 2 of which can be the same action.

**Shape Reality.** The Shaper warps physical space near it into something else. A 30-foot cube within 60 feet of the Shaper has its non-living matter exchanged for something else (e.g., stone could be replaced with air, water replaced with magma, etc.). The Shaper chooses how much of the space to exchange matter in. Creatures within the area when the Shaper uses this ability can make a DC 27 Dexterity saving throw. On a success, a creature is shunted outside of the area during the transformation.

**Shaper's Touch.** *Melee Weapon Attack:* +19 to hit, reach 60 ft., one target. *Hit:* 49 (6d12+10) bludgeoning damage, and the target must succeed on a DC 27 Wisdom saving throw or be transformed into an aberration of the Shaper's choosing with a CR less than or equal to the target's level (or CR, if it has one). While transformed in this way, the target has the higher of its new form's and its original form's Intelligence, Wisdom, and Charisma scores but otherwise uses the new form's game statistics, assumes the hit points of its new form, and it can't distinguish between ally and enemy. The target can make a new Wisdom saving throw at the end of each of its turns, ending the effect on itself on a success. The effect also ends if the creature is reduced to 0 hit points. A creature that remains transformed for 1 minute becomes permanently transformed.



# CELESTIAL ENTITIES

## DIMITRIESSE, SAINT OF SMALL ODDS

*Entity Level: Minor (celestial)*

**DESCRIPTION.** Once a simple hero, Dimitriesse was elevated to sainthood after a legendary battle in which she held the line against impossible odds. In her celestial form, Dimitriesse appears as a golden-skinned human woman with long, curly hair flowing from beneath a shining, ornate silver helmet. She bears a glimmering sword and shield, and dresses in flowing white cloth and ornate plate armor. Her eyes shine with radiant, holy light.

**PERSONALITY.** Dimitriesse is a woman whose word carries much weight. A promise from her is guaranteed to be fulfilled, and those she has aided sing her praises. Righteous at heart, she is drawn to aid the helpless, the weak, and those in situations that require a lot of luck to survive. Despite constantly facing hopeless odds for centuries, her resolve remains untarnished.

**FADED GLORY.** Though her story has long since faded into obscurity, she still aids those who fight for long odds and lost causes—especially good people with their backs against the wall. Dimitriesse always answers a call for aid as long as the chances of success are slim, and the purpose righteous.

**LESSER KNOWN SAINT.** Dimitriesse's name is not one commonly heard in stories, and while she frequently lends her aid, the causes she fights for are often so hopeless that even with her help they are doomed to fail. So few survivors are there of these battles that some religious scholars even doubt her existence. Fortunately, one does not need to know her name to receive her aid in a time of need.

**WHEN THE TIME IS RIGHT.** Though not a powerful being in the grand scale of the universe, Dimitriesse has a way of showing up right as she is needed. Those aware of her existence and her nature count themselves lucky when she doesn't appear, because it means things may not be as bad as they seem.

### SUGGESTED BOONS

Helm of the Divine Warrior, Heroic Soul, Lesser Magical Protector, Righteous Resolve, Shield of Light

### SUGGESTED CHARMS

Charm of Luck, Healing Charm, Know the Enemy, Lesser Charm of Courage, Leap of Faith, Lesser Charm of Luck, Lesser Healing Charm, Protective Shielding, Stance of Steel Wind

### SUGGESTED PACTS

Environmental Resistance, Gift of the Pure, Living Vessel, Pact of Summoning

### HOOKS

**A FIGHT TO BE REMEMBERED.** The party faces impossible odds, and Dimitriesse intervenes on their behalf.

**IN THE NICK OF TIME.** Dimitriesse appears before the party and calls on them to join her, leading them to a battle just in time to provide the aid that could turn its tide.

**A SEARCH FOR A SAINT.** The party learns of Dimitriesse from an ancient text, and seeks her aid in their quest against hopeless odds.



## DIMITRIESSE, SAINT OF SMALL ODDS

Medium celestial, chaotic good

**Armor Class** 20 (plate armor, divine shield)  
**Hit Points** 75 (10d8+30)  
**Speed** 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	16 (+3)	13 (+1)	16 (+3)	20 (+5)

**Saving Throws** Con +6, Wis +6, Cha +8  
**Skills** Athletics +9, History +4  
**Damage Resistances** radiant; bludgeoning, piercing, and slashing damage from nonmagical attacks  
**Condition Immunities** charmed, frightened  
**Senses** truesight 120 ft., passive Perception 20  
**Languages** all  
**Challenge** 7 (2900 XP) **Proficiency Bonus** +3

**Divine Shield.** Dimitriesse has a +2 bonus to her AC (included in her stat block) and can't benefit from the *shield of faith* spell.

**Small Odds (3/Day).** When Dimitriesse rolls a 1 on a d20, she can treat it as though she had rolled a 20 instead.

### ACTIONS

**Multiattack.** Dimitriesse makes 3 attacks, up to 2 of which can be with her Radiant Slash.

**Gleaming Slice.** +9 to hit, reach 5 ft., one target. *Hit:* 10 (1d8+6) slashing damage, plus an additional 3 (1d6) radiant damage.

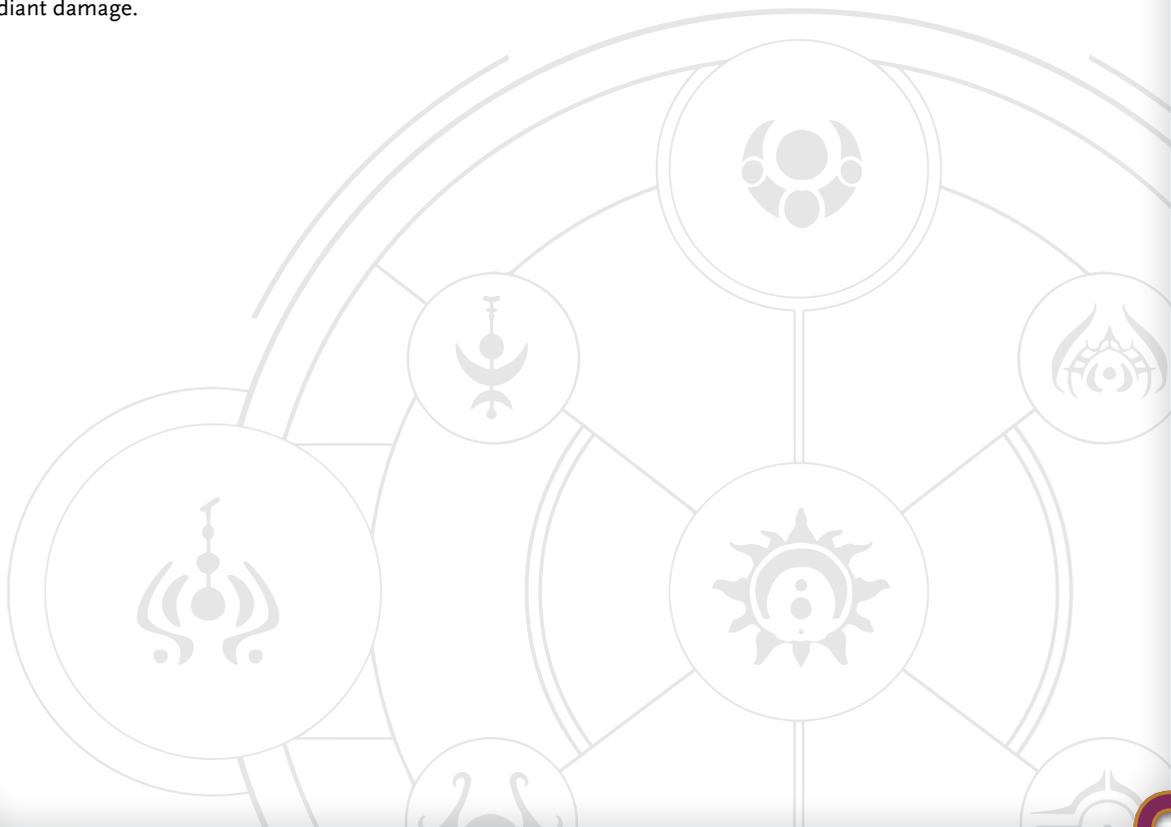
**Glittering Cut.** +9 to hit, reach 5 ft., one target. *Hit:* 10 (1d8+6) slashing damage, and the target must succeed on a DC 16 Constitution saving throw or be dazzled by the light of her blade, gaining disadvantage on the next attack roll they make before the end of their next turn. A creature that can't see, is immune to the blinded condition, or that doesn't rely on vision to see, is immune to this effect.

**Radiant Slash.** *Ranged Weapon Attack:* +8 to hit, range 30/60 ft., one target. *Hit:* 12 (2d6+5) radiant damage.

**In the Nick of Time (1/rest).** Dimitriesse casts the *teleport* or *plane shift* spell, arriving with perfect accuracy at the location of a creature that faces insurmountable odds. That creature and each of its allies (including Dimitriesse) within 30 feet of it gain 30 temporary hit points. While these temporary hit points last, creatures receive the benefits of the *bles* spell. Whenever they make an attack roll or a saving throw, they can roll a d4 and add the number rolled to the attack roll or saving throw.

### REACTIONS

**Parry.** Dimitriesse adds 3 to her AC against one melee attack that would hit her. To do so, she must see the attacker and be wielding a melee weapon.



## THE UNENDING CHORALE

**Entity Level:** *Moderate (celestial)*

**DESCRIPTION.** The voices of thousands coalesce into a resounding symphony of unimaginable beauty. The Unending Chorale was birthed in song when 100 angels sacrificed their own voices to repel a long-forgotten evil. It presents itself as a humanoid clad in white, seemingly organic, armor. Several holes around its throat produce the varied tones of an entire choir when it speaks. Its face is featureless, hidden behind a smooth mask made of a milky, glasslike material. It carries itself with self-assured confidence and seems deliberate in every move it makes.

**PERSONALITY.** The Unending Chorale considers itself above most mortal beings, and is often demanding in its interactions with them. It has little time for those that do not recognize the power of song, but takes an interest in particularly talented vocalists. It speaks in verbose prose, and takes delight in confounding others with its magniloquence. It is quick to anger when others challenge its logic, and especially intolerant of those who would question its taste. Despite its explosive temperament, it is rarely inclined to engage in combat itself, considering such barbaric pastimes beneath it. Instead, it seeks others that would do its dirty work in exchange for a boon.

**COLLECTOR OF BEAUTY.** The Unending Chorale travels the planes seeking beauty in all things, but especially in voice. As it travels, it collects that which brings it joy, including the voices of those given as offering. Through these travels, it has amassed thousands of voices that it uses as part of its choir. It may seek to aid those it finds beautiful in form, voice, or personality.

**UNKNOWABLE MOTIVES.** So condescending is The Unending Chorale that it rarely deigns to inform others of why it is asking something of them, considering its plans to be beyond the understanding of most. If it comes to your aid, it will more than likely demand a favor in turn with little explanation as to why the assigned task should be completed.

**ABSOLUTIST.** Existing in a world of good or evil, The Unending Chorale sees no need for nuance in its judgment. Those who would destroy beauty or quell the power of song are seen as enemies to The Unending Chorale, and little could be done to change its mind.

### SUGGESTED BOONS

Artisan's Gift (universal), Blessing of Contact (universal), Chorus, Lucid Mind (universal), Path to Awakening, Singular Talent (universal)

### SUGGESTED CHARMS

A Word Well-Placed, Cursebane, Cutting Tongue, Greater Charm of Courage, Lesser Charm of Courage, Musical Message, Party Time

### SUGGESTED PACTS

Gift of the Pure, Pact of Innate Magic, Painter's Pact, The Choir's Voice (ignores the Major entity requirement)

### HOOKS

**FOUND IN REMOTE PLACES.** The party comes across The Unending Chorale singing to itself in a far away place of beauty.

**THE PERFORMANCE.** After a party member performs music publically, The Unending Chorale approaches them seeking to add their voice to its choir.

**AGAINST THE DEFLER.** The party is aided in battle by The Unending Chorale when fighting against something that destroys natural beauty.



## THE UNENDING CHORALE

Medium celestial, neutral good

**Armor Class** 18 (natural)  
**Hit Points** 182 (28d8+56)  
**Speed** 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	14 (+2)	19 (+4)	20 (+5)	23 (+6)

**Saving Throws** Int +9, Wis +10, Cha +11

**Skills** History +9, Intimidation +11, Performance +11, Religion +9

**Damage Resistances** radiant; bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Immunities** charmed, exhaustion, frightened

**Senses** truesight 120 ft., passive Perception 15

**Languages** all

**Challenge** 14 (11500 XP)

**Proficiency Bonus** +5

**Enchanting Performance (1/Day).** The Unending Chorale spends 1 minute performing a song. Creatures within 100 feet of The Unending Choral that hear the song must make a DC 19 Wisdom saving throw, becoming charmed by The Unending Chorale for 1 hour on a failed save. This condition ends if The Unending Chorale harms a charmed creature or one of the charmed creature's allies.

**Flyby.** The Unending Chorale doesn't provoke opportunity attacks when it flies out of an enemy's reach.

**Magical Resistance.** The Unending Chorale has advantage on saving throws against spells and other magical effects.

### ACTIONS

**Multiattack.** The Unending Chorale makes two ShriII Pitch attacks. It can substitute EnthralI for one of these attacks.

**ShriII Pitch.** *Melee Spell Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 22 (3d10+6) thunder damage. If the target is a creature, it must succeed on a DC 19 Constitution saving throw or be deafened until the end of its next turn.

**Deafening Crescendo.** The Unending Chorale raises the thousands of voices that it possesses in deafening song that drowns out noise in a 30-foot radius sphere around it. Until the end of its next turn, spells that require a vocal component to cast automatically fail within this zone. The Unending Chorale can't take this action two turns in a row.

**EnthralI.** The Unending Chorale targets one creature charmed by it that it can see within 90 feet. The target must succeed on a DC 19 Charisma saving throw or become paralyzed for 1 minute, or until it takes any damage.

**Spellcasting.** The Unending Chorale casts one of the following spells, requiring no material components, using Charisma as the spellcasting ability (spell save DC 19, +11 to hit with spell attacks):

- ◆ **At Will:** command, detect evil and good
- ◆ **3/DAY EACH:** calm emotions, charm person, suggestion
- ◆ **1/DAY EACH:** irresistible dance, mass suggestion

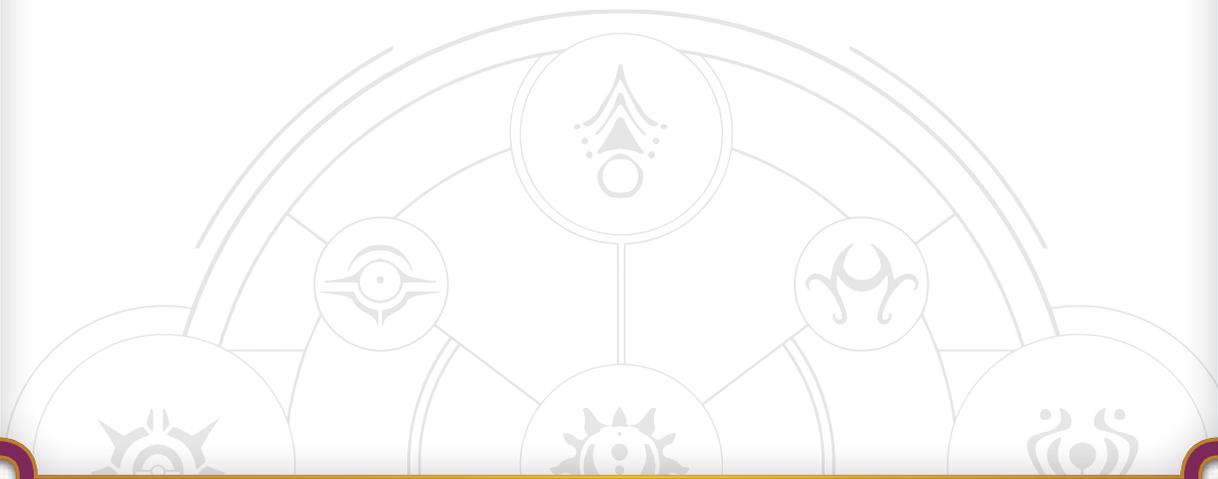
### LEGENDARY ACTIONS

The Unending Chorale can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Unending Chorale regains spent legendary actions at the start of its turn.

**Spell.** The Unending Chorale casts one of its at will spells.

**Dirge (Costs 2 Actions).** The Unending Chorale drones a monotonous tune. It chooses one creature within 60 feet that it can see, and attempts to lull them to sleep. The creature must succeed on a DC 19 Constitution saving throw or fall unconscious until the end of its next turn.

