



EBERRON ARCHETYPES: HEROES OF THE FIVE NATIONS



SUBRACES, SUBCLASSES, FEATS, SPELLS, AND GEAR
FOR CAMPAIGNS SET IN KHORVAIRE AND BEYOND

VERSION 1.3

EBERRON ARCHETYPES: HEROES OF THE FIVE NATIONS

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BY JEREMY FORBING

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A NOTE ON SPELLS

SPELLS MARKED WITH ASTERISKS SHOULD BE NOTED AS FOLLOWS:

*=THIS IS A NEW SPELL DESCRIBED IN THIS DOCUMENT.

**=THIS SPELL APPEARS IN XANATHAR'S GUIDE TO EVERYTHING.

PART 1: NEW SUBRACES

Several unique subraces options for existing races are featured here, which can help add the distinctive flavor of Eberron to your campaign. Races not in the *Player's Handbook* appear in the *Wayfinder's Guide to Eberron*.

SHIFTERS

Several subraces of shifter exist, each with its own animalistic features. The options here supplement those in the *Wayfinder's Guide to Eberron*.

While each of the shifter subraces has some associated minor behavior that most of its members exhibit, it bears noting that, as with other aspects of racial psychology, these are generalizations at best and stereotypes at worst. They serve as overall impressions of the shifter race, rather than strict rules that every individual must adhere to.

CLIFFWALK

Your cliffwalk heritage grants you the climbing agility and endurance of a mountain goat or arboreal ape. Cliffwalk shifters tend to be shy and introverted, seldom starting fights but usually retaining the fortitude to finish them.

Ability Score Increase. Your Strength and Constitution scores each increase by 1.

Perfect Balance. You have resistance to damage from falling and advantage on all ability checks made to climb or keep your balance.

Shifting Feature. While shifting, you gain a climb speed of 30 feet, and you have advantage on all saving throws against effects that would push you or cause you to fall prone.

Tough. You are proficient with the Athletics skill.

DREAMSIGHT

You are blessed with the spiritual instincts and awareness of a dreamsight shifter, the rarest of the shifter subraces. Those born to dreamsight are usually calm and contemplative relative to other members of their race. Rather than being associated with any particular heritage,

dreamsight is a rare shamanic inheritance that occurs among all shifter bloodlines.

Ability Score Increase. Choose either Wisdom or Charisma. Increase the chosen ability score by 2.

Intuitive. You have proficiency with the Insight skill.

Shifting Feature. While shifting, you have advantage on Wisdom saving throws, and you can comprehend and communicate with beasts as if under the effects of a *speak with animals* spell.

Shamanic Cantrips. You know the *druidcraft* and *guidance* cantrips. Choose either Wisdom or Charisma as your spellcasting ability for these cantrips.

GOREBRUTE

As a gorebrute shifter, your instinct is charge right at your prey, leaving you vulnerable to subsequent attacks. Gorebrute shifters tend to have wereboar ancestry. They are more likely to be loud and aggressive, and to threaten violence, than most individuals.

Ability Score Increase. Your Strength score increases by 2.

Fierce. You have proficiency with the Intimidation skill.

Shifting Feature. While shifted, your walking speed increases by 5 feet, and if you move at least 20 feet straight towards a creature during your turn, you can use your bonus action to make a gore attack against that creature. This is a melee weapon attack with which you are proficient, which uses Strength for its attack roll and damage bonus and deals 1d8 piercing damage. If this attack hits a target that is your size or smaller, the target must make a Strength saving throw (DC 8 + your Strength modifier + your proficiency bonus) or be knocked prone. If this attack misses, attack rolls against you are rolled with advantage until the beginning of your next turn.

RAZORCLAW

As a razorclaw shifter, you make swift, slashing strikes in battle. Razorclaw shifters are said to respect little other than physical power and the ability to survive amid adversity.

Ability Score Increase. Your Strength and Dexterity scores each increase by 1.

Cunning Hunter. You have proficiency with the Stealth skill.

Shifting Feature. While shifted, your unarmed strikes inflict slashing damage, and you can use your extended claws to make an unarmed strike as a bonus action. Once per turn, when you hit with an unarmed strike while shifted, you can inflict extra damage on the target equal to your proficiency bonus.