**Surprising Trill (Costs 2 Actions).** The Unending Chorale makes a ShriII Pitch attack.



## SARANDAEA, BREAKER OF CHAINS

**Entity Level:** Major (celestial)

**DESCRIPTION.** Sarandaea is a powerfully-built angelic figure. Their broad, dark-skinned shoulders support enormous feathered wings, and around their head floats a halo of rounded spikes. One hand wields a beautifully crafted maul, while the other is wrapped in a length of rusted, broken chain. Sarandaea wears no armor, instead dressing in a simple, light, sleeveless shirt and a workman's trousers.

**PERSONALITY.** A righteous individual, Sarandaea speaks often of the importance of freedom. They do not abide the restriction of freedoms, whether that be via physical, emotional, legal, or other means of oppression, restriction, or subjugation, and readily come to the aid of those in need. At times rash, Sarandaea's wisdom is occasionally clouded by a desire for immediate action.

**LIBERATOR.** Sarandaea has been present at many pivotal moments throughout history including the fall of a corrupt and unjust empire built on the labor of underpaid workers, the defeat of an invading army from the hells, and the liberation of a bound god. Wherever there are those being unjustly suppressed or held against their will, Sarandaea is sure to have followers working to change those conditions.

**ARCHANGEL.** Though not necessarily associated with any one god, Sarandaea is considered to be as powerful as an archangel of a major deity. This has led some to include them in worship of deities associated with freedom or liberation, while others have formed cults devoted entirely to their worship. These practices are encouraged by Sarandaea's association with these deities and their tendency to work alongside them during major undertakings.

**MIGHT OF THE GODS.** Though not quite a deity in their own right, Sarandaea is closer than most. Their celestial nature is augmented with a tiny fragment of divinity, whether a result of their worshipers or their close work with powerful deities, granting them strength and presence beyond that of a mere angel. This fragment also manifests in the various protective auras surrounding Sarandaea, rendering them all but invulnerable to the things they stand against.

### SUGGESTED BOONS

Eye of Justice, Gift of Divine Athleticism, Greater Magical Protector, Herculean Might, Indelible Form, Liberator's Blessing, Righteous Resolve

### SUGGESTED CHARMS

Perfect Health, Spellbane Charm, Vigilant Slumber



### SUGGESTED PACTS

Defy Fate, Pact of Summoning, Righteous Wrath, Soaring Freedom, Zealous Denial

### HOOKS

**A LIBERATOR IN CHAINS.** Sarandaea leaps to the aid of a people in need, becoming trapped by the forces of the hells. Can the party free them before this force of good is corrupted and dragged to the lower planes?

**BREAKING CHAINS.** Sarandaea's followers seek out the party for their aid in coming to the rescue of captives in need.

**GIFT OF LIBERATION.** Having heard of their past actions in the defense of freedom, Sarandaea shows up to free the party when they are captured by their enemies.

## SARANDAEA, BREAKER OF CHAINS

Large celestial, chaotic good

**Armor Class** 20 (natural)  
**Hit Points** 243 (18d10+144)  
**Speed** 50 ft., fly 150 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	22 (+6)	26 (+8)	25 (+7)	25 (+7)	30 (+10)

**Saving Throws** Int +14, Wis +14, Cha +17  
**Skills** History +14, Perception +14  
**Damage Resistances** radiant; bludgeoning, piercing, and slashing from nonmagical attacks  
**Damage Immunities** necrotic, poison  
**Condition Immunities** charmed, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, restrained  
**Senses** truesight 120 ft., passive Perception 24  
**Languages** all  
**Challenge** 21 (33000 XP)      **Proficiency Bonus** +7

**Angelic Weapons.** Sarandaea's weapon attacks and unarmed strikes are magical. When they hit with any weapon or unarmed strike, the attack deals an extra 18 (4d8) radiant damage (included in the stat block).

**Archangel of Liberation.** Sarandaea is unaffected by difficult terrain, and their speed can't be reduced. Sarandaea can spend 5 feet of movement to automatically escape from nonmagical restraints, such as manacles or a creature that has them grappled. Finally, being underwater imposes no penalties on their movements or attacks.

**Divine Awareness.** Sarandaea knows if they hear a lie.

**Magic Resistance.** Sarandaea has advantage on saving throws against spells and other magical effects.

### ACTIONS

**Multiattack.** Sarandaea makes 2 melee attacks, one of which can be with Hammer Blow.

**Fist of the Chain Breaker.** *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 17 (2d8+8) bludgeoning damage plus 18 (4d8) radiant damage and the target must succeed on a DC 23 Strength saving throw or be knocked prone.

**Hammer Blow.** *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 35 (6d8+8) bludgeoning damage plus 18 (4d8) radiant damage. This attack deals an additional 11 (2d10) bludgeoning damage against prone targets.

**Driving Spike.** Sarandaea drives an iron spike from their halo in a piercing arc with their sledge hammer. Each creature in a 60-foot line must make a DC 23 Dexterity saving throw, taking 15 (2d6+8) piercing damage plus 18 (4d8) radiant damage on a failed save, or half as much damage on a successful one.

**Healing Touch (4/Day).** Sarandaea touches another creature. The target magically regains 46 (8d8+10) hit

points and is freed from any blindness, curse, deafness, disease, poison, petrification, or other effect causing its speed to be reduced or that keeps it restrained such as manacles or a creature that has them grappled.

**Innate Spellcasting.** Sarandaea casts one of the following spells, requiring no material components, using Charisma as the spellcasting ability (spell save DC 25, spell attack bonus +17):

- ◆ **AT WILL:** *detect evil and good, freedom of movement*
- ◆ **3/DAY EACH:** *dispel evil and good, dispel magic, resurrection, greater restoration*

### REACTIONS

**Liberator's Wrath.** When a creature within 60 feet of Sarandaea uses a spell, ability, or causes another effect that would reduce another creature's speed, its ability to control its own actions, or inflict the blinded, charmed, deafened, or incapacitated conditions, Sarandaea can smite them with divine energy, disrupting their action. If they do, that creature must succeed on a DC 25 Wisdom saving throw or take 36 (8d8) radiant damage and have their turn immediately end, negating and preventing the spell, ability, or effect they used.

### LEGENDARY ACTIONS

Sarandaea can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Sarandaea regains spent legendary actions at the start of their turn.

**Destroy Restraints.** Sarandaea touches a restraint or barrier, such as a *wall of force*, and destroys it as though it had been affected by a *disintegrate* spell. This has no effect on creatures.

**Searing Burst (Cost 2 Actions).** Sarandaea emits magical, divine energy. Each creature of their choice within 10 feet of them must make a DC 23 Dexterity saving throw, taking 14 (4d6) fire damage plus 14 (4d6) radiant damage on a failed save, or half as much damage on a successful one.

**Liberator's Radiance (Cost 3 Actions).** Sarandaea magically teleports, along with any equipment they are wearing or carrying, up to 120 feet to an unoccupied space they can see and erupts in resplendent light. Each hostile creature within 30 feet of the space Sarandaea arrives in must succeed on a DC 23 Constitution saving throw or take 18 (4d8) radiant damage and be blinded until the end of Sarandaea's next turn. Each other creature within 30 feet of Sarandaea gains the effects of the *freedom of movement* spell and gains 10 temporary hit points.

## REVELRY, GODDESS OF REVENGE

*Entity Level: Deific (celestial)*

**DESCRIPTION.** As a goddess, Revelry is capable of taking many forms. Her most common appearance is that of a pale-skinned, red-haired woman dressed in a simple black dress with an ornate, golden-stitched belt, and wearing an intricate gold mask depicting the split faces of a wolf and a raven. She carries a simple hunting spear carved with runes.

**PERSONALITY.** Revelry is seen as something of an enigma. Quick to anger and laughter alike, it can be hard to know what goes on beneath her mask. She radiates both a gentle kindness and a tense, underlying rage that seems always ready to boil over to the surface. Those who have been in her presence describe feeling simultaneously afraid and soothed—never quite sure what might happen next, but assured that, whatever it might be, no harm would come to them unless they caused it.

**CELEBRATION OF DEATH.** Revelry teaches that a proper death should be accepted with a celebration of the individual's life and their accomplishments—whether that be the friends they've had, the joy they've created, or the things they've built and the lasting impacts they've left on society. Her followers host magnificent festivals devoted to the dead each year, providing means and services to guide grievers to letting go of their sorrow.

**TIMELY RESTORATION.** Revelry and her angels are known to intervene when individuals with particularly important fates would die before their time, though, with the right prayers and sacrifice, this offer can be extended to anyone who falls victim to an untimely or wrongful death. These individuals are offered aid in exchange for their service to her cause. Those that accept are bound to carry out her will for a time (usually to prevent additional wrongful deaths, or to seek revenge for those who could not return).

**JUSTICE FOR THE DEAD.** What would a goddess of revenge be without a decree for vengeance against those who steal life from the innocent before their intended time? Revelry has a number of sects devoted to carrying out

revenge for crimes committed against her followers and supplicants, and gladly aids those on their own path of vengeance.

### SUGGESTED BOONS

Greater Blessing of the Guardian Angel, Greater Blessing of the Holy Assassin, Heaven's Lance, Heroic Soul, Inescapable Grasp, Triumph of the Righteous Warrior, Visions of Final Moments (universal)

### SUGGESTED CHARMS

Feast of the Wilds, Greater Charm of Luck, Leap of Faith, Spellbane Charm, Stance of Steel Wind, Timely Insight, Vigilant Slumber, Wolfkin Charm

### SUGGESTED PACTS

Altruistic Martyr, Call of the Hounds, Hero's Revival, Mark of the Battle Queen, Pact of the Dreamer, Revenant's Fury, Righteous Wrath, Slayer's Crest, Weave Lives Together, Wheel of Fate

### HOOKS

**VENGEANCE FOR THE DEAD.** A young half-elf was murdered in brutal fashion, suggesting cult activity. Revelry's worshipers put out a call to avenge them.

**NOT THEIR TIME.** A recently-fallen hero was slain by a cursed weapon, requiring rare materials to bring about their revival. Revelry's blessings will be upon those who can bring the needed ritual components.

**A WELCOME RESTORATION.** A party member has fallen, but Revelry has plans for them. She sends a messenger to offer their revival in return for the party's services.

### ASPECT OF REVENGE

As a goddess, Revelry herself does not typically engage in combat. Instead, she sends an aspect—a manifestation of her divine will. These entities act as though they were Revelry herself, but lack the full might of a true deity.



## REVELRY, ASPECT OF REVENGE

*Huge celestial, lawful good*

**Armor Class** 18

**Hit Points** 357 (42d8+168)

**Speed** 45 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	27 (+8)	19 (+4)	17 (+3)	24 (+7)	20 (+5)

**Saving Throws** Dex +15, Con +11, Wis +14

**Skills** Athletics +13, Acrobatics +15, Insight +14, Perception +14, Religion +10, Stealth +15

**Damage Resistances** poison, necrotic, radiant

**Damage Immunities** bludgeoning, piercing, and slashing damage from nonmagical attacks

**Condition Immunities** charmed, exhaustion, frightened, paralyzed, poisoned, prone, stunned

**Senses** truesight 120 ft., passive Perception 24

**Languages** all

**Challenge** 24 (62000 XP)

**Proficiency Bonus** +7

**Airstride.** Revelry can walk on air as though it were solid ground.

**Aspect of the Guiding Raven.** Whenever a hostile creature within 120 feet of Revelry is reduced to 0 hit points, it dies as its soul is whisked away toward the afterlife.

**Aspect of the Vengeful Wolf.** Revelry has advantage on Wisdom (Insight), Wisdom (Perception), and Wisdom (Survival) checks made against creatures that have killed others for their own gain.

**Divine Hunter.** Revelry's weapon attacks and unarmed strikes are considered magical and deal an additional 18 (4d8) radiant damage (included in stat block).

**Evasive Hunter.** Whenever Revelry is subjected to an effect that allows her to make a saving throw to take only half damage, she instead takes no damage when she succeeds on her saving throw, and only half damage if she fails.

**Hunter's Pursuit.** Whenever Revelry makes an opportunity attack, she can move up to her speed in as direct a manner as possible toward the target of her attack at the end of that creature's turn.

### ACTIONS

**Multiattack.** Revelry makes three attacks with her Hunting Spear. She can replace one of these attacks with a Leaping Dive, and one with an Isolating Whirl.

**Hunting Spear (melee).** *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 17 (2d10+6) piercing damage plus 18 (4d8) radiant damage. If the target of the attack is the only one within Revelry's reach, it takes an additional 14 (4d6) piercing damage.

**Hunting Spear (ranged).** *Ranged Weapon Attack:* +13 to hit, range 30/60, one target. *Hit:* 17 (2d10+6) piercing

damage plus 18 (4d8) radiant damage. Revelry's spear then reappears in her hand.

**Leaping Dive (3/Rest).** Revelry launches herself through the air, landing with a meteoric impact. Revelry moves up to half her speed. Then, each creature within 10 feet of her must make a DC 21 Dexterity saving throw, taking 22 (4d10) bludgeoning damage plus 9 (2d8) radiant damage and being knocked prone on a failed save. A creature that succeeds on its saving throw takes half damage and is not knocked prone.

**Isolating Whirl (3/Rest).** Revelry whirls her spear around her in a vicious arc, slashing those in the area and driving back all but her chosen target. Each creature within Revelry's reach other than her Prey must make a DC 21 Strength saving throw, taking 28 (4d10+6) slashing damage plus 9 (2d8) radiant damage and being pushed back 20 feet on a failed save. A creature that succeeds its saving throw takes half as much damage and is pushed back 10 feet instead.

### BONUS ACTIONS

**Raven's Call.** A flock of spiritual ravens descends around Revelry, their calls and cries tugging at the souls of creatures in the area, pulling them closer to death. Each hostile creature within 30 feet of Revelry must succeed on a DC 22 Wisdom saving throw or lose 9 (2d8) hit points. A creature that fails its saving throw by 10 or more also gains a level of exhaustion.

**Wolf's Hunt.** Revelry marks an enemy she can see as her Prey, conjuring a spiritual wolf to stalk them. Revelry's speed increases to 60 feet as long as her movement takes her closer to her Prey, and her attacks against her Prey have advantage. Whenever she hits her Prey with a weapon attack, it takes an additional 7 (2d6) damage. The wolf remains until she marks a new target as her Prey, or her Prey is out of her sight for more than 8 hours.

### LEGENDARY ACTIONS

Revelry can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Revelry regains spent legendary actions at the start of her turn.

**Detect.** Revelry makes a Perception check.

**Flight of the Raven.** Revelry leaps, temporarily transforming into a flock of ravens. She moves up to her speed without provoking attacks of opportunity, reforming at the end of her movement.

**Wolf's Lunge (Cost 2 Actions).** Revelry moves up to 10 feet, ending her movement within reach of her Prey, and makes a Hunting Spear attack against it. Revelry can't take this action if she can't end her movement within reach of her Prey.

# FEY ENTITIES

## SRAELYN THE VIBRANT

**Entity Level:** *Minor (fey)*

**DESCRIPTION.** Sraelyn is the elder dryad of an ancient camphor tree—its boughs reaching high and far over the surrounding forest. Sraelyn herself has a thin form with dry skin resembling the bark of her tree, and intense, orange-red hair the color of autumn leaves. Her eyes, however, remain the light green of fresh leaves in the spring.

**PERSONALITY.** Sraelyn is known for her wisdom and her patience. Usually content to sit in meditation in the forest around her tree or in the branches of the tree itself, communing with the world around her, she does not actively seek out visitors, though she is often aware of their arrival. Unlike many fey, Sraelyn has no love for tricks, and each word she speaks is as good as a promise.

**CAUTIOUS AID.** Slow to come to the aid of those she does not know, Sraelyn typically prefers to have supplicants perform some task for her or the forest she watches over before offering aid of any kind. However, once it has been shown she can trust them, she is willing to lend any aid she can, granting enchantments of fey magic or even offering minor pacts.

**ANCIENT BEING.** Sraelyn is incredibly old—she and her tree have lived for several thousand years at least—and her memory remains sharp. She is approached for her knowledge of ancient events as often as she is for her sage advice. Her long life has also given her more power than would be expected of most dryads, and she is quite capable of defending herself and her tree when needed.

**TREE-BOUND.** As a dryad, Sraelyn does not stray far from her camphor tree. However, the tree's limbs are vast and its roots spread far, allowing her to travel through much of the surrounding forest if she chooses to. She uses this ability to keep watch over the forest and track the activities of visitors while they remain in the area.