Unleashed Instincts. Whenever your current hit points equal fewer than half of your hit point maximum, you gain a +1 bonus to your AC.

SWIFTWING

Your ancestry as a swiftwing shifter grants you the ability to fly in short bursts, a trait which can grow more powerful with practice. Swiftwing shifters tend to be twitchy and nervous.

Ability Score Increase. Your Dexterity and Wisdom scores each increase by 1.

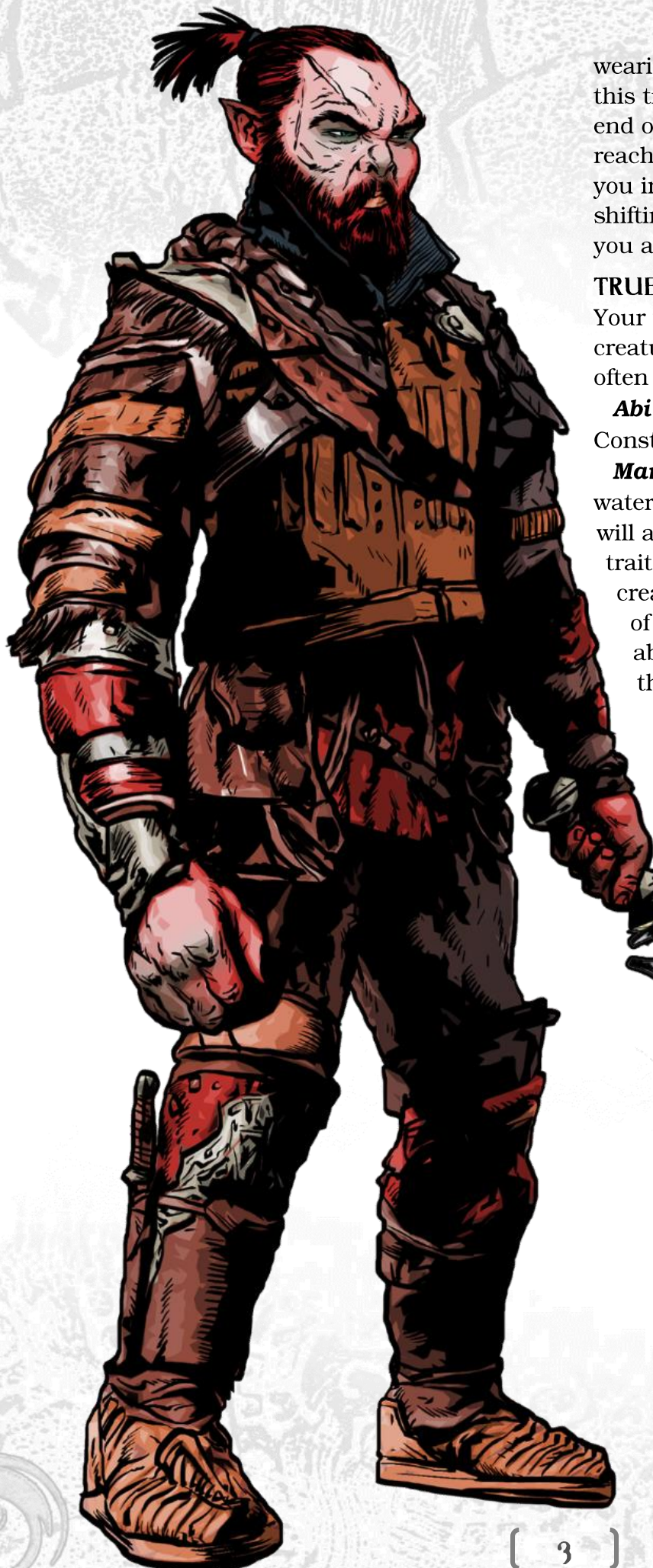
Graceful. You are proficient with the Acrobatics skill.

Powerful Leap. You have resistance to damage from falling, and

when you take the dash action, your speed is increased by 5 feet for that action, and you add 5 feet to your long jump distance and 2 feet to your high jump distance until the end of the turn.