### SUGGESTED BOONS

A Moment Shared..., Blessing of Flowers, Dryad's Nourishment, Featherfoot Stride, Fey Diplomacy, Green One's Grace, Lesser Boon of Wisdom, Return to Nature

### SUGGESTED CHARMS

A Word Well-Placed, Caipora's Charm, Feast of the Wilds, Fey Grace, Firefly Charm, Thorn's Embrace, Thorny Growth, Trufflehunter's Topaz Toadstool

### SUGGESTED PACTS

Fey Caress, Glitterstorm Pact

### HOOKS

**WHEN CAMPHOR LEAVES FALL.** The leaves of the great camphor tree have been falling like rain, and a local druid circle seeks the party's aid in determining what ails it—or Sraelyn—and finding a cure.

**ENCROACHING BLIGHT.** Loggers have begun desecrating Sraelyn's forest, and she offers the party aid in their mission if they help her in driving them off for good.

**ENEMIES BELOW.** The roots of the great camphor tree sink deep beneath the earth into caverns far below. Someone with a long-standing grudge has begun poisoning the tree from within these caverns, and Sraelyn needs the party to put a stop to it.



## SRAELYN THE VIBRANT

Medium fey, neutral

**Armor Class** 11 (16 with *barkskin*)

**Hit Points** 60 (11d8+11)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	12 (+1)	15 (+2)	17 (+3)	19 (+4)

**Skills** Nature +5, Perception +6, Stealth +4

**Condition Immunities** charmed, exhaustion, poisoned

**Senses** darkvision 60 ft., passive Perception 16

**Languages** Common, Elvish, Sylvan

**Challenge** 7 (2300 XP) **Proficiency Bonus** +3

**Magic Resistance.** Sraelyn has advantage on saving throws against spells and other magical effects.

**Speak with Beasts and Plants.** Sraelyn can communicate with beasts and plants as if she shared a language with them.

**Tree Stride.** Once on her turn, Sraelyn can use 10 feet of her movement to step magically into one living tree within her reach and emerge from a second living tree within 60 feet of the first tree, appearing in an unoccupied space within 5 feet of the second tree. Both trees must be large or bigger.

### ACTIONS

**Club.** *Melee Weapon Attack:* +3 to hit (+7 to hit with *shillelagh*), reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage, or 8 (1d8+4) bludgeoning damage with *shillelagh*.

**Fey Charm.** Sraelyn targets one humanoid or beast that she can see within 30 feet of her. If the target can see

her, it must succeed on a DC 15 Wisdom saving throw or be magically charmed. The charmed creature regards Sraelyn as a trusted friend to be heeded and protected. Although the target isn't under her control, it takes her requests or actions in the most favorable way it can.

Each time Sraelyn or her allies do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until Sraelyn dies, is on a different plane of existence from the target, or ends the effect as a bonus action. If a target's saving throw is successful, the target is immune to Sraelyn's Fey Charm for the next 24 hours.

Sraelyn can have no more than one humanoid and up to 3 beasts charmed at a time.

**Slicing Leaves (3/Rest).** Sraelyn summons the winds to carry slicing leaves in a 15-foot radius cylinder whirlwind centered on a point she can see within 90 feet of her. Each creature in the area must make a DC 15 Dexterity saving throw, taking 21 (6d6) slashing damage on a failed save, or half as much damage on a successful one.

**Restore Vibrancy (2/Rest).** One living creature within 30 feet of Sraelyn (which can be herself) regains 13 (2d8+4) hit points and gains resistance to necrotic damage until the end of Sraelyn's next turn.

**Spellcasting.** Sraelyn casts one of the following spells, requiring no material components, using Charisma as the spellcasting ability (spell save DC 15, spell attack bonus +7):

- ◆ **AT WILL:** *druidcraft*, *shillelagh*
- ◆ **3/DAY EACH:** *entangle*, *goodberry*
- ◆ **2/DAY EACH:** *barkskin*, *pass without trace*



## FYRTHLAM, COURTIER OF SUMMER

*Entity Level: Moderate (fey)*

**DESCRIPTION.** Fyrthlam is a brightly colorful individual with golden skin, crimson hair, and intense, purple eyes. He wears colorful makeup on his face, creating bright geometric patterns that make him instantly recognizable, and dresses in finely-tailored clothes befitting a noble of the Summer Court. His head is adorned with a simple metal band that, while it could be mistaken for a crown of sorts, remains firmly in the domain of accessory rather than status symbol.

**PERSONALITY.** Sole heir to his family's estate, Fyrthlam has an arrogance born only of being a single, wealthy child with a position just high enough in court to be envied, but not quite high enough to bear much responsibility. Fyrthlam prefers to leave work to others when he can help it, instead filling his time with food and gossip. When forced to do real work, his mood tends to be irritable and dour.

**LAZY LESSER LORD.** A lesser lord of the Summer Court who manages not to do much actual work, Fyrthlam can often be found flitting about the upper social circles of the Summer Court. Despite his somewhat undesirable personality, he is nevertheless well-liked and has many friends with which to spend his time. His power and connections also afford him the ability to hire others to take action in his place.

**FEY PATRON.** In his desire to avoid work, Fyrthlam has developed quite an eye for judging the quality of a prospective employee, and a knack for offering pacts well-suited to his self interests. He is always on the lookout for new targets who might help him get his work done before a deadline, whether that be paperwork or resolving a dispute.

**ARDENT ADVENTURER.** The one type of work Fyrthlam enjoys is adventure, and although his many friends enjoy hearing tales of his derring-do, few of them are themselves ones to join in. As a result, Fyrthlam recruits adventurers to aid him for missions that are especially risky. Of course, if the mission doesn't seem like one that will earn him much praise, he may also abandon them to finish it themselves with a promise of additional pay.

### SUGGESTED BOONS

Boon of Courage, Boundless Mirth, Fashionista's Blessing, Fine Print, Jubilant Celebration, Unfamiliar Face

### SUGGESTED CHARMS

All-Access Pass, Cutting Tongue, Double Trouble, Feast of the Wilds, Fey Grace, Greater Charm of Courage, Greater Charm of Pathfinding, Musical Message, Party Time, Restful Slumber, Vigilant Slumber

### SUGGESTED PACTS

Fey Caress, Glitterstorm Pact, Living Vessel, Mark of the Battle Queen, Pact of Innate Magic, Painter's Pact, Wildfire's Flames

### HOOKS

**A FAMILY DISPUTE.** Fyrthlam has been tasked with resolving a dispute between two other families of the Summer Court, but has no interest in the task. He asks the party to look into things in his stead.

**ADVENTURE AWAITS!** Fyrthlam has some great adventure in mind and seeks brave party members to join him. Will his interest last the entire adventure, or will the party have to finish the mission by themselves?

**DELEGATION IS WORK...?** Fyrthlam has a pile of work to do and wants nothing to do with it. He offers the party a reward if they can take care of the work for him (or find him someone more suited to the task).



## FYRTHLAM, COURTIER OF SUMMER

Medium fey, chaotic neutral

**Armor Class** 16

**Hit Points** 170 (20d10+60)

**Speed** 35 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	19 (+4)	16 (+3)	17 (+3)	14 (+2)	18 (+4)

**Saving Throws** Dex +8, Int +7

**Skills** Arcana +7, Deception +8, Insight +6, Perception +6, Stealth +8

**Damage Immunities** fire

**Condition Immunities** charmed

**Senses** passive Perception 16

**Languages** Common, Elvish

**Challenge** 12 (8400 XP)

**Proficiency Bonus** +4

**Fey Duelist.** Fyrthlam adds 2 to his AC and gains a +2 bonus to weapon damage rolls as long as he is wielding a melee weapon in one hand and nothing in his other hand (included in stat block). Fyrthlam's attacks are considered magical.

**Flame's Dance.** When Fyrthlam makes a melee attack against a creature, he doesn't provoke opportunity attacks from that creature for the rest of the turn, whether he hits or not.

**Magic Resistance.** Fyrthlam has advantage on saving throws against spells and other magical effects.

### ACTIONS

**Multiattack.** Fyrthlam makes three melee attacks: two with his Dancing Flame and one his Searing Lunge.

**Dancing Flame.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (1d8+6) piercing damage plus 7 (2d6) fire damage.

**Searing Lunge.** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 15 (2d8+6) piercing damage plus 14 (4d6) fire damage and the target must make a DC 16 Dexterity saving throw. On a failed save the target is set ablaze, taking 7 (2d6) fire damage at the start of each of its turns. A creature can use an action to put out the flames on itself or another creature. The target can make a new Dexterity saving throw at the end of each of its turns to end the effect on itself.

**Wildfire Stride (1/Rest).** Fyrthlam moves up to his speed, making a Dancing Flame attack against any number of creatures within his reach during his movement. Each space Fyrthlam leaves during his turn is set aflame. Creatures that start their turn in the flames or that enter the flames for the first time on their turn must succeed on a DC 16 Dexterity saving throw or take 7 (2d6) fire damage.

**Fire Bolt.** *Ranged Spell Attack:* +8 to hit, range 120 ft., one target. *Hit:* 22 (4d10) fire damage. A flammable object hit by this spell ignites if it isn't being worn or carried.

### BONUS ACTIONS

**Duelist's Step (3/Rest).** Fyrthlam teleports up to 30 feet to an unoccupied space that he can see adjacent to an enemy and makes a Dancing Flame attack with advantage.

### REACTIONS

**Supreme Parry.** Fyrthlam adds 4 to his AC against one melee attack that would hit him. To do so, he must see the attacker and be wielding a melee weapon. If this causes the attack to miss, Fyrthlam teleports up to 15 feet to an unoccupied space that he can see.



## TIREVALISYANIR, ARCHFEY OF LOST SECRETS

**Entity Level:** Major (fey)

**DESCRIPTION.** A secretive individual, Tirevalisyaniir is a trickster that dwells in an ice forest protecting the Well of Memories. Though she can change her form at will, Tirevalisyaniir typically takes the form of a beautiful elven woman with long, silver hair, lightly tanned skin, and ice-blue eyes. She often wears a glittering tiara of enchanted ice, and an elegant silvery summer dress.

**PERSONALITY.** Not one for conversations, Tirevalisyaniir surrounds her domain with illusions and enchantments that serve to keep visitors out. However, while she takes some enjoyment in watching visitors to her domain struggle with these tricks and traps, she prefers to use methods that turn them away rather than lead to their death. Using their reactions to these traps as a way to gauge their intent, Tirevalisyaniir may aid some in escaping—or even grant them an audience—if they have shown themselves to be trustworthy and on a worthy mission.

**DOMAIN OF ICE.** Tirevalisyaniir's forest of ice surrounds the Well of Memories—a repository for lost and hidden knowledge—and serves as its protective barrier. Filled with illusions and enchantments meant to lead visitors astray and turn their inner secrets against them, those seeking to find their way through the forest may struggle to make any progress—most commonly finding themselves right back where they started after just a few hours of travel. The chill of the forest also makes it potentially deadly to any who get well and truly lost within its branches.

**DOMAIN OF SECRETS.** Tirevalisyaniir's domain of power centers around secrets that have been lost or stolen from memory—secrets that eventually find their way to the Well of Memories. These memories only return if their original owner drinks from the Well. Those that come to her domain in search of their own lost memories may find themselves aided by Tirevalisyaniir if she deems their need great and their intent benevolent.

**RESERVED BUT CURIOUS.** Though she prefers to keep to herself, there are visitors to her forest that Tirevalisyaniir can't help but engage with. In rare cases, she has been known to open a path to her inner grove to grant these visitors hospitality—and sometimes a spare bit of power to aid them on their way.

### SUGGESTED BOONS

Blessing of Disappearance, Eyes of the Fey, Greater Boon of the Trickster, Greater Gift of the Godling, Labyrinthine Mind, Mistminder's Boon, Understand That Distance Is Illusion, Unfamiliar Face

### SUGGESTED CHARMS

All-Access Pass, Atchool!, Double Trouble, Fey Grace, Mind-Reader Charm, Raiment of Hollow Bodies, Shift-weave Charm, Spellbane Charm, Surprising Fog

### SUGGESTED PACTS

All-Knowing, Knight of the Winter Court, Magic Eater

### HOOKS

**LOST MEMORIES.** A member of the party is missing an important memory. To get it back, the party seeks out Tirevalisyaniir and the Well of Memories. Will she grant them what they seek?

**SECRET-THIEF.** Someone has breached Tirevalisyaniir's sanctuary and managed to steal a host of secrets from the Well of Memories. Tirevalisyaniir offers to grant the party power in exchange for the retrieval and return of these lost secrets.

**LOST IN THE COLD.** Another adventurer has gone missing, and the party is sent in search of them. Unfortunately, their tracks end in a portal to Tirevalisyaniir's forest of ice. Will the party become lost during their search, or will they impress Tirevalisyaniir enough to earn a boon—and the return of their charge?



## TIREVALISYANIR, ARCHFEY OF LOST SECRETS

Medium fey (shapechanger), chaotic good

**Armor Class** 17 (*mage armor*)

**Hit Points** 117 (18d8+36)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	19 (+4)	15 (+2)	20 (+5)	19 (+4)	22 (+6)

**Saving Throws** Int +10, Cha +11

**Skills** Arcana +10, Deception +11, History +10, Insight +9, Perception +9

**Damage Resistances** psychic

**Damage Immunities** cold

**Condition Immunities** charmed

**Senses** truesight 90 ft., passive Perception 19

**Languages** Common, Elvish, Sylvan

**Challenge** 16 (15000 XP) **Proficiency Bonus** +5

**Archfey of Lost Secrets.** Tirevalisyaniir has advantage on Intelligence checks and saving throws.

**Fey Armor.** Tirevalisyaniir is permanently under the effects of the *mage armor* spell (included in stat block).

**Mistress of Mist.** Tirevalisyaniir is surrounded by a chilling mist. Attack rolls made against her have disadvantage, and creatures that start or end their turn within 5 feet of her take 7 (2d6) cold damage. Additionally, fog, mist, and other vapors have no effect on her vision.

### ACTIONS

**Spellcasting.** Tirevalisyaniir casts one of the following spells, requiring no spell components, using Charisma

as the spellcasting ability (spell save DC 19, spell attack bonus +11):

- ◆ **AT WILL:** *ray of frost*, *chromatic orb* (2nd level, cold damage only)
- ◆ **3/DAY EACH:** *charm person*, *cone of cold*, *ice storm*, *major image*, *sleet storm*, *suggestion*
- ◆ **1/DAY EACH:** *mirage arcane*, *mass suggestion*

**Conjure Mist Ally (2/rest).** Tirevalisyaniir conjures a beast made of icy fog to her aid. The beast must be of challenge rating 5 or lower, appears in an unoccupied space she can see within 60 feet of her, and it disappears when it drops to 0 hit points or after 1 hour, whichever comes sooner.

**Change Shape.** Tirevalisyaniir magically polymorphs into a humanoid or beast that has a challenge rating equal to or less than her own, or back into her true form. She reverts to her true form if she dies. Any equipment she is wearing or carrying is absorbed or borne by the new form (her choice).

In a new form, she retains her game statistics and ability to speak, but her AC, movement modes, Strength, and Dexterity are replaced by those of the new form (retaining the magic of her *mage armor*), and she gains any statistics and capabilities (except class features, legendary actions, and lair actions) that the new form has but she lacks.



## GAVALDA, ARCHFEY OF LILIES

**Entity Level:** *Deific (fey)*

**DESCRIPTION.** A fey whose essence focuses on renewal and impermanence, Gavalda walks a line between the duality of growth and destruction. Taking on many different forms, Gavalda's most common appearances are as a beautiful, masculine fey with skin that glows golden in the sunlight and rainbow-colored irises that sparkle with an internal glow; or as a pale, gaunt figure with sunken, soulless eyes, bleached hair, and loose, nearly rotting flesh—an image of bloated death.

**PERSONALITY.** Though his nature can change seemingly on a whim, his appearance usually helps to guide those he converses with in determining how he might respond next. Gavalda best understands those aligned with his nature—those that are willing to sacrifice something of themselves in return for growth—and readily offers them aid. Those who do not seek growth, or who seek an easy path, will find themselves facing down his wrath instead. Gavalda may also choose to test potential recipients of his power in order to grant them an understanding of his abilities.

**DRINKER OF DEATH.** Gavalda consumes what he destroys, using it to grow his strength and capacity for further destruction. Anything slain or otherwise ruined by Gavalda's death aspect has its essence devoured and merged with Gavalda's own.

**GIVER OF LIFE.** Despite his destructive nature, Gavalda also gives his essence away freely to create new life within his domain, or to encourage growth within existing life. While his domain is filled with vibrant trees and longer-lived animals, his favorites are plants and insects that blossom with intense color, but whose lives flicker past in an instant.