Shifting Feature. While shifting, when you move on your turn in combat, you can fly for up to 30 feet of that movement if you aren't





wearing medium or heavy armor. Once you use this trait, you can't use it again until after the end of your next turn. However, once you reach 5th level, this limitation is removed, and you instead gain a flying speed of 30 feet while shifting, though this flying speed is halved if you are wearing medium or heavy armor

TRUEDIVE

Your truedive heritage lets you swim like a creature born to the sea. Truedive shifters are often remote and somewhat callous.

Ability Score Increase. Your Dexterity and Constitution scores each increase by 1.

Marine Kinship. You can breathe air and water, and you can cast *animal friendship* at-will an unlimited number of times with this trait, though you can only use it to target creatures with swim speeds. Choose any one of your ability scores to be your spellcasting ability for *animal friendship* when cast with this trait.

Shifting Feature. While shifted, you gain a swim speed of 30 feet and you have resistance to cold damage and damage from falling.

Tough. You are proficient with the Athletics skill.

WARFORGED

Originally built for the brutal battlefields of the Last War, warforged tend to exist in a handful of major types with defined military roles. The subrace options here supplement those in the *Wayfinder's Guide to Eberron*.

FRONTLINER

You were forged to be an infantry soldier.

Ability Score Increase. Your Strength and Constitution scores increase by 1.

Protective Phalanx. When you or a creature you can see within 5 feet of you are hit by an attack, if you're wielding a melee weapon or a shield, you can use your reaction to grant the target a bonus to their AC against that attack. This bonus is equal to the number of allies you can see within 30 feet of you (maximum bonus of +5). If the attack still hits, the damage is reduced by 5. Once you use this trait, you can't use it again until you finish a short or long rest.

Warforged Weapon Training. You gain proficiency with one martial weapon of your choice.

PSIFORGED

You were made using trace amounts of psionically resonant deep crystal, providing you with the ability to store psionic energy in your body and use it for a handful of psychic effects.

Ability Score Increase. Choose either Intelligence or Wisdom. The chosen ability score increases by 2.

Psionic Spells. When you gain this trait, you learn the *mage hand* cantrip, and choose one of the following spells: *catapult***, *cause fear***, *command*, or *speed of thought**. You can cast the chosen spell once, regaining the ability to do so when you finish a long rest. Choose either Intelligence or Wisdom as your spellcasting ability for spells gained from this trait. When you cast *mage hand*, the hand is invisible.

Silent Speech. You can speak telepathically to any creature within 30 feet of you. The creature understands you only if the two of



you

share a language. You can speak telepathically in this way to one creature at a time.

TACTICIAN

You were designed to analyze enemy strategies, determine appropriate countermeasures, and communicate these insights to your comrades.

Ability Score Increase. Your Intelligence score increases by 2.

Quick Command. As a bonus action, you can choose an ally that can hear you within 30 feet and allow them to use their reaction to take the Dash or Disengage action. Once you use this trait, you cannot do so again until you finish a short or long rest.

Tactical Analysis. You add a bonus equal to half your proficiency bonus (rounded down) to all your ability checks for initiative. Whenever you make a Dexterity check for initiative, you can choose to make an Intelligence check instead.

HALFLING

Said to be the original native inhabitants of the continent of Khorvaire, halflings who dwell in the Talenta plains maintain the same traditions as their ancestors of old participated in, including tribal masks and dinosaur mounts. With only one permanent settlement in the whole of the Talenta Plains, these nomadic bands live in temporary camps of brightly painted tents that depict the stories of their tribe's ancestors. Most important among the halfling's possessions are their hunt-masks and their dinosaur mounts.

The hunt-mask represents the identity of the halfling, and when donning the mask the halfling believes his spirit combines with his bonded dinosaur. The dinosaur is wrangled as a rite of passage by the young halfling and forever remains linked to that halfling, forming a special bond between them.

A good way to create one of the elite dinosaur riding warriors of the Talenta halfling tribes is

to use the Beast Rider archetype described in this document under the fighter class.

Though these halflings are physically identical to the Lightfoot and Stout subraces, the following variant traits can help simulate the special skills of the Talenta Plains nomads.

TALENTA HALFLING TRAITS

This variant subrace has the normal halfling traits, plus the subrace traits below.

Ability Score Increase. Your Wisdom score increases by 1.

Born in the Saddle. Mounting or dismounting a creature only costs you 5 feet of movement, rather than half your speed.

Plainsfolk. Whenever you make a Wisdom check related to dinosaurs or to surviving in a plains, forest, or grassland environment, you are considered proficient in the skill for that check and add double your proficiency bonus to the check, instead of your normal proficiency bonus.





The great carved dragons of Argonnessen emerged from the mist on the horizon as the Seren longboat cut through the waves . . .



PART 2: NEW SUBCLASSES

BARBARIAN

NEW PRIMAL PATH:

PATH OF THE IMPLACABLE JUGGERNAUT

"YOU WOULDN'T LIKE ME WHEN I'M ANGRY."

—UNKNOWN

You are a living echo of the Last War's atrocities. Though you appear normal most of the time, blasphemous magical experiments have changed your fundamental nature forever. The unleashed curiosity of a renegade mastermaker, necromancer, cultist of the Dragon Below, or other practitioner of ungodly enchantments left a monstrous alter ego seething within you, ready to be unleashed. Your rage is not only the fury of battle, but a metamorphosis into a terrifying new body far different from the one you were born with.

As the Last War grew more terrible and desperate, magical research pushed further and further beyond the laws of gods and mortals, seeking to create the deadliest soldiers imaginable. Most of this research resulted in new and deadlier warforged, but members of all races became test subjects for various attempts at transformation—attempts which may yet continue in certain dark corners of the Five Nations.

TRANSFORMING RAGE

Starting when you choose this path at 3rd level, while raging you can use a bonus action to shift into a larger and more horrifying form, similar to enlarging with an *enlarge/reduce* spell. This effect lasts for 1 minute, and does not end when your rage ends, though it does end early if you die or end it as a bonus action. When you use this feature, it grants you the following benefits:

- Your size increases by one category.
- Your physical size doubles in all dimensions and your weight is multiplied by eight. If there isn't enough room, you attain the maximum possible size in the space available.
- Everything you are wearing and carrying changes size with you, though any item you drop returns to normal size at once.
- While your weapons are enlarged, they deal an extra 1d4 damage.
- Your jump distance doubles.
- You have advantage on Strength checks and saving throws.
- Your new appearance gives you





advantage on all Charisma (Intimidate) checks, but disadvantage on all other Charisma checks.

DENSE FORM

At 3rd level, your altered form resists all attempts to move it or change it further. Whenever you make a saving throw against a spell or effect that would alter your form, push you, or cause you to fall prone, roll 1d8 and add the die to your saving throw total. At 17th level, you roll a d10 instead of a d8.

RELENTLESS RAGE

At 6th level, your inhuman form heals itself when it suffers a grievous blow. While raging, when you take damage that reduces you to half your hit points or fewer, as a reaction you can instantly regain hit points equal to twice your barbarian level. Once you use this feature, you cannot do so again until you finish a short or long rest.

PRETERNATURAL VIGOR

At 10th level, your unnatural fortitude allows you to shrug off effects that would devastate or destroy a normal creature. You add the extra die from your Dense Form feature to all your Constitution saving throws and death saves, in addition to saving throws against the effects listed under that feature. If applying this

bonus to a death saving throw increases the total to 20 or higher, you gain the benefits of rolling a 20 on the d20.

SWIFT RETRIBUTION

At 14th level, you instinctively lash out when struck. Whenever a creature within 5 feet inflicts damage on you, it provokes an opportunity attack from you. If the opportunity attack hits, you can move up to 10 feet as part of the same reaction without provoking further opportunity attacks.

THE FORM OF THE JUGGERNAUT

If you choose this primal path, it is up to you and your DM to determine the appearance of the larger form you can take on when you rage. Remember that this form grants benefits like those of an *enlarge/reduce* spell's increase in size (including doubling of your physical dimensions, an even greater increase in weight, advantage on Strength checks and saves, and enlarged weapons), and so the description of the form should account for these things. A warforged would probably shift and transform to become a larger and deadlier construct, while beings of flesh and blood are more likely to grow into some kind of biological horror. Your weapons may appear to become part of you or transform to resemble natural weapons such as horns, fangs, or claws. The details of your new form give you no additional abilities except for the existing alterations granted by the Transforming Rage feature. Some possible ideas include:

- A massive warforged plated in thick armor and bristling with blades.
- A many-armed titan with over-sized metallic claws on each hand.
- A batrachian aquatic hybrid with scales and amphibious features.
- A mummified undead colossus, wrapped in strips of ancient cloth that seem to move of their own accord.
- A berserk green-skinned goliath grown too muscular for the clothing that hangs from his frame in rags.
- A horned fiend with goat-like hooves and fiery red skin.
- A bulging, hunchbacked, flesh golem-like construct.
- A massively muscular, hirsute form that mixes your features with those of a large animal, like the hybrid form of a werebear or other lycanthrope.
- A Large-sized version of a frost giant or other giant subtype.
- A roughly-hewn statue of gray stone that makes a scraping sound when it moves its heavy limbs.
- A cyclopean, tentacled horror straight from the mad depths of Xoriat.



BARD

NEW BARD COLLEGE:

COLLEGE OF INTRIGUE

"IF WE TREAT EACH OTHER AS ENEMIES ONLY WHEN OUR BACKS ARE TURNED, CAN WE TRULY CALL THIS A TIME OF PEACE?"

—PYNCHON D'DENEITH,

SENTINEL MARSHAL OF SHARN

Countless factions jockey for position in the aftermath of the Last War. The dragon-marked houses, temples both pure and corrupt, crime lords, monster gangs, psionic spies, arcane universities, royal orders, secret societies, sinister masterminds, dragons, and the multitude of other organizations and factions all act in secrecy to gain power, and they all need operatives and leaders.

Bards like you fill this role perfectly. Your chosen group taught you the value of loyalty and secrecy, and how to command fear and respect, whether by magic or other means. The key to your success and survival is an expert understanding of the desires, hopes, and fears of those around you.

BLOOD INITIATION

When you choose this archetype at 3rd level, you have been fully initiated as a member of your secret society, and you have been trained in all their mysterious ways. You gain proficiency with your choice of one of the following skills: Deception, Intimidation, Insight, Performance, Persuasion, Sleight of Hand, or Stealth. You also gain proficiency with your choice of one of the following tools: disguise kits, forgery kits, poisoner kits, or thieves' tools.

In addition, you can communicate wordlessly with any other member of your secret society who can see you. If you can see them, they can communicate back. This is not telepathy, but a combination of gesture and innuendo that no one outside of your group can perceive without some kind of magical insight.

ASSESS & EXPLOIT

At 3rd level, you learn the *hunter's mark* spell. You also learn the *vicious mockery* cantrip if you don't already know it. These are bard spells for you but do not count against the total number of spells or cantrips you can know as a bard. When an ally attacks a creature that is the subject of your *hunter's mark*, you can use your reaction to expend one of your uses of Bardic Inspiration, rolling a Bardic Inspiration die and adding the result to the ally's attack roll. If the ally hits, they inflict additional damage equal to your Charisma modifier.