**DUAL DOMAIN.** Gavalda's dual nature results in his domain constantly shifting between a colorful forest and a dead, gray swamp filled with decomposing muck and toxic gasses. Travelers passing through his domain may see these changes happen around them, or they may observe them as though they were passing from one region to another—before suddenly finding that even if they were to go back the way they came they would be unable to return to the location they had just left. Gavalda's sanctum itself is a circular pond that is either surrounded by flowering lilies or filled with stinking, stagnant water.

### SUGGESTED BOONS

Boon of Flowers, Dryad's Nourishment, Dullahan's Blessing, Fey Lord's Frenzy, Return to Nature, Shroomtender's Spores, The Lily Lord's Favor

### SUGGESTED CHARMS

Feast of the Wilds, Instill Weakness, Shiftweave Charm, Surprising Bite, Thorn's Embrace, Thorny Growth

### SUGGESTED PACTS

Brilliance of the Firefly King, Defy Fate, Hagmother's Aid, Hero's Revival, Magic Eater, Pact of the Dark Woods, Wasted Youth

### HOOKS

**A COMPANION SLAIN.** The party seeks the revival of a companion, and learns that Gavalda is capable of some of the greatest miracles of life and death.

**FROM DEATH, POWER.** Gavalda has been siphoning power from life outside his domain, but for what purpose? Will the party aid him in exchange for some of that power?

**FROM POWER, LIFE.** Gavalda sets out to birth his most impressive creation yet, but it will leave him weak and exhausted. He seeks powerful individuals to guard him and his creation while he recovers.

### GAVALDA'S COMBAT FORMS

Gavalda shifts between forms during combat. You can think of each form as a different phase of the fight, although he shifts between them semi-frequently as opposed to once or twice. Gavalda begins combat in his Form of Death.



## FIGHTING GAVALDA

Gavalda is a whimsical fey, and even potential allies of his may end up fighting him in the process of him teaching them about his nature. When running him in combat, Gavalda tries to stay in his Form of Death for as long as possible, forcing his opponents to trigger his Cycle of Rebirth trait to send him into his Form of Life. After entering his Form of Life, he typically uses all actions and legendary actions to expend his points of Life Essence in a single round to allow the use of From Death, Power the following round to re-enter his Form of Death. If he is low on health and has enough Death Essence, he transitions to Form of Life to restore his hit points.

### GAVALDA, ARCHFEY OF LILIES (FORM OF DEATH)

*Medium fey (shapechanger), chaotic neutral*

**Armor Class** 18

**Hit Points** 142 (14d8+70)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	23 (+6)	21 (+5)	27 (+8)	27 (+8)	27 (+8)

**Saving Throws** Con +12, Wis +15, Cha +15

**Skills** Deception +15, Insight +15, Nature +15, Perception +15

**Damage Immunities** necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Immunities** charmed, frightened, poisoned

**Senses** truesight 120 ft., passive Perception 25

**Languages** Common, Elven, Sylvan

**Challenge** 24 (62000 XP) **Proficiency Bonus** +7

**Form of Death.** Creatures that start their turns within 30 feet of Gavalda or enter a space within 30 feet of him for the first time on their turn must make a DC 23 Constitution saving throw. A creature takes 11 (2d10) necrotic damage on a failed save, or half as much on a successful one. Creatures within 30 feet of him can't regain hit points. Additionally, Gavalda does not suffer the effects of exhaustion and can't gain levels of exhaustion while in this form.

**Cycle of Rebirth (4/Rest).** When Gavalda would be reduced to 0 hit points, he immediately regains all hit points and uses From Power, Life regardless of the amount of Death Essence he has accumulated. **Usages of this trait are shared between Form of Life and Form of Death stat blocks.**

**Magic Resistance.** Gavalda has advantage on saving throws against spells and other magical effects.

#### ACTIONS

**Consume Life.** Gavalda extends a hand, draining life essence from up to 3 creatures he can see within 60 feet of him, and forcing them to make a DC 23 Constitution saving throw. A creature that fails its saving throw takes 22 (4d10) necrotic damage and has its hit point maximum

reduced by an amount equal to the damage taken until it finishes a long rest. A creature dies if this effect reduces its hit point maximum to 0. A creature that succeeds its saving throw takes half damage and does not have its hit point maximum reduced.

Gavalda gains a point of Death Essence for each target that fails its saving throw.

**From Power, Life (requires at least 3 Death Essence).** Gavalda expels the vital energy he has built up, expending all points of Death Essence and creating a verdant landscape, conjuring allies and transitioning him to his Form of Life. Trees, bushes, and flowering plants spring up within 120 feet of Gavalda, creating areas of cover, difficult terrain, and conjuring 3 **animated plants** in locations of his choosing. If Gavalda had more than 3 points of Death Essence when he used this ability, he creates an additional **animated plant** for every 2 points of Death Essence he had beyond 3.

Gavalda regains 10 hit points for each creature created in this way, and gains 3 points of Life Essence.

**Touch of the Archfey.** *Melee Spell Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 19 (2d10+8) necrotic damage and Gavalda gains a point of Death Essence.

#### LEGENDARY ACTIONS

Gavalda can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time, and only at the end of another creature's turn. Gavalda regains spent legendary actions at the start of his turn.

**Touch of the Archfey.** Gavalda uses Touch of the Archfey.

**Petals of the Lily (Cost 2 Actions).** Gavalda conjures a lily flower and blows its petals toward a creature he can see within 30 feet of him. The target must succeed on a DC 23 Constitution saving throw or take 33 (6d10) necrotic damage and have its hit point maximum reduced by an amount equal to the damage taken, and Gavalda gains a point of Death Essence. A creature dies if this effect reduces its hit point maximum to 0.

## GAVALDA, ARCHFEY OF LILIES (FORM OF LIFE)

*Medium fey (shapechanger), chaotic neutral*

**Armor Class** 18

**Hit Points** 142 (14d8+70)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	23 (+6)	21 (+5)	27 (+8)	27 (+8)	27 (+8)

**Saving Throws** Con +12, Wis +15, Cha +15

**Skills** Deception +15, Insight +15, Nature +15, Perception +15

**Damage Immunities** bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Immunities** charmed, frightened

**Senses** truesight 120 ft., passive Perception 25

**Languages** Common, Elven, Syl

**Challenge** 24 (62000 XP)

**Proficiency Bonus** +7

**Form of Life.** Gavalda and each allied creature within 30 feet of him regains 20 hit points at the start of each of his turns. Additionally, creatures within 30 feet of him (including Gavalda) have advantage on Wisdom saving throws and death saving throws, and regain the maximum number of hit points possible from any healing.

**Cycle of Rebirth (4/Rest).** When Gavalda would be reduced to 0 hit points, he immediately regains all hit points and uses *From Death, Power* regardless of whether or not he has 0 Life Essence remaining. **Usages of this trait are shared between Form of Life and Form of Death stat blocks.**

**Magic Resistance.** Gavalda has advantage on saving throws against spells and other magical effects.

### ACTIONS

**Vine Growth.** Gavalda conjures vines from the ground in a 30-foot radius centered on a point he can see within 120 feet of him, entangling his foes and slashing them with thorns. Each hostile creature in the area must make a DC 23 Dexterity saving throw, taking 31 (7d8) piercing damage and becoming restrained on a failed save. A creature that succeeds its saving throw takes half damage and is not restrained. Gavalda loses a point of Life Essence.

The plants last for 1 minute or until destroyed by another effect (such as *From Death, Power* or a *fireball* spell), turning the ground in the area into difficult terrain. A creature restrained by the vines can use its action to make a DC 23 Strength saving throw, freeing itself on a success.

**From Death, Power (requires 0 Life Essence remaining).** Necrotic energy swirls around Gavalda in a draining vortex, drawing in the life force of everything within 120 feet of him and transitioning him to his Form of Death. Each creature in the area must make a DC 23 Constitution saving throw. A creature that fails its saving throw takes 33 (6d10) necrotic damage and has its hit point maximum reduced by an amount equal to the damage taken until it finishes a long rest. A creature dies if this effect reduces its hit point maximum to 0. A creature that succeeds its saving throw takes half damage and does not have its hit point maximum reduced.

All non-creature plants in the area wither and die, turning to dust, as do any creatures Gavalda had summoned with *From Power, Life*. Gavalda gains 10 temporary hit points for each creature in the area that fails its save or dies from this ability. If Gavalda is currently poisoned, he loses the poisoned condition.

**Touch of the Archfey.** *Melee Spell Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 19 (2d10+8) poison damage and Gavalda loses a point of Life Essence.

### LEGENDARY ACTIONS

Gavalda can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time, and only at the end of another creature's turn. Gavalda regains spent legendary actions at the start of his turn.

**Touch of the Archfey.** Gavalda uses *Touch of the Archfey*.

**Petals of the Lily (Cost 2 Actions).** Gavalda conjures a lily flower and blows its petals toward a creature other than himself that he can see within 30 feet of him. The target regains 20 hit points and Gavalda loses a point of Life Essence.



## ANIMATED PLANT

*Medium fey (shapechanger), chaotic neutral*

**Armor Class** 15 (natural)  
**Hit Points** 136 (16d10+48)  
**Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	16 (+3)	5 (-3)	10 (+0)	5 (-3)

**Skills** Stealth +2  
**Damage Resistances** cold  
**Damage Vulnerabilities** fire  
**Condition Immunities** blinded, deafened, exhaustion  
**Senses** blindsight 60 ft. (blind beyond this radius), passive Perception 10  
**Languages** –  
**Challenge** 5 (1800 XP) **Proficiency Bonus** +3

**Weak Start.** When created, the animated plant only has 30 hit points remaining.

**Lightning Absorption.** Whenever the animated plant is subjected to lightning damage, it takes no damage and regains a number of hit points equal to the lightning damage dealt.

### ACTIONS

**Multiattack.** The animated plant makes two slam attacks. If both attacks hit a Medium or smaller target, the target is grappled (DC 14).

**Slam.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8+4) bludgeoning damage.



# PRIMAL ENTITIES

## BOLGRUD THE GROWER

*Entity Level: Minor (primal)*

**DESCRIPTION.** Bolgrud is a hill giant druid and a hermit who makes their home in the wilds beyond the edges of civilization. They dress in simple clothes spun from plant fibers, and colored with dyes made from wildflowers found in the meadow near their hermitage. Their large form is softer and less muscular than one might normally expect from a giant, and they carry a wooden staff that seems to be fully alive despite having been separated from a tree some time ago.

**PERSONALITY.** Bolgrud is a simple, down to earth individual with a refreshing demeanor. Their patience comes from many years spent tending to plants, and, despite their physical distance from civilization, Bolgrud has incredible insight into the minds of others, reading them just as easily as the animals of their home. Bolgrud doesn't draw on a large vocabulary, but their simple statements carry incredible wisdom and can cut through to even the most stubborn of individuals.

**MASTER CULTIVATOR.** Cultivating plants has been a lifelong passion for Bolgrud, and the land surrounding their hermitage is akin to a natural garden. The plants thrive with Bolgrud's minimal interventions, allowing the entire ecosystem to flourish with plentiful food, and the animals there exist in greater numbers as a result.

**A HERMIT BUT NEVER ALONE.** Bolgrud is never seen without a bird or some small mammal tagging along for a ride, and they carry small pouches of seed and other foods to share with the critters that live around their home. However, they are careful to ensure that each of these creatures knows it must remain fully independent, and makes sure that none rely too heavily on them for their food.

**GUARDIAN OF NATURE.** In addition to their work as a cultivator, Bolgrud serves as a guardian of the land around their home and draws power from the nature spirits that have taken up residence there. This allows them to pass on some of their accumulated power to others who can prove their desire to serve as defenders of the natural world, or who earn a boon through their actions defending Bolgrud's home.

### SUGGESTED BOONS

Boon of the Springing Sapling, Burr's Boon, Lesser Nature's Vigor, Rites of the Bone Carver, Rot's Blessing, Warthog's Charge

### SUGGESTED CHARMS

Caipora's Charm, Cornered Beast, Feast of the Wilds, Lesser Charm of Pathfinding, Sudden Growth, Surprising Bite, Thorn's Embrace, Thorny Growth, Wildwatch Charm

### SUGGESTED PACTS

Environmental Resistance, Form of the Jungle Cat

### HOOKS

**UNSETTLING SETTLEMENT.** A settlement has sprung up near Bolgrud's hermitage and is beginning to imbalance the ecosystem. Bolgrud needs help convincing them to change their ways.

**INVASIVE DISEASE.** A mysterious disease is killing a single species of trees, and Bolgrud needs help determining where it came from and how to stop it.

**SICK SPIRITS.** The nature spirits residing in the land around Bolgrud's hermitage have become ill. Bolgrud seeks help determining the cause.

## BOLGRUD THE GROWER

Large giant, neutral

**Armor Class** 13 (natural, 16 with *barkskin*)  
**Hit Points** 105 (10d12+40)  
**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	8 (-1)	19 (+4)	11 (+0)	21 (+5)	10 (+0)

**Skills** Nature +3, Insight +8, Medicine +8, Perception +8

**Senses** passive Perception 18

**Languages** Common

**Challenge** 6 (2300 XP)

**Proficiency Bonus** +3

**Nature's Friend.** Bolgrud can speak with plants and animals as though they shared a language.

**Prepared Spellcaster.** Unless they are separated from their component pouch, Bolgrud is assumed to have any material components they need for the spells they can cast using their Spellcasting action.

### ACTIONS

**Spellcasting.** Bolgrud casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 16, +8 to hit with spell attacks):

- ◆ **AT WILL:** *create water, druidcraft, guidance, longstrider, produce flame*
- ◆ **3/DAY EACH:** *entangle, gust of wind, thunderwave*
- ◆ **2/DAY EACH:** *barkskin, spike growth*
- ◆ **1/DAY EACH:** *call lightning, conjure animals, pass without trace, plant growth*

**Livewood Staff.** *Melee Spell Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 18 (3d8+5) bludgeoning damage and the target must succeed on a DC 16 Dexterity saving throw or be grappled by vines (escape DC 16).



## SPIRIT OF THE LIVING EARTH

*Entity Level: Moderate (primal)*

**DESCRIPTION.** An entity born of a confluence of nature spirits at the heart of a volcano, the Spirit of the Living Earth takes the form of something between a fire elemental and an earth spirit. It has a vaguely humanoid shape made of fire, around which orbits a ring of volcanic rock. The heat it gives off is incredibly intense, creating a shimmering mirage that makes it hard to focus on, and rendering it capable of liquifying stone if it chooses to.

**PERSONALITY.** The Spirit of the Living Earth is a force of nature. It thinks nothing of morals and ethics, nor does it consider its actions any different from the eruption of a volcano. However, it knows when others aid it or harm it, and responds in kind. Most of the time it is content to exist within its volcanic home, only taking action if harm is brought to it directly.

**TEMPLE OF THE LIVING EARTH.** The Spirit of the Living Earth has a small following of worshipers who have constructed a temple in the heart of its volcano. It rewards their service in protection of the volcano with wards against the extreme heat and toxic vapors of the magma within, allowing its followers to live there without risk of extreme harm.

**CULT OF THE LIVING EARTH.** Worshipers of the Spirit of the Living Earth view it as a guardian, watching over the land surrounding its volcanic home. At the same time, they fear its wrath and know that, should they allow others to despoil the land, its vengeance would be as sudden and destructive as an erupting volcano.

**CONFLUENCE OF SPIRITS.** Born from the melding of dozens of spirits of fire and earth at a place of power where the two energies merge, the Spirit of the Living Earth is a multifaceted entity. Its component spirits may no longer have their own independent forms, but their minds still exist in a sense, granting it the long memories of each, and protecting it against magics that would attempt to control it.

### SUGGESTED BOONS

Blessing of the Living Earth, Erupting Might, Essence of Earth and Fire, Gift of the Jagged Earth, Stone's Relentless Endurance, Unyielding Stone, Wildfire's Blessing

### SUGGESTED CHARMS

Imbued Elements, Stone's Might

### SUGGESTED PACTS

Environmental Resistance, Living Vessel, Obsidian Memory, Pact of Summoning, Wildfire's Flames

### HOOKS

**A PLEA FOR AID.** Worshipers of the Spirit of the Living Earth have been forced from their temple by a heretical necromancer who has converted the temple into a laboratory where he experiments with the creation of flaming undead.

**CONCERNED DRUIDS.** A circle of druids residing near the base of the volcano where the Spirit of the Living Earth makes its home have sensed an unnatural presence on the mountain. They must remain to protect their grove, but grow concerned that the volcano may erupt if none come to the spirit's aid.

**IMMINENT ERUPTION.** Worshipers of the Spirit of the Living Earth have warned locals that the volcano may erupt soon as a result of the spirit's anger. Can the party discover the reason before the spirit causes a devastating eruption?



## SPIRIT OF THE LIVING EARTH

Large elemental, unaligned

**Armor Class** 17 (natural)  
**Hit Points** 126 (12d10+60)  
**Speed** 50 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	20 (+5)	20 (+5)	13 (+1)	17 (+3)	13 (+1)

**Skills** Nature +6, Perception +8

**Damage Resistances** psychic

**Damage Immunities** fire, poison; bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Immunities** charmed, exhaustion, paralyzed, petrified, poisoned, prone, restrained, unconscious

**Senses** darkvision 60 ft., tremorsense 60 ft., passive Perception 18

**Languages** Terran, Ignan

**Challenge** 13 (10000 XP)

**Proficiency Bonus** +5

**Confluence of Spirits.** The Spirit of the Living Earth is immune to the non-damaging effects of all spells and effects that target a specific number of creatures (e.g., *hold monster*, but not *fear* or effects that apply on a hit with an attack).

**Earth Glide.** The Spirit of the Living Earth can burrow through nonmagical, unworked earth and stone. While doing so, it doesn't disturb the material it moves through.

**Fire Form.** The Spirit of the Living Earth can move through a space as narrow as 1-foot wide without squeezing. A creature that touches it or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage. In addition, the Spirit of the Living Earth can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 5 (1d10) fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 5 (1d10) fire damage at the start of each of its turns.

**Illumination.** The Spirit of the Living Earth sheds bright light in a 30-foot radius and dim light for an additional 30 feet.

**Siege Monster.** The Spirit of the Living Earth deals double damage to objects and structures.

**Water Susceptibility.** For every 5 feet the Spirit of the Living Earth moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

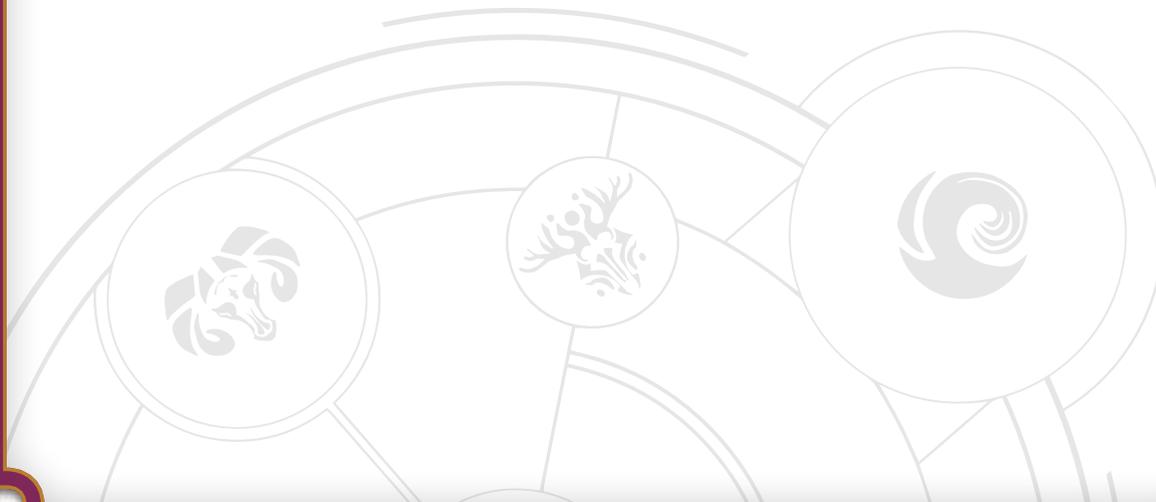
### ACTIONS

**Multiaction.** The Spirit of the Living Earth makes three attacks, no more than two of which can be with *Fist of the Earth* or *Touch of Flame*.

**Fist of the Earth.** *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 18 (3d8+5) bludgeoning damage. The Spirit of the Living Earth can use its bonus action to force the target to make a DC 18 Strength saving throw, knocking it prone on a failed save.

**Touch of Flame.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (3d6+3) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns.

**Eruption (2/Rest).** A minor eruption of molten rock surges from a point the Spirit of the Living Earth can see within 30 feet of it. Each creature in a 20-foot radius of that point must make a DC 18 Dexterity saving throw, taking 13 (3d8) fire damage and 13 (3d8) bludgeoning damage on a failed save, or half as much on a successful one. Creatures that fail their saving throw, structures, and objects in the area are ignited as bits of molten rock cling to them. Until someone douses them with at least 10 gallons of water or they take cold damage, they take 9 (2d8) fire damage at the start of each of their turns.



## SHADOW OF THE FORGOTTEN STORM

*Entity Level: Major (primal)*

**DESCRIPTION.** Shadow of the Forgotten Storm is a primal spirit embodying the raw power of thunderstorms, and the damage—and rejuvenation—that they can leave in their wake. Often taking the form of a literal thunderstorm, it can be difficult to identify this being without magical assistance. However, an observant individual will notice that the storm sometimes travels against the normal direction of the wind, and may drive other clouds with it. Representations of it sometimes also depict a humanoid form made of thunderclouds and lightning.

**PERSONALITY.** Like most elemental and primordial spirits, Shadow of the Forgotten Storm typically cares little for the wants and needs of individuals. However, pleas from a community can catch its attention, and—if offered sufficient reason—it has been known to provide aid. Those that despoil the land it passes over are met with torrential rain and furious lightning strikes as it makes its wrath known, causing mudslides, sinkholes, and rapid growth of local fauna that cracks buildings and destroys roads.

**ANCIENT SPIRIT.** Shadow of the Forgotten Storm has been in existence seemingly from the beginning. Writings describing it are more recent, but pictographs and oral histories suggest it has been around since before written history. Some speculate that it may be one of the original elemental primordials that helped bring life to the world.

**WORSHIPED BUT FEARED.** Shadow of the Forgotten Storm has been both worshiped and feared throughout its existence, usually in that order. Societies typically sought its blessings to bring rain and bounty, but feared its wrath once they began to grow too large and started to impact local environments. Some say there have been entire settlements wiped from existence after greed led them to break a pact with it.

**WHERE THE WIND WILLS.** Tracking down Shadow of the Forgotten Storm is difficult, as it can journey far more swiftly than all but the most skilled of mages and its travels are hard to track. It may follow the routes of local storms for a while, then suddenly change course and be lost over the ocean for months or years at a time. The most sure way to contact it is to perform a ritual to call its attention, but even then it may not appear if it doesn't deem the request important enough or if it is too far away to hear it.

### SUGGESTED BOONS

Enduring Wrath, Essence of Wind and Rain, Gift of Living Lightning, Hurricane's Blessing, Lightning's Swift-ness, Saci's Wind, Thunderstorm's Singing Fury, Tornado's Drawing Force



### SUGGESTED CHARMS

Fair Winds to Far Shores, Imbued Elements, Primal Convocation

### SUGGESTED PACTS

Environmental Resistance, Soaring Freedom, Thunder Lord's Fury

### HOOKS

**HARSH DROUGHT.** A farming village has been suffering intense drought, and, no matter what they've tried, nothing seems to help. Irrigation, enchantments, and other methods have all failed for one reason or another. A local druid claims they've broken their pact with Shadow of the Forgotten Storm.

**COMING STORM.** A country recently had a change in leadership that resulted in the abandonment of long-standing traditions in favor of industrial progress. Now, a thousand-year storm looms on the horizon.

**WIND'S AID.** The party needs strength to defeat a force that threatens the land, and a druid suggests they try to contact Shadow of the Forgotten Storm and earn its blessings.

# SHADOW OF THE FORGOTTEN STORM

Gargantuan elemental, unaligned

**Armor Class** 17

**Hit Points** 191 (20d12+60)

**Speed** 0 ft., fly 180 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	25 (+7)	16 (+3)	13 (+1)	17 (+3)	13 (+1)

**Saving Throws** Str +10, Dex +13, Con +9

**Skills** Nature +7, Perception +9

**Damage Immunities** lightning, poison, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Immunities** exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

**Senses** darkvision 60 ft., passive Perception 19

**Languages** Auran

**Challenge** 18 (20000 XP) **Proficiency Bonus** +6

**Gaseous Being.** Shadow of the Forgotten Storm can enter a hostile creature's space and stop there. It can move through a space as narrow as 5 feet wide without squeezing.

**Storm Bringer.** The weather in a 5-mile radius around Shadow of the Forgotten Storm is permanently a severe thunderstorm. This storm can't be changed in any way, even with a *control weather* or *wish* spell.

The storm has the following effects:

- ◆ **Driving Rain.** Dirt within the storm's radius turns to mud, becoming difficult terrain, and all fires are extinguished. Creatures, objects, and structures within the storm have resistance to fire damage.
- ◆ **Severe Winds.** Ranged weapon attacks made within the storm's radius have disadvantage due to extreme winds. Additionally, flying creatures other than Shadow of the Forgotten Storm in the area must succeed on a DC 21 Strength or Dexterity saving throw at the start of each of their turns or have their flying speed reduced to 5 feet until the start of their next turn.

## ACTIONS

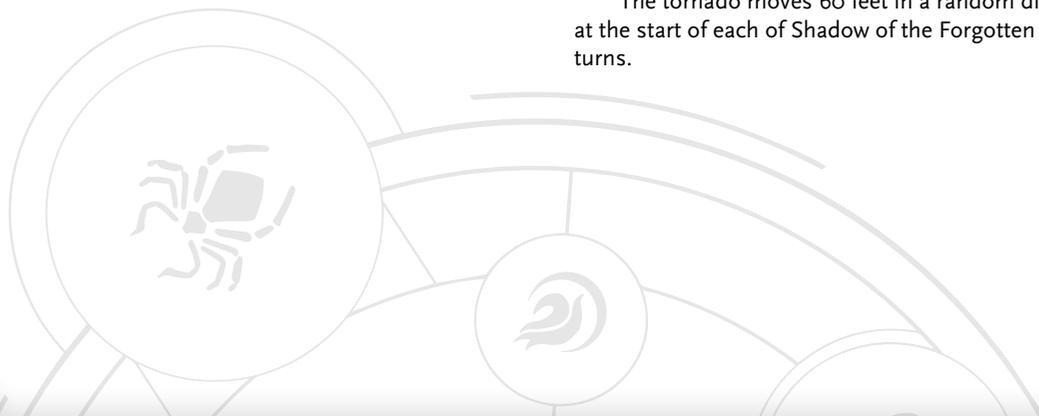
**Whirlwind.** Each creature in Shadow of the Forgotten Storm's space must make a DC 18 Strength saving throw. On a failure, a target takes 17 (3d8+4) bludgeoning damage and is flung horizontally up to 40 feet away from Shadow of the Forgotten Storm and knocked prone. If a thrown target strikes an object, such as a wall or floor, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 17 Dexterity saving throw or take the same damage and be knocked prone. A target that succeeds its save takes half damage and isn't flung away or knocked prone.

**Summon Tornado (1/Rest).** Shadow of the Forgotten Storm creates a tornado within its storm, which touches down at a point it can see within 120 feet of it. Creatures other than Shadow of the Forgotten Storm within 120 feet of the tornado must succeed on a DC 18 Constitution saving throw or take 7 (2d6) thunder damage and be deafened for 1 minute. A creature that can hear repeats this saving throw at the start of each of its turns while within 120 feet of the tornado, or when it becomes within 120 feet of the tornado for the first time on a turn.

Creatures other than Shadow of the Forgotten Storm that start their turn within 20 feet of the tornado must make a DC 21 Strength saving throw. Creatures that fail their saving throws take 17 (2d12+4) force damage and are lifted by the tornado and flung 1d100+50 feet in a random horizontal direction and knocked prone. If a thrown target strikes an object, it takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 17 Dexterity saving throw or take the same damage and be knocked prone. If the saving throw is successful, the target takes half the force damage and isn't flung away or knocked prone.

Structures in the area take twice as much damage as a creature that failed its saving throw. Objects in the area not being worn or carried are lifted and thrown as though they had failed their saving throw.

The tornado moves 60 feet in a random direction at the start of each of Shadow of the Forgotten Storm's turns.



## OCEAN'S EVER-FLOWING CURRENT

*Entity Level: Deific (primal)*

**DESCRIPTION.** The embodiment of the ocean itself, Ocean's Ever-Flowing Current is a primordial water elemental whose form is so massive it could form a mid-sized lake with the water it contains. The surface of its body roils with seething waves and whirlpools, and small ocean-dwelling creatures can often be found trapped within; living in their own microcosm of the sea around them. Its preferred form is loosely humanoid, with a long, large head and neck and long flowing arms. Rather than legs, it forms a wide base from which it rises like an enormous wave.

**PERSONALITY.** Ocean's Ever-Flowing Current, like many elementals and nature spirits, acts according to its place in the natural world. It acts as seems best for the world around it, defending the oceans against despoilers. Mimicking the implacable determination of the ocean's currents, once it sets itself on a path it does not back down, grinding all that oppose it to sand and guiding those that follow its flow to its ultimate destination.

**GUIDING CURRENT.** Residing within the ocean, there are some who say it drives the literal currents of the oceans themselves. Indeed, while these rumors may not quite hold the full truth, Ocean's Ever-Flowing Current constantly directs the flow of water around it, rendering it capable, should it choose to do so, of bearing ships and ocean-dwelling creatures along in its wake.

**GUARDIAN CURRENT.** Ocean's Ever-Flowing Current serves as a guardian for the world's oceans and all that dwell within it. Although it can't be everywhere at once, events disastrous to the health of the oceans draw its attention, guiding it to do what it can to cleanse the problem and heal the ocean. When the source of these problems lies inland, it brings the ocean with it, rising from the sea as a mighty wave and destroying everything in its path until the source of the threat is no more.

**SACRED CURRENT.** Given its propensity for incredible destruction when faced with a threat, cultures around the world have built shrines to the primordial and do their best to identify potential threats before its attention is drawn. By doing so, they keep their lands safe and earn blessings of protection and power from Ocean's Ever-Flowing Current.

### SUGGESTED BOONS

Enduring Wrath, Frogfish Camouflage, Ocean's Deep Currents, Seafarer's Boon, Wave's Inexorable Might, Worldsmith's Thumb

### SUGGESTED CHARMS

Fair Winds to Far Shores, Primal Convocation

### SUGGESTED PACTS

Ocean's Breath, Pact of the Driftwood Crown, Pact of the Water Guardian

## HOOKS

**TAINTED WATERS.** An oily substance has been washing up on shores around the world, harming the environment and killing wildlife. It has also hindered the spirit's control of the water, and the ocean's currents are slowing, threatening further disaster.

**FORBIDDEN SUMMONING.** A powerful cabal of mages has managed to summon Ocean's Ever-Flowing Current and trap it as a power source to some nefarious device. Without the spirit's presence in the oceans, the natural order of the ocean is in grave danger.

**CLEANSING FLOODS.** A large city has been polluting the ocean, and druids are now warning that, unless they change their ways, they will suffer retribution from Ocean's Ever-Flowing Current. However, leadership has laughed off these druids as doomsayers. Can the party find a solution before it's too late?



## OCEAN'S EVER-FLOWING CURRENT

*Gargantuan elemental, unaligned*

**Armor Class** 19 (natural)  
**Hit Points** 396 (24d12+240)  
**Speed** 120 ft., swim 240 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	23 (+6)	30 (+10)	15 (+2)	21 (+5)	15 (+2)

**Saving Throws** Str +17, Con +17, Wis +12

**Skills** Nature +9, Perception +12

**Damage Resistances** fire; bludgeoning, piercing, and slashing

**Damage Immunities** acid, poison; bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Immunities** exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

**Senses** darkvision 240 ft., passive Perception 22

**Languages** Aquan

**Challenge** 24 (62000 XP)

**Proficiency Bonus** +7

**Water Form.** Ocean's Ever-Flowing Current can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing. Fires Ocean's Ever-Flowing Current passes through are extinguished.

**Freeze.** If Ocean's Ever-Flowing Current takes at least 20 cold damage in a single turn, it partially freezes; its speed is reduced by 20 feet until the end of its next turn.

**Ever-Flowing Current.** A vortex of swirling water surrounds Ocean's Ever-Flowing Current, creating difficult terrain in a 50-foot radius around it. Creatures with a swim speed ignore this difficult terrain. Swimming creatures in the radius that don't have a swim speed have disadvantage on ability checks made to swim.