IMPLIED THREAT

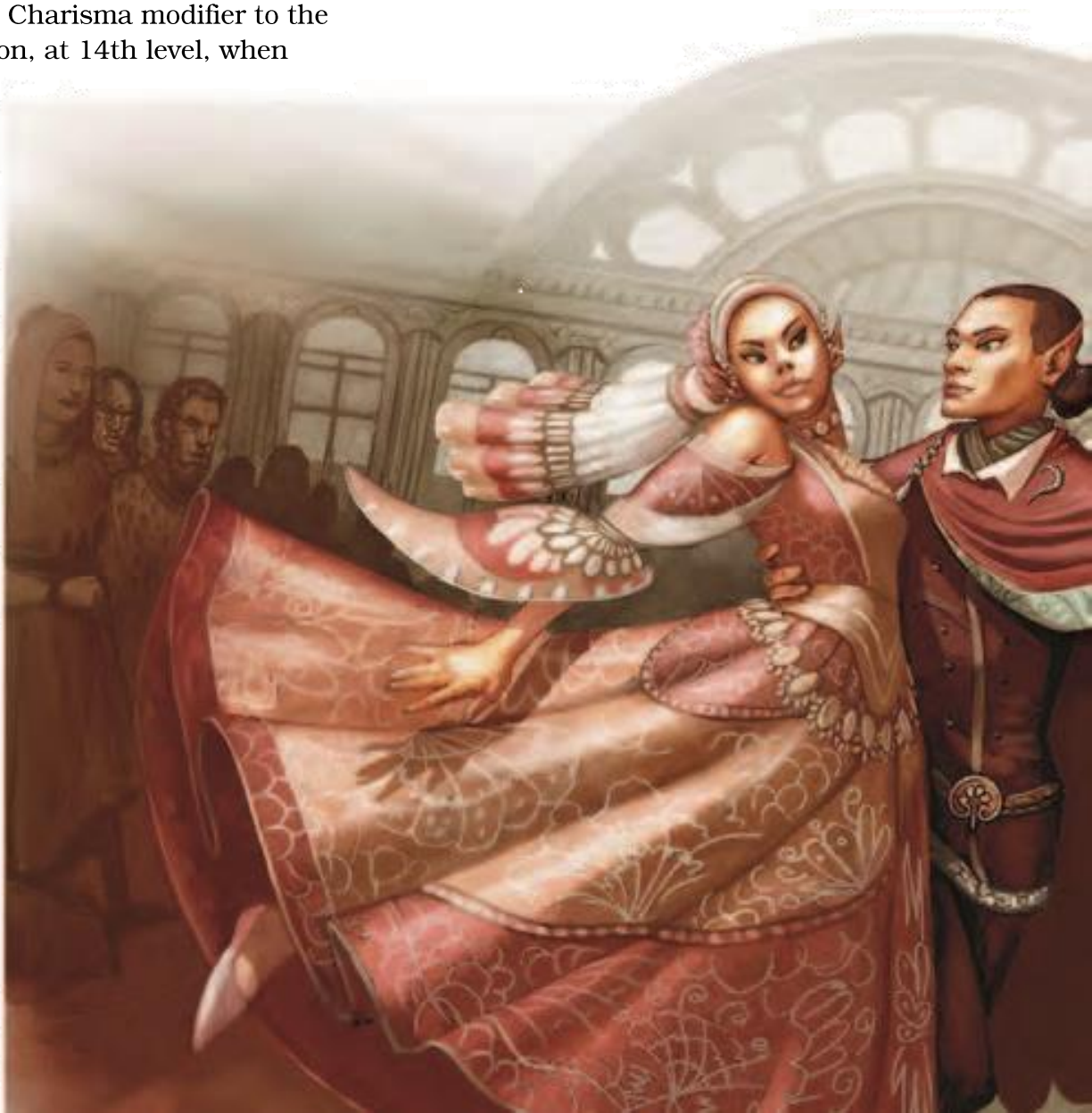
Starting at 6th level, you can use what seems like gentle teasing, a polite word of caution, or even just a look to communicate a terrifying threat. When you cast the *vicious mockery* cantrip, you add your Charisma modifier to the damage roll. In addition, at 14th level, when you successfully strike an opponent with an attack, you can cast *vicious mockery* as a bonus action, targeting only the opponent you struck.

DANGEROUS SECRETS

At 14th level, if you spend at least 1 minute observing or interacting with a creature outside combat, you can expend one of your uses of Bardic Inspiration to cast the *detect thoughts* spell on that creature while you are interacting with it

without using a spell slot, as long as it is not hostile to you. When you cast *detect thoughts* in this way, if you choose to probe deeply into that creature's thoughts, you roll the Bardic Inspiration die you expended and subtract the result from the target's Wisdom saving throw roll. On a failed save, the target is not aware you are probing its mind.

In addition, when you roll an ability check or saving throw to resist any attempt to discern information about you, your plans, your location, or your thoughts, you have advantage on that roll. This includes effects that would read your thoughts or compel you to speak the truth. If you succeed on your roll, you can cast *vicious mockery* as a reaction, targeting the source of the attempt to discern the information.



COLLEGE OF DEFIANCE

"FREEDOM HAS ITS PRICE. I'D RATHER IT BE PAID IN ANGRY WORDS AND LOST YEARS THAN IN MARTYR'S BLOOD, BUT IF THE CAUSE REQUIRES IT, I SHALL GIVE MY OWN LIFE."

—THOTHAR,
REVOLUTIONARY ORATOR OF FAIRHAVEN

Recent history has altered Khorvair's politics in unprecedented ways. New independent nations have emerged, many ruled by races once entirely subject to the human kings of Galifar. Thrane's monarchy was overthrown in favor of theocracy, while Breland's parliament has assumed greater power. As a student of the changing tides of history, you know even greater transformation is possible for those willing to rise up and overthrow their rulers. Your bardic abilities position you to lead and support such uprisings.

You know that the combination of vision, determination, unity, and leadership required to create real change is rare, but so is your talent for nurturing such qualities. Like other bards, you seek to captivate the attention of audiences, but your goal is to educate as well as entertain. You inspire would-be rebels to action, showing them a better world is possible and demonstrating strategies by which the old order can be overthrown.

Your abilities as a performer allow you to cover your activities as entertainment and distract prying eyes from your true agenda. When you are among your comrades-in-arms, however, your real work begins. You are most effective as part of a larger faction, such as the Swords of Liberty, one of the goblinoid clans calling themselves the Heirs of Dhakaan, or the militant movement led by the Lord of Blades. If you have yet to join such a resistance group, you are likely seeking contact with one, or planning to form your own.

BONUS PROFICIENCIES

At 3rd level when you select this bardic college, choose two of the following skills: Deception, History, or Persuasion. You gain proficiency with these skills if you don't have it already. You also gain expertise with the two chosen

skills, which means your proficiency bonus is doubled for any ability check you make that uses them.

FIREBRAND STRIKE

When you join the College of Resistance at 3rd level, you gain the ability to inspire others by striking a magically empowered blow. Once per turn, when you hit a hostile creature with a weapon attack, you can expend one use of your Bardic Inspiration to deal additional psychic damage to that target equal to your Bardic Inspiration die roll. If the target was at its hit point maximum when you struck it, you add your Charisma modifier (minimum 1) to the psychic damage.

As part of the same action, choose a number of non-hostile humanoids within 60 feet of you who can see you, up to a number of them equal to your Charisma modifier (minimum 1). Each target gains temporary hit points equal to the roll of your Bardic Inspiration die, and can immediately use its reaction to move up to its speed towards a hostile creature it can see without provoking opportunity attacks.

FEARLESS WORDS

At 3rd level, you can use oratory or another kind of performance to inspire others in overcoming fear, defeat, and fatigue. After performing for at least 10 minutes, you can choose a number of non-hostile humanoids up to your Charisma modifier (minimum 1) who heard you for at least 5 minutes. Each target gains the following benefits:

- It gains 2d6 temporary hit points
- It recovers 1 level of exhaustion
- While it still has the temporary hit points gained from this feature, it has advantage on saving throws against becoming frightened or exhausted.

The number of temporary hit points increases when you reach certain levels in this class, increasing to 2d8 at 5th level, 2d10 at 10th level, and 2d12 at 15th level

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

PROTECTED COMRADE

Starting at 6th level, you can magically safeguard the destiny of an ally. As a bonus

action, you can expend a bard spell slot to place a protective ward on one ally you touch. Until this ward ends, any bludgeoning, piercing, or slashing damage the target takes is reduced by an amount equal to 1 + the level of the expended spell slot. This effect lasts for 1 minute, or until you use this feature again.

When a creature you can see within 60 feet of you hits the warded target with a melee attack, you can use your reaction to make a weapon attack against the attacker. If that attack hits, it deals extra psychic damage to the target based on the spell slot you initially expended for this feature. The extra damage is 1d6 for a 1st-level spell slot, plus 1d6 for each spell-level higher than 1st, to a maximum of 4d6.

MANTLE OF DEFIANCE

At 14th level, you can infuse spells of freedom and defiance into your comrades. When a creature gains temporary hit points from your Fearless Words or Firebrand Strike feature, while it has those temporary hit points, it is immune to the charmed condition and gains all the benefits of the *freedom of movement* spell.



CLERIC

NEW DIVINE DOMAIN:

SILVER FLAME EXORCIST (EXORCISM DOMAIN)

"FILTHY DEMON, I ABJURE YOU! LEAVE THIS PLACE
AND NEVER RETURN."