**Healing Water.** Creatures of Ocean's Ever-Flowing Current's choice can breathe water while inside of it, and regain 14 (2d8+5) hit points at the start of each of their turns.

**Siege Monster.** Ocean's Ever-Flowing Current deals double damage to objects and structures.

### ACTIONS

**Multiattack.** Ocean's Ever-Flowing Current makes a Forceful Current attack then uses Drown.

**Forceful Current.** *Melee Weapon Attack:* +17 to hit, reach 20 ft., one target. *Hit:* 19 (2d8+10) bludgeoning damage, and the target must succeed on a DC 25 Strength saving throw or be knocked prone.

**Drown.** Each hostile creature in Ocean's Ever-Flowing Current's space must make a DC 25 Strength saving throw. On a failure, a target takes 23 (2d12+10) bludgeoning damage. If it is Huge or smaller, it is also grappled (escape DC 20). Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water. If the saving throw is successful, the target is pushed out of Ocean's Ever-Flowing Current's space.

Ocean's Ever-Flowing Current can grapple one Huge creature, up to 4 Large creatures, or up to 16 Medium or smaller creatures at one time. At the start of each of its turns, each target grappled by it takes 23 (2d12+10) bludgeoning damage. A creature within 5 feet of Ocean's Ever-Flowing Current can pull a creature or object out of it by taking an action to make a DC 20 Strength check and succeeding.

**Living Tsunami.** Ocean's Ever-Flowing Current gathers itself then surges forward in a destructive wave, moving up to 10 times its speed in a straight line. Each creature, structure, and object it passes through (including creatures grappled by it) must make a DC 25 Strength saving throw. On a failure, a target takes 36 (4d12+10) bludgeoning damage, is carried to the end of Ocean's Ever-Flowing Current's path, and is knocked prone. A creature that succeeds its saving throw takes half damage and is knocked prone. Creatures grappled by Ocean's Ever-Flowing Current are freed if they succeed their saving throw.

Ocean's Ever-Flowing Current can't use this ability two turns in a row.



# UNHOLY ENTITIES

## MAELGOR THE GROVELER

*Entity Level: Minor (unholy)*

**DESCRIPTION.** As a ghoul, Maelgor isn't the most pleasant looking individual, and his taste for flesh can be off-putting. His taut skin is a hypoxic blue, his broken, blackened teeth form a sharp, fang-like grimace, and his fingers end in sharpened claws. Like many ghouls his tongue is longer than usual, though he prefers keeping it tucked inside his mouth to keep up an appearance of being a bit more normal. He keeps a wardrobe of tattered clothes that he does his best to keep on the cleaner side.

**PERSONALITY.** Maelgor earned his title out of the pity felt by the adventurers who slew his former master, a great lich and necromancer. Maelor fears power, and has learned that the best way for him to stick around in his undead life is to grovel before any and all with even a hint of strength. He knows when a threat is empty, however, and is cunning enough to know when offering his aid could help him improve his standing.

**RAVENOUS UNDEAD.** Maelgor's appetite for meat is insatiable, and he has been known to make deals with others in return for a steady supply of fresh corpses for his supplies. He is willing to eat animals when necessary, although, unless he hasn't eaten in days, he is likely to demand humanoid flesh instead.

**CORPSE CONNOISSEUR.** Maelgor has particular tastes, and values some corpses more than others as food. Those that learn his preferences are likely to find him more receptive to more favorable pacts. He is also knowledgeable about what corpses make for the best undead.

**CONSCIENTIOUS HOST.** Maelgor is a good host, and keeps a small garden from which he can harvest food suitable for living creatures. It never tastes especially good, and his visitors would be forgiven for wondering if the garden was fertilized with pieces of humanoid corpses, but Maelgor has a bit of a green thumb and the plants seem to thrive under his care despite it all.



UNHOLY ENTITY

**SUGGESTED BOONS**

Blessing of the Servant (universal), Friend of the Undying, Grafted Power, Hands of the Dead, Life Sense, Unholy Vigor, Zombie's Vigor

**SUGGESTED CHARMS**

Instill Weakness, Know the Enemy, Musical Message, Party Time, Surprising Bite, Timely Insight

**SUGGESTED PACTS**

Corpsetongue Pact, Flesh-Cursed, Pact of Summoning

**HOOKS**

**DISTRESSED GARDENER.** The party comes across Maelgor outside his garden pleading with assailants not to destroy his crops.

**MALODOROUS MERCHANT.** Maelgor is in town hawking his wares, but no one wants to get close to him. If the party speaks with him, he is eager to please and offers them greater rewards than his vegetables if they're willing to trade their services.

**TRAVELER IN NEED.** The party encounters Maelgor on the road being attacked by monsters. He promises them his aid if they can save him.

**MAELGOR THE GROVELER**

*Medium undead, lawful evil*

**Armor Class** 14 (natural)

**Hit Points** 65 (10d8+20)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	17 (+3)	15 (+2)	13 (+1)	10 (+0)	19 (+4)

**Skills** Athletics +4, Insight +3, Nature +4

**Damage Resistances** necrotic

**Damage Immunities** poison

**Condition Immunities** charmed, exhaustion, poisoned

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Common

**Challenge** 6 (2300 XP)

**Proficiency Bonus** +3

**Groveler.** Maelgor doesn't suffer any negative effects from being prone, and can stand from prone using only 5 feet of movement.

**ACTIONS**

**Multiattack.** Maelgor makes a Paralyzing Claw attack, then uses Just a Taste if able.

**Grovel.** Maelgor drops prone, groveling for mercy. Until he stands up, any creature that targets him with an attack

or harmful spell must first make a DC 15 Wisdom saving throw. On a failed save, the creature must choose a new target or lose the attack or spell. This doesn't protect him from area effects, such as the explosion of a *fireball*. If Maelgor makes an attack or casts a spell that affects an enemy creature, this effect ends.

**Paralyzing Claw.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) slashing damage. If the target is a creature other than an elf or undead, it must succeed on a DC 12 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.

**Just a Taste.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one paralyzed creature. *Hit:* 6 (1d6+3) necrotic damage, and Maelgor gains 6 temporary hit points.

**BONUS ACTIONS**

**Restorative Snack (3/Rest).** Maelgor snacks on a piece of mysterious meat hanging from his belt, regaining 8 (1d8+4) hit points.



## MOTHER OF STRAYS

*Entity Level: Moderate (unholy)*

**DESCRIPTION.** Once an angel of justice, the Mother of Strays was cast down for showing compassion to a suffering wrongdoer. Her six feathered wings are gray and torn, her once-golden eyes are now tinged with red, and she emits none of the radiance one would expect from a celestial being. Her six arms are often seen moving to hug, pet, or form other gestures of welcomeness and soothing.

**PERSONALITY.** The Mother of Strays now serves her own agendas, defiantly and fiercely protecting any living being that has been cast out or abandoned—regardless of their moral compass. Those that seek out her aid find her compassionate and giving, though there must always eventually be a price. Beneath her now-tattered wings, the weak become mighty.

**ALWAYS A PRICE.** Those that gain aid from the Mother of Strays either become utterly devoted to her, grateful for her lifesaving assistance, or her pawns in her eternal struggle to make the world a better place. When necessary, she is not above taking what she needs by force—though she only exerts her will once an individual has been aided and given a chance to help of their own volition.

**INFERNAL DOMAIN.** Though she resides in the hells alongside devils and other fiends, the Mother of Strays has carved out her own pocket of life and light—a mimicry of the heavens she once called home. Her domain is filled with both the joyful laughter of those she has helped and the woeful, tearful cries of her supplicants, yet has a calming, numbing effect that sets in over time. Those that remain in her domain for too long may find themselves forgetting why they came, or how to leave.

**DUTIFUL GUARDIAN.** Although her aid comes at a price, the Mother of Strays is a dutiful and devoted guardian to her charges, and her domain is a haven of safety for them while they remain in her protection. She ensures all are clothed, fed, and have a comfortable place to sleep, and even goes so far as to provide passage to wherever they hailed from if they are ever ready to leave her sanctuary.

### SUGGESTED BOONS

Blessing of Youth, Grieving Wail, Life Sense, Mark of Binding, Puppeteer

### SUGGESTED CHARMS

A Word Well-Placed, Cutting Tongue, Know the Enemy, Mind-Reader Charm, Perfect Health, Reflective Barrier, Spellbane Charm, Vigilant Slumber



### SUGGESTED PACTS

All-Knowing, Living Vessel, Pact of Summoning

### HOOKS

**STRAYS IN NEED.** The party needs a sanctuary, and the Mother of Strays extends a welcoming hand.

**HUNTING A STRAY.** An enemy of the party has taken sanctuary with the Mother of Strays. What will they have to do to complete their mission?

**MEMORIES LOST.** The party has been tasked with finding a missing person, and that person has lost themselves in the numbing realm of the Mother of Strays. How will the party help them recover their memories and leave her domain?

## LAIR ACTIONS

The Mother of Strays's domain aids her in preventing the escape of her strays while also keeping them safe from harm. On initiative count 20 (losing initiative ties), the Mother of Strays takes a lair action to cause one of the following effects; the Mother of Strays can't use the same effect two rounds in a row:

**BINDING LIGHT.** Beams of soft light coil themselves around combatants, gently restraining them. Each creature other than the Mother of Strays in a 20-foot cube centered on a point within 60 feet of the Mother of Strays must succeed on a DC 19 Dexterity saving throw or be restrained until initiative count 20 of the following round. A creature restrained in

this way can use an action to make a DC 19 Strength check to free itself. While restrained in this way, a creature's attacks and spells deal half as much damage as normal.

**SOOTHING LIGHT.** A radiant glow fills the entire domain, granting all creatures within it 10 temporary hit points. These temporary hit points are lost when the creature deals damage with an attack or spell.

**NUMBING LIGHT.** A glowing fog suffuses the domain and the minds of the creatures within it, causing them to have disadvantage on saving throws against Mother's Call and Mother's Caress until initiative count 20 of the following round.

## MOTHER OF STRAYS

Large celestial, neutral evil

**Armor Class** 15

**Hit Points** 114 (12d10+48)

**Speed** 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	18 (+4)	18 (+4)	20 (+5)	22 (+6)

**Saving Throws** Wis +10, Cha +11

**Skills** Athletics +8, Deception +11, Insight +10, Perception +10, Persuasion +11

**Damage Resistances** acid, cold, fire, lightning, necrotic, poison, radiant

**Damage Immunities** bludgeoning, piercing, and slashing damage from nonmagical attacks

**Damage Vulnerabilities** psychic

**Condition Immunities** charmed, exhaustion, frightened, poisoned

**Senses** truesight 120 ft., passive Perception 20

**Languages** telepathy 120 ft., all

**Challenge** 13 (10000 XP) **Proficiency Bonus** +5

**Magic Resistance.** The Mother of Strays has advantage on saving throws against spells and other magical effects.

**Many-Limbed.** The Mother of Strays has advantage on Strength checks where being able to use more than two hands would help, such as when grappling or climbing, and can grapple up to 6 creatures at a time.

**Reactive.** The Mother of Strays can take one reaction on every turn in a combat.

**Sanctuary of Infernal Grace.** While in her domain, the Mother of Strays is permanently warded against harm. Attack rolls against her are made with disadvantage, and she has advantage on saving throws against damaging effects. This effect is suppressed for 24 hours if she kills a creature.

## ACTIONS

**Multiattack.** The Mother of Strays uses Mother's Caress 3 times, or uses Mother's Call and Mother's Caress.

**Mother's Call.** The Mother of Strays calls out soothingly for her children to calm themselves and approach her. Each creature within 30 feet of the Mother of Strays

must succeed on a DC 19 Wisdom saving throw or become indifferent toward her and spend their next turn doing nothing but moving as close to her as possible. Creatures incapable of receiving telepathic messages and that can't hear her are immune to this ability

**Mother's Caress.** The Mother of Strays reaches out to caress a nearby creature, embracing it and draining it of its will to fight. One creature within the Mother of Strays' reach (normally 5 feet) must succeed on a DC 19 Wisdom saving throw or be charmed and grappled by the Mother of Strays. While charmed in this way, the creature can still defend itself if others attack it, but otherwise it rests contentedly within the Mother of Strays' caress. At the start of each of its turns, unless it is at 0 hit points, the caressed creature loses 22 (4d10) hit points. A creature reduced to 0 hit points while caressed by the Mother of Strays immediately stabilizes. Whenever the Mother of Strays moves, she can move caressed creatures of her size or smaller with her without a reduction to her speed. Unless it is at 0 hit points, an affected creature can make a new saving throw to end the charmed effect on itself at the end of each of its turns. The charmed effect also ends if the creature stops being grappled by the Mother of Strays, or if the Mother of Strays willingly damages it (reminder: loss of hit points is not damage).

**Pitying Gaze.** The Mother of Strays gives a pitying, sorrowful look, inflicting intense emotional trauma. One creature that can see the Mother of Strays within 30 feet of her must make a DC 19 Wisdom saving throw, taking 36 (8d8) psychic damage and becoming incapacitated until the end of their next turn on a failure. A creature that succeeds its saving throw takes half as much damage and can't take reactions until the end of their next turn instead.

## REACTIONS

**Mother's Sorrow.** As a reaction to being targeted by an attack or a damaging spell by a creature within 120 feet of her, the Mother of Strays can attempt to overwhelm her attacker with guilt. The attacking creature or the creature casting the spell must succeed on a DC 19 Wisdom saving throw or take 9 (2d8) psychic damage and lose their attack or spell.

## VURRAISH, SCULPTOR OF DEATH

**Entity Level:** Major (unholy)

**DESCRIPTION.** A powerful lich and necromancer, Vurraish's form goes beyond that of a skeletal mage. He is the amalgamation of his own original form and the corpses of six ancient wizards exhumed and incorporated as part of the ritual that made him a lich. On his head sits a heavy, spiky iron crown, and his eye sockets glow with an ever-present icy blue light. His shoulders bear skulls like shoulder pauldrons, and another decorates the center of his sternum, rubies placed in each eye socket. His entire body is reinforced with armor-like structure made of the bones of the six extra corpses, and an extra set of arms emerges from his torso beneath his shoulders.

**PERSONALITY.** Obsessed with control over undeath and power-hungry to a fault, Vurraish spares no expense in obtaining the materials he needs for his rituals and experiments. No harm is too terrible, no sacrilege too great in his search for new methods to create the unique undead found in his many hidden strongholds or to further enhance his own state of existence.

**MULTIFACETED PHYLACTERY.** Vurraish's ritual bound the souls of the ancient wizards to his own, allowing him to bind his soul in multiple items. In order for it to be destroyed, the multiple containers must be brought together and

reforged into a single soul cage, after which the entire object must be cast into a volcano or similar place of incredible destructive power. Each piece is held in its own secret vault, guarded by immensely powerful undead, constructs, and traps specially designed by Vurraish himself, all but ensuring his immortality.

**CULT OF UNDEATH.** Due to his terrifying nature—and the nature of his creations—Vurraish relies on others to take care of any of his needs that involve interactions with civilization. He has formed a devoted following among the necromancers of the world, and they are all too willing to perform services for him in exchange for the slightest hint of his power. The wisest among them know that he gains much more than he grants, but, like him, their thirst for power and knowledge overshadows any qualms they might have about empowering him further.

**DIVERSE INTERESTS.** No one truly knows what the end goal of Vurraish's experiments are, but he always seems to have work for those looking for a bit more power. His cult alone isn't always enough to accomplish his goals, and so he sometimes turns to adventurers with an offer of aid in exchange for their help with seemingly innocuous tasks.

### SUGGESTED BOONS

Arcane Surge (universal), Aspect of Undeath, Dread Protector's Blessing, Dreadlord's Pall, False Night, Grafted Power, Living Shadow, Soul of Negative Energy, Unholy Corruption, Worm King's Blessing

### SUGGESTED CHARMS

Instill Weakness, Know the Enemy, Might of the Lich-King, Parasite's Fleshcowl, Shiftweave Charm, Vampiric Resurgence

### SUGGESTED PACTS

All-Knowing, Corpsetongue Pact, Dreadlord's Pact, Defy Fate, Flesh-Cursed, Immortal Ingenuity, Magic Eater, Pact of Desecration, Pact of the Dark Woods, Plaguebringer's Pact, Revenant's Fury, Soul Eater, Stoneheart Pact, Wraith's Pact

### HOOKS

**TEST DRIVE.** Vurraish needs someone to test his latest creation on, and offers a reward to anyone able to defeat it.

**DEATH TOURNAMENT.** Vurraish is using the guise of a deadly tournament as a front for the collection of the corpses of powerful adventurers. Of course, the victors also stand to gain substantial power if they manage to survive.

**MERCHANT OF DEATH.** Vurraish needs the corpse of a powerful creature for his next experiment, and offers a grand reward to whoever obtains it for him.



## VURRAISH, SCULPTOR OF DEATH

Medium undead, chaotic evil

**Armor Class** 18 (natural)  
**Hit Points** 142 (19d8+57)  
**Speed** 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	16 (+3)	20 (+5)	14 (+2)	16 (+3)

**Saving Throws** Con +10, Int +12, Wis +9

**Skills** Arcana +12, History +12, Insight +9, Perception +9

**Damage Resistances** cold, lightning, necrotic

**Damage Immunities** poison; bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Immunities** charmed, exhaustion, frightened, paralyzed, poisoned

**Senses** truesight 120 ft., passive Perception 19

**Languages** Common, plus up to five other languages

**Challenge** 22 (41000 XP) **Proficiency Bonus** +7

**Legendary Resistance (3/Day).** If Vurraish fails a saving throw, he can choose to succeed instead.

**Multifaceted Form.** Vurraish can take one reaction on each turn of combat, and can cast multiple spells of 1st level or higher on his turn.

**Rejuvenation.** As long as one of Vurraish's soul cages remains, he gains a new body within 1d10 days of being destroyed, regaining all his hit points and becoming active again. The new body appears within 5 feet of the soul cage Vurraish was closest to when his body was destroyed.

**Turn Resistance.** Vurraish has advantage on saving throws against any effect that turns undead.

### ACTIONS

**Multifaceted Spellcasting.** Vurraish casts up to 3 of the following spells in any order, no more than 1 of which can be a spell that he can only cast once per day, using Intelligence as the spellcasting ability (spell save DC 20, +12 to hit with spell attacks):

- ◆ **At Will:** *chill touch, detect magic, detect thoughts, fire bolt, mage hand, magic missile, prestidigitation, ray of frost, scrying, speak with dead*
- ◆ **5/DAY EACH:** *shield, thunderwave*
- ◆ **4/DAY EACH:** *counterspell, fireball*
- ◆ **3/DAY EACH:** *dispel magic, invisibility, mirror image, ray of enfeeblement*
- ◆ **2/DAY EACH:** *animate dead, bestow curse, blight, cloud-kill, cone of cold, create undead, dimension door, eyebite*
- ◆ **1/DAY EACH:** *disintegrate, finger of death, globe of invulnerability, plane shift, power word stun, power word kill*

**Multifaceted Attack.** Vurraish makes a Paralyzing Touch attack against up to 3 different creatures.

**Paralyzing Touch. Melee Spell Attack:** +12 to hit, reach 5 ft., one creature. **Hit:** 10 (3d6) cold damage. The target must succeed on a DC 18 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.

### LEGENDARY ACTIONS

Vurraish can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time, and only at the end of another creature's turn. Vurraish regains spent legendary actions at the start of his turn.

**Cantrip.** Vurraish casts one of his At Will spells.

**Sculpt Death (Costs 2 Actions).** One undead creature Vurraish can see other than himself gains a +2 bonus to its AC and saving throws and 15 temporary hit points until the end of Vurraish's next turn.

**Vortex of Death (Cost 3 Actions).** Necrotic energy swirls around Vurraish in a draining vortex. Each non-undead creature within 30 feet of Vurraish must make a DC 18 Constitution saving throw against this magic, taking 14 (4d6) necrotic damage on a failed save, or half as much damage on a successful one. Undead creatures in the area regain 7 (2d6) hit points.



## THE STORYTELLER

**Entity Level:** Deific (unholy)

**DESCRIPTION.** A sealed god of incredible power whose domains lie in knowledge, history, and fate, the Storyteller's true appearance is unknown. Stories tell of a being whose form shifts and shimmers, taking on a new appearance with each blink. The one constant in all his forms, however, is the silver glow that emits from his eyes. In his sealed state, he appears as a cloud of dark vapors in the form of a humanoid.

**PERSONALITY.** To outsiders, the Storyteller seems capricious, granting power on a whim with some mysterious agenda unknown to any mortal. In reality, the Storyteller's one motive is to be entertained by mortals. He dreads boredom, and makes pacts with those that can further his ability to observe the world and twist fate to create more interesting times.

**SEALED GOD.** While the reasons for his sealing are lost to time, it is suspected that his dramatically chaotic and evil nature resulted in far too many terrible events. The Storyteller's ultimate goal may yet be to free himself, though as long as his hunger for drama is sated he may remain content to watch and wait.

**SEALING STONE.** The Storyteller is bound within an ancient, carved stone in the center of a grand, natural amphitheater. Those who serve or worship him come to listen to his stories, or to tell tales of their own. The Storyteller can usually be found perched atop the stone in a casual manner, waiting for the next tale to be told.

**CAPRICIOUS STORYTELLER.** The Storyteller interrupts stories he finds boring, demanding proper embellishment. Those who bring him a story must be ready to improvise or they may find themselves whisked away on a dangerous adventure from which they almost certainly will not return. However, the Storyteller also seeks the truth, and punishes those who cross the line from dramatic embellishment to outright lies.

### SUGGESTED BOONS

Boon of Brutality, Boon of the Martial Adept (universal), Challenger's Blessing, Devil's Tongue, Infernal Spike, Inversion Impulse, Jealous Enervation, Rending Deception, Unit's Talent (universal)

### SUGGESTED CHARMS

Cutting Tongue, Dream Invader, Instill Weakness, Know the Enemy, Musical Message, Party Time

### SUGGESTED PACTS

All-Knowing, Devour the Godly, Heartless, Mythlord's Storyteller, Pact of Never-Ending War, Sealed One's Promise, Soul Eater, The Choir's Voice, Wasted Youth

### HOOKS

**AN ADVENTURE FOR THE AGES.** The Storyteller asks the party to take on a quest that will be written into songs for centuries to come.

**DRAMATIC READING.** The Storyteller hears a (greatly embellished) tale of the party's deeds, and sends his followers to bring them to him to hear their stories firsthand.

### UNHOLY ENTITIES

**A SEARCH FOR STORIES.** Followers of the Storyteller are running out of tales to tell him, and travel the world in search of new stories to tell him—even if it requires them to be the inciting incident for a new hero's tale.

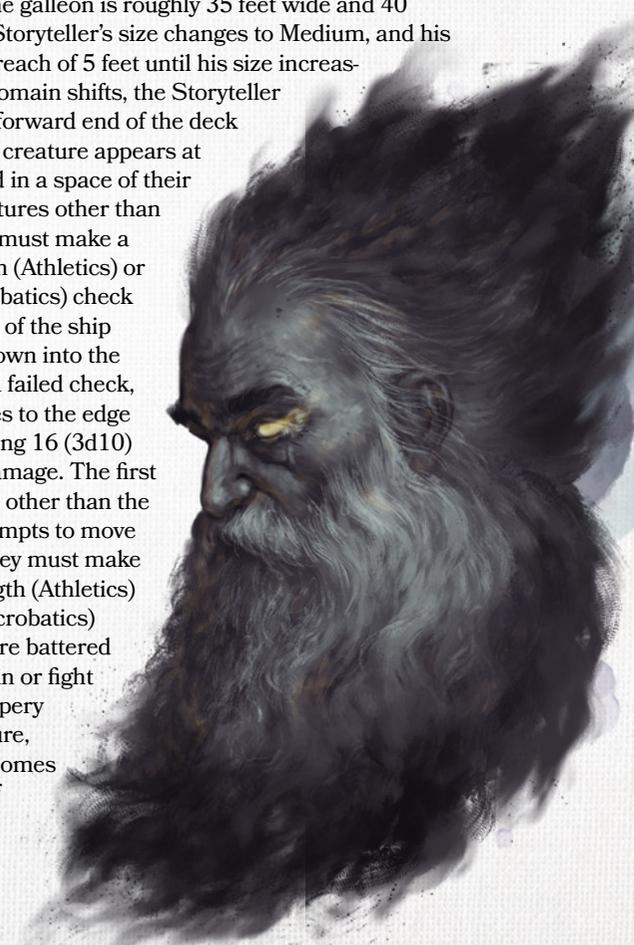
### LAIR ACTIONS

The Storyteller's domain is an ever-shifting realm of chaos, coalescing into dramatic and dangerous locations for cinematic battle scenes. On initiative count 20 (losing initiative ties), the Storyteller takes a lair action to cause the domain to shift to a new stage:

**COSMIC ARENA.** The domain shifts to an open arena of force floating among stars and cosmic gasses. When the domain shifts, each creature appears at a location of the Storyteller's choosing on the ground within a 100 foot radius hemisphere of the center of the arena. Creatures can't leave the hemisphere. The Storyteller's size changes to Huge. This is the default stage for the domain.

**VOLCANIC BRIDGE.** The domain shifts to a 100-foot long, 10-foot wide stone causeway suspended 100 feet over an active volcano. The Storyteller's size changes to Large, and his attacks have a reach of 5 feet until his size increases. When the domain shifts, the Storyteller appears in the middle of the causeway, and each other creature appears on the bridge within 30 feet of the Storyteller in a space of their choosing. Lava rains down on the bridge. Creatures other than the Storyteller must make a DC 26 Dexterity saving throw, taking 32 (5d12) fire damage on a failed save, or half as much damage on a successful one.

**SINKING SHIP.** The domain shifts to a battered galleon sinking into an enormous whirlpool amidst a stormy sea. The main deck of the galleon is roughly 35 feet wide and 40 feet long. The Storyteller's size changes to Medium, and his attacks have a reach of 5 feet until his size increases. When the domain shifts, the Storyteller appears at the forward end of the deck and each other creature appears at the aftward end in a space of their choosing. Creatures other than the Storyteller must make a DC 26 Strength (Athletics) or Dexterity (Acrobatics) check as the contents of the ship begin sliding down into the whirlpool. On a failed check, a creature slides to the edge of the ship, taking 16 (3d10) bludgeoning damage. The first time a creature other than the Storyteller attempts to move on their turn they must make a DC 26 Strength (Athletics) or Dexterity (Acrobatics) check as they are battered by wind and rain or fight against the slippery deck. On a failure, their speed becomes 0 for the rest of the turn.



## THE STORYTELLER

*Huge fiend (shapechanger), chaotic evil*

**Armor Class** 18

**Hit Points** 810 (60d12+420)

**Speed** 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	27 (+8)	25 (+7)	30 (+10)	30 (+10)	30 (+10)

**Saving Throws** Str +14, Con +15, Cha +18

**Skills** Athletics +14, Deception +18, History +18, Insight +18, Religion +18

**Damage Resistances** necrotic

**Damage Immunities** psychic

**Condition Immunities** charmed, exhaustion, frightened, incapacitated, paralyzed, poisoned, stunned

**Senses** truesight 120 ft., passive Perception 20

**Languages** telepathy 120 ft., all

**Challenge** 26 (90000 XP) **Proficiency Bonus** +8

**Bored God.** Whenever a creature misses the Storyteller with an attack, the attacker gains a +1 bonus to their next attack roll that they make before the end of their next turn as the Storyteller calls out taunting words of encouragement.

**Capricious Storyteller.** The Storyteller adds or removes components of stories so that they satisfy his desire for a dramatic tale. Creatures within 120 feet of the Storyteller (including the Storyteller) treat any roll on a d20 of 15 or higher as if they had rolled a 20, and any roll of 5 or lower as if they had rolled a 1. While under this effect, a creature that rolls a 20 on a saving throw automatically succeeds its save.

**Not Like This!** As long as the Storyteller has fewer than 405 hit points remaining, he can use 3 actions instead of 2 with Dramatic Action.

**Shapechanger.** The Storyteller can take on any humanoid appearance, including equipment, he desires at will. His game statistics, including his size, remain the same in all of his forms. Damage dealt by the Storyteller's weapons is considered magical.

### ACTIONS

**Dramatic Action.** The Storyteller uses any two of his other actions in any order.

**Cast a Spell.** The Storyteller casts one of the following spells at 9th level, using Charisma as the spellcasting ability (saving throw DC 26):

- ◆ *cone of cold, disintegrate, fireball, fire storm, lightning bolt, or reverse gravity*

**Villain's Crush.** The Storyteller conjures a cruel warhammer, bringing it down in a crushing blow. **Melee Weapon Attack:** +14 to hit, reach 10 ft., one target. **Hit:** 45 (6d12+6) bludgeoning damage, and the creature must succeed on a DC 22 Strength saving throw or be knocked prone.

**Hero's Lance.** The Storyteller conjures a lance of hardened light, driving it forward in a puncturing thrust. **Melee Weapon Attack:** +14 to hit, reach 10 ft., target one or two creatures, which must be in a line originating from the Storyteller. **Hit:** 32 (4d12+6) piercing damage

**Raise Shield.** The Storyteller conjures a floating shield, increasing his AC by 2 until the start of his next turn. The next critical hit against the Storyteller becomes a normal hit.

### LEGENDARY ACTIONS

The Storyteller can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time, and only at the end of another creature's turn. The Storyteller regains spent legendary actions at the start of his turn.

**Detect.** The Storyteller makes a Wisdom (Perception) check.

**Let's Change It Up.** The Storyteller changes the positions of any two creatures in his domain.

**Cosmic Slash (2 actions).** The Storyteller conjures an enormous sword made of stars and glowing gasses, bringing it down in a slashing arc. Each creature in a 30-foot line must make a DC 26 Dexterity saving throw, taking 13 (2d6+6) slashing damage, 7 (2d6) fire damage, and 7 (2d6) cold damage on a failed save, or half as much damage on a successful one. Additionally, if the last Lair Action used was Cosmic Arena, each creature damaged by the attack is affected by the *dispel magic* spell using a +10 bonus to the spellcasting ability check. A creature that fails its saving throw by 10 or more is considered to be in an *antimagic field* until the end of their next turn.

**Guardian's Shove (2 actions).** The Storyteller briefly conjures an enormous shield and attempts to bash a creature to the ground. **Melee Weapon Attack:** +14 to hit, reach 10 ft., one creature. **Hit:** 19 (2d12+6) bludgeoning damage and the creature is pushed 10 feet in a direction of the Storyteller's choice and knocked prone. This attack has advantage if the last Lair Action used was Volcanic Bridge, and a creature pushed into the lava takes an additional 52 (8d12) fire damage.

**Swashbuckler's Charge (2 actions).** The Storyteller conjures a nimble cutlass and leaps into action, jumping up to his speed without provoking opportunity attacks and making an attack with his cutlass. **Melee Weapon Attack:** +16 to hit, reach 10 ft., one target. **Hit:** 21 (3d8+8) slashing damage, and, if the last Lair Action used was Sinking Ship, the target must make a DC 26 Dexterity saving throw as lightning strikes the Storyteller's blade. On a failed saving throw, the target takes 14 (4d6) lightning damage.

# APPENDIX A: INSPIRING IDEAS

This section contains brief descriptions of several pact entities and histories submitted by crowdfunding backers as part of a stretch goal that couldn't be included in the book due to space restrictions.

## HISTORY IDEAS

### SHADOWWALKER

You have spent considerable time in the realm of shadow or traveling through shadow-touched lands.

### STORMDANCER

You have weathered many great storms and seen your way through unscathed.

### TRAVELER IN STRANGE LANDS

You have traveled to a mirrored dimension or other strange reflection of reality.

### WITCH HUNTER

You have spent time hunting hags, witches, and other occult entities.

## PACT ENTITY IDEAS

### BHEZH HAZHNAG, SERVANT OF THE IRON CITY

*Entity Level: Minor (unholy)*

An ambitious, energetic imp looking to work his way up through middle-management, Bhezh cuts deals with mortals to increase his own influence—all under the fear of failing to meet his annual quota. If anyone can upsell a customer, it's Bhezh.

### NADARR, ENTROPIC BEAST

*Entity Level: Major (aberrant)*

A powerful and unpredictable monster, Nadarr serves as a reminder that there is no such thing as too much power. Nadarr possesses a deep hatred for humanity's attempts to control the world around them, and makes deals with power-hungry individuals that it believes will sow violence and chaos to disrupt the order of civilization.

### QUEEN YARMMARY, LADY OF REFLECTIONS

*Entity Level: Moderate (fey)*

A powerful fey whose nature focuses on the two-sided coin of truth and illusion, the Lady of Reflections opens her realm to those skilled in trickery and those who seek the truth alike. Finding the Lady among her reflections, and knowing what in her realm is real and what is illusion, however, can prove too much for anyone careless enough to overlook her dual nature.

### THE LEVIATHAN

*Entity Level: Major (primal)*

The Leviathan is a great sea serpent residing in the plane of water. Its minions are spread throughout the world in pursuit of its ultimate goal to rule every ocean in the realms.

### THE MANTIS GOD

*Entity Level: Deific (primal)*

The Mantis God is a vast being, more concept than deity, made of the very essence of an ambush predator. It is the instinct and deadly force behind every hunter. Deeply inhuman in thought and form, the Mantis God forms pacts and provides aid to those most in tune with their own predatory nature.

## SPECIAL THANKS TO THE BACKERS WHO SUBMITTED THESE IDEAS!

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# APPENDIX B: BOONS AND CHARMS BY RARITY

## ABERRANT BOONS

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### UNCOMMON

Acidic Blood  
Blessing of 1000 Faces  
Hardened Chitin  
Malleable Flesh  
Psychic Influence  
Suction Cups  
Too Many Teeth

### RARE

Aberrant Inedibility  
Adamantine Skin  
Adhesive Flesh  
Boon of Warped Space  
Cacophonous Blessing  
Chaotic Strikes  
Cryptic Mind  
Dreams of a Distant Moon  
Eldritch Gaze  
Horror of the Drowning Depths  
Knowledge Eater  
Lesser Aberrant Armaments  
Lesser Blessing of the Hungering One  
Lesser Tentacular Blessing  
Lucid Observer  
Reconstructing Flesh  
See Beyond Geometry  
Scry sight  
Visions of the Cosmos  
Visions of an Inverted World  
Void Star's Gaze  
Waning Wick's Blessing  
Worm's Blessing

### VERY RARE

A Mind Unblemished  
Blessing of the Black Star  
Boon of Madness  
Dream Drinker  
Gibbering Mind  
Greater Aberrant Armaments  
Greater Blessing of the Hungering One  
Greater Tentacular Blessing  
Kaleidoscopic Body  
Merciful Degeneration  
Slimy Distraction

### LEGENDARY

Blessing of the Aligned Star  
Dawn of the Inky Sun  
Eclipse the Light of Meaning  
Ooze Form

## CELESTIAL BOONS

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### COMMON

Guiding Light

### UNCOMMON

Chorus  
Favored by the Gods  
Gift of Divine Athleticism  
Herculean Might  
Lesser Magical Protector  
Mana Touch  
Radiant Rejuvenation  
Radiant Retaliation  
Righteous Resolve  
Touch of the Divine Smith  
Traveler's Blessing

### RARE

Boon of Divine Fervor  
Blessing of the Farstrider  
Exalt the Righteous  
Eye of Justice  
Foesense  
Font of Radiance  
Greater Magical Protector  
Halo of the Aligned Heavens  
Healer's Gift  
Helm of the Divine Warrior  
Heroic Soul  
Indelible Form  
Inescapable Grasp  
Liberator's Blessing  
Lesser Blessing of the Guardian Angel  
Lesser Blessing of the Holy Assassin  
Lesser Blessing of the Protector  
Lesser Celestial Armaments  
Path to Awakening  
Radiant Wings  
Sword of the Dawn  
Shield of Light

### VERY RARE

Armor of the Divine Warrior  
Font of Radiance  
Greater Blessing of the Guardian Angel  
Greater Blessing of the Holy Assassin  
Greater Blessing of the Protector  
Greater Celestial Armaments  
Heaven's Lance  
Planestrider's Blessing  
Shieldwarden

### LEGENDARY

Everlight's Blessing  
Font of Radiance  
Triumph of the Righteous Warrior

## FEY BOONS

---

### UNCOMMON

Blessing of Disappearance  
Boon of Flowers  
Dryad's Nourishment  
Dullahan's Blessing  
Fine Print  
Glow of the Everbright Swan  
Good Omens  
Green One's Grace  
Jubilant Celebration  
Lesser Boon of the Trickster  
Lesser Boon of Wisdom  
Pixie's Boon  
Return to Nature  
Unfamiliar Face

### RARE

A Moment Shared...  
Antlers of the Great Stag  
Blessing of the Moonlit Hunter  
Blessing of Toughened Hide  
Boon of Courage  
Boundless Mirth  
Crone's Hut  
Distorted Mirror  
Eyes of the Fey  
Fashionista's Blessing  
Featherfoot Stride  
Fey Diplomacy  
Greater Boon of the Trickster  
Greater Boon of Wisdom  
Labyrinthine Mind  
Lesser Fey Armaments

Lesser Gift of the Godling  
Mistminder's Boon  
Pattern of the Paper Lord  
Tireless Hunter  
Tonguestealer  
Understand That Distance Is  
Illusion

**VERY RARE**

Dragonheart Blessing  
Dreamwalker's Blessing  
Fey Lord's Frenzy  
Greater Fey Armaments  
Greater Gift of the Godling  
Satyr's Springing Stride  
Shroomtender's Spores

**LEGENDARY**

Blessing of the Autumn-Gilded Lord  
The Lily Lord's Favor

**PRIMAL BOONS****UNCOMMON**

Beast's Driving Might  
Boitatá's Eyes  
Boon of the Tigress  
Lesser Nature's Vigor  
Lesser Wildfire's Blessing  
Ocean's Deep Currents  
Rites of the Bone Carver  
Rot's Blessing  
Seafarer's Boon  
Swift Sprint of the Galloping Horse  
Swiftness of Autumn Prey  
Unyielding Stone

**RARE**

Blessing of the Living Earth  
Blessing of the Patient Watcher  
Boon of the Springing Sapling  
Burr's Boon  
Frogfish Camouflage  
Gift of Living Lightning  
Gift of the Jagged Earth  
Greater Nature's Vigor  
Hurricane's Blessing  
Lesser Primal Armaments  
Lightning's Swift  
Nourishing Trap  
Pack Leader's Guidance  
Rites of the Bone Carver  
Scorpion's Sting  
Silkweaver's Embrace  
Splitting Grip  
Stone's Relentless Endurance  
Tornado's Drawing Force  
Warthog's Charge  
Wildfire's Blessing  
Wolfhearted

**VERY RARE**

Enduring Wrath  
Erupting Might  
Essence of Earth and Fire  
Essence of Wind and Rain  
Friend of the Trees  
Greater Primal Armaments  
Greater Wildfire's Blessing  
Phoenix-Blooded  
Rites of the Bone Carver  
Saci's Wind  
Thunderstorm's Singing Fury

**LEGENDARY**

Rites of the Bone Carver  
Wave's Inexorable Might  
Worldsmith's Thumb

**UNHOLY BOONS****UNCOMMON**

Challenger's Blessing  
Ethereal March  
Friend of the Undying  
Gilded Gift  
Gilded Guidance  
Imp's Debt

**RARE**

Blessing of Youth  
Boon of Brutality  
Dread Protector's Blessing  
Dreadlord's Pall  
False Night  
Grafted Power  
Grieving Wail  
Hands of the Dead  
Hellfire's Blessing  
Infernal Spike  
Impulse Control  
Jealous Enervation  
Life Sense  
Living Shadow  
Lesser Unholy Armaments  
Lesser Blessing of the Cutter  
Puppeteer  
Rending Deception  
Tormentor's Presence  
Touched by Brimstone  
Unholy Vigor  
Worm King's Blessing  
Zombie's Vigor

**VERY RARE**

Aspect of Undeath  
Collective Suffering  
Curse-Caster's Gaze  
Devil's Chains  
Devil's Tongue  
Grafted Power

Greater Unholy Armaments  
Greater Blessing of the Cutter  
Inversion Impulse  
Jealous Enervation  
Mark of Binding  
Puppet Master  
Rippling Hellfire  
Soul of Negative Energy  
Unholy Corruption

**LEGENDARY**

Abyssal Blessing  
Fiendish Corruption  
Grafted Power  
Jealous Enervation  
Phantom's Gift

**UNIVERSAL BOONS****COMMON**

Hardy Constitution

**UNCOMMON**

Archivist's Intuition  
Artisan's Gift  
Battle Ready  
Blessing of Contact  
Blessing of the Servant  
Dancer's Boon  
Explosive Breath  
Lesser Swift Striding  
Singular Talent  
Titan Binder

**RARE**

Arcane Surge  
Boon of the Martial Adept  
Focused Hunter  
Greater Swift Striding  
Hero's Blood  
Lesser Swift Action  
Lucid Mind  
Manticore's Stinging Throws  
Sure Strike  
Visions of Final Moments  
Weaponmaster's Talent

**VERY RARE**

Greater Swift Action  
Unit's Talent

**CHARMS****COMMON**

Atchoo! (fey)  
Know the Enemy (aberrant, celestial, fey, primal, unholy)  
Leap of Faith (celestial)  
Lesser Charm of Pathfinding (fey, primal)

Lesser Healing Charm (celestial, fey, primal)  
 Musical Message (celestial, fey, unholy)  
 Party Time (celestial, fey, unholy)  
 Surprising Fog (fey, primal, unholy)  
 Timely Insight (aberrant, celestial, fey, primal, unholy)  
 Vigilant Slumber (aberrant, celestial, fey, primal, unholy)

**UNCOMMON**

All-Access Pass (fey, unholy)  
 Cutting Tongue (celestial, fey, unholy)  
 Fair Winds to Far Shores (celestial, fey, primal)  
 Firefly Charm (fey, primal)  
 Goop Charm (aberrant)  
 Greater Charm of Pathfinding (fey, primal)  
 Healing Charm (celestial, fey, primal)  
 Lesser Charm of Courage (celestial, fey)  
 Lesser Charm of Luck (celestial, fey, unholy)  
 Mind-Reader Charm (aberrant, fey, unholy)  
 Neon Flamingo Charm (fey)  
 Protective Shielding (celestial, fey)  
 Reflective Barrier (celestial, fey, unholy)  
 Stance of Steel Wind (celestial, primal, unholy)

Stone's Might (primal)  
 Sudden Growth (primal)  
 Surprising Bite (aberrant, fey, primal, unholy)  
 Thorny Growth (fey, primal)  
 Tracker's Charm (celestial, primal, unholy)  
 Wildwatch Charm (fey, primal)

**RARE**

A Word Well-Placed (fey, unholy)  
 Caipora's Charm (celestial, fey, unholy)  
 Charm of Luck (celestial, fey, unholy)  
 Charm of the Fey Fox (fey)  
 Cornered Beast (primal)  
 Cursebane (celestial)  
 Double Trouble (aberrant, fey)  
 Eyes of the Medusa (aberrant, unholy)  
 Feast of the Wilds (celestial, fey, primal)  
 Fey Grace (fey)  
 Greater Charm of Courage (celestial, fey)  
 Greater Healing Charm (celestial, fey, primal)  
 Hunter's Instinct (primal)  
 Instill Weakness (aberrant, fey, unholy)  
 Many-Eye Charm (rare)  
 Perfect Health (celestial, primal, unholy)

Raiment of Hollow Bodies (aberrant, fey, unholy)  
 Restful Slumber (celestial, fey)  
 Seeing Eye Charm (aberrant, fey, unholy)  
 Spellbane Charm (celestial, fey, unholy)  
 Thorn's Embrace (fey, primal)  
 Translator (aberrant, celestial, fey, unholy)  
 Trufflehunter's Topaz Toadstool (fey)

**VERY RARE**

Charm of Holy Wrath (celestial)  
 Dream Invader (aberrant, celestial, fey, primal, unholy)  
 Greater Charm of Luck (greater charm of luck)  
 Imbued Elements (primal)  
 Potent Healing Charm (celestial, fey, primal)  
 Specter's Touch (unholy)  
 Vampiric Resurgence (unholy)  
 Wolfkin Charm (celestial, fey, primal)

**LEGENDARY**

Might of the Lich-King (unholy)  
 Parasite's Fleshcowl (aberrant, primal, unholy)  
 Primal Convocation (primal)  
 Shiftweave Charm (celestial, fey, unholy)



# APPENDIX C: PACTS AND ENTITIES

## BY ENTITY LEVEL

### MINOR

#### ENTITIES

Avagex, Attendant of the Ancient (aberrant)  
Bolgrud the Grower (primal)  
Dimitriessie, Saint of Small Odds (celestial)  
Maelgor the Groveler (unholy)  
Sraelyn the Vibrant (fey)

#### PACTS

All-Knowing (aberrant, celestial, fey, primal, unholy)  
Corpsetongue Pact (unholy)  
Environmental Resistance (celestial, primal)  
Fey Caress (fey)  
Flesh-Cursed (aberrant, fey, unholy)  
Form of the Jungle Cat (primal)  
Gift of the Pure (celestial)  
Glitterstorm Pact (celestial, fey)  
Living Vessel (aberrant, celestial, fey, primal, unholy)  
Ocean's Breath (primal)  
Pact of Summoning (aberrant, celestial, fey, primal, unholy)  
Pact of the Fallen Champion (aberrant, celestial, fey, primal, unholy)  
Painter's Pact (celestial, fey, unholy)  
Soaring Freedom (celestial, primal)  
Wheel of Fate (fey, unholy)  
Wildfire's Flames (fey, primal, unholy)

### MODERATE

#### ENTITIES

Fyrthlam, Courtier of Summer (fey)  
Mother of Strays (unholy)  
Scion of the Great Mind (aberrant)  
Spirit of the Living Earth (primal)  
The Unending Chorale (celestial)

#### PACTS

All-Knowing (aberrant, celestial, fey, primal, unholy)  
Altruistic Martyr (celestial)  
Call of the Hounds (celestial, fey, primal)  
Living Vessel (aberrant, celestial, fey, primal, unholy)

Mark of the Battle Queen (celestial, fey, unholy)  
Neural Hub (aberrant)  
Nightwalker (aberrant, fey, unholy)  
Obsidian Memory (primal)  
Old Owl's Eyes (primal)  
Pact of Innate Magic (aberrant, celestial, fey, primal, unholy)  
Pact of Summoning (aberrant, celestial, fey, primal, unholy)  
Pact of the Dark Woods (fey, unholy)  
Pact of the Driftwood Crown (primal)  
Pact of the Water Guardian (primal)  
Plaguebringer's Pact (aberrant, fey, unholy)  
Rotten Vow (unholy)  
Slayer's Crest (celestial, primal, unholy)  
Thief's Bargain (aberrant, fey, unholy)  
Vineweaver's Armor (primal)

### MAJOR

#### ENTITIES

Hound of the Black Sun (aberrant)  
Sarandaea, Breaker of Chains (celestial)  
Shadow of the Forgotten Storm (primal)  
Tirevalisyanir, Archfey of Lost Secrets (fey)  
Vurraish, Sculptor of Death (unholy)

#### PACTS

All-Knowing (aberrant, celestial, fey, primal, unholy)  
Boldness Through Repression (aberrant, unholy)  
Brilliance of the Firefly King (fey, primal)  
Dreadlord's Pact (unholy)  
Defy Fate (aberrant, celestial, fey, unholy)  
Fungal Queen's Pact (fey, primal)  
Heartless (aberration, unholy)  
Hero's Revival (celestial, fey)  
Immortal Ingenuity (celestial, unholy)  
Infernal Lord's Charter (unholy)  
Knight of the Summer Court (fey)  
Knight of the Winter Court (fey)

Living Vessel (aberrant, celestial, fey, primal, unholy)  
Magic Eater (aberrant, fey, unholy)  
Nightmare Bringer (aberrant, unholy)  
Pact of Desecration (aberrant, unholy)  
Pact of Never-Ending War (celestial, unholy)  
Pact of Summoning (aberrant, celestial, fey, primal, unholy)  
Revenant's Fury (fey, primal, unholy)  
Righteous Wrath (celestial)  
Sealed One's Promise (aberrant, celestial, fey, primal, unholy)  
Soul Eater (aberrant, unholy)  
Stoneheart Pact (fey, primal, unholy)  
The Choir's Voice (celestial, fey, unholy)  
Thunder Lord's Fury (primal)  
Wasted Youth (fey, unholy)  
Weave Lives Together (celestial, primal, unholy)  
Woad's Embrace (fey, primal)  
Wraith's Pact (unholy)  
Zealous Denial (celestial)

### DEIFIC

#### ENTITIES

Gavalda, Archfey of Lilies (fey)  
Ocean's Ever-Flowing Current (primal)  
Revelry, Goddess of Revenge (celestial)  
The Shaper (aberrant)  
The Storyteller (unholy)

#### PACTS

All-Knowing (aberrant, celestial, fey, primal, unholy)  
Devour the Godly (aberrant, unholy)  
Face Stealer's Pact (aberrant, fey, unholy)  
Hagmother's Aid (fey)  
Living Vessel (aberrant, celestial, fey, primal, unholy)  
Mythlord's Storyteller (celestial, fey)  
Pact of Summoning (aberrant, celestial, fey, primal, unholy)  
Pact of the Consuming Sun (celestial, primal)  
Pact of the Dreamer (aberrant, celestial, fey)



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