—DAVIENNE OF SIGILSTAR,

HALFLING EXORCIST OF THE SILVER FLAME

You enjoy a direct connection to the divinity that underpins your faith, making you a living vessel for its cleansing power. Chosen for a special order within your church, you stand on the front lines of an unceasing war against supernatural forces of evil across Khorvair. You channel the intensity of your belief to ward off otherworldly horrors, cast out possessing spirits, and smite the material forms of the forces of evil. As you grow in power, your divine magic even allows you to alter the memories of those who witness the most loathsome horrors. This is a violation, not to be undertaken lightly, but when it preserves a victim's sanity, it is also an act of mercy.

No force in Eberron stands in greater opposition to such evil than the Church of the Silver Flame. Within that church, clerics of this domain are foremost among the holy warriors who combat extraplanar threats. Known as the Exorcists of the Silver Flame, they lead the champions of the church in their eternal conflict. Most members of this order are active out in the world, rather than focusing on internal ecclesiastical affairs. They travel the world, devoting their lives to deeds that exemplify the precepts of their religion.

DOMAIN SPELLS

You gain these spells at the cleric levels listed.

EXORCISM DOMAIN SPELLS

Level	Spells
1st	<i>protection from evil and good, shield of faith</i>
3rd	<i>bastion of clarity*, branding smite</i>
5th	<i>abolish shadows*, magic circle</i>
7th	<i>banishment, Mordenkainen's private sanctum</i>
9th	<i>dispel evil and good, modify memory</i>

BONUS PROFICIENCIES

When you choose the Exorcism Domain at level 1, you gain proficiency with heavy armor and with one martial melee weapon of your choice.

BONUS CANTRIP

At 1st level, you learn the *detect aberrations* cantrip, but when you cast it, it works differently for you, as follows:

- When you cast it, you can change the casting time to 1 bonus action for that casting.
- You detect celestials, elementals, fey, fiends, or undead as well as aberrations, and know which type each creature you detect is.
- Any psychic damage you might take from casting this spell is halved.

WEAPON OF THE EXORCIST

From 1st level, whenever you finish a long rest, you can touch one weapon that you are proficient with and invest it with prayers of protection. Until the next time you finish a long rest, when you attack with that weapon and hit an enemy, you can use your bonus action to force the target of the attack to roll an Intelligence saving throw. On a failed save, it takes 1d4 radiant damage, and you grant divine protection to one friendly creature of your choice within 30 feet of the target. The next time the target attacks the protected ally or forces that ally to make a saving throw before the end of its next turn, it takes 1d10 psychic damage.

Once you reach 11th level, you add your Wisdom bonus to both the radiant damage and psychic damage.

CHANNEL DIVINITY: FLAME OF CENSURE

Starting at 2nd level, you can use your Channel Divinity to unleash purifying fire that punishes the unrighteous. As a bonus action, you present your holy symbol and choose one of the following types of creatures: aberrations, celestials, elementals, fey, fiends, or undead. Each creature of that type that is within 30 feet of you must make a Charisma saving throw. On a failed save, for 1 minute it suffers the following effects:

- It can't take reactions.

- While it is within 10 feet of you, it has disadvantage on any attack roll that doesn't target you.
- At the end of each of the target's turns, it takes radiant damage equal to 1d8 + your Wisdom modifier if it has inflicted damage on a creature besides you since the end of its previous turn.

This effect ends early if you are incapacitated or you die, if a creature friendly to you uses a class feature to give the target disadvantage on attack rolls against you, or if a creature friendly to you casts a harmful spell on the target.

After you reach 5th level, when a creature fails its saving throw against your Flame of Censure feature, the creature is banished for 1 minute (as in the *banishment* spell, no concentration required) if it isn't on its plane of origin and if its challenge rating is at or below a certain threshold, as shown below.

Cleric Level	Banishes Creatures of CR...
5th	1/2 or lower
8th	1 or lower
11th	2 or lower
14th	3 or lower
17th	4 or lower

SILVER BRAND

Beginning at 6th level, whenever you inflict radiant damage on one or more creatures, you can use your reaction to choose one target of that radiant damage and force it to make a Constitution saving throw. If the creature fails, until the end of its next turn, it is blinded and it cannot take reactions or benefit from being invisible.

WARDING STRIKE

At 8th level, you gain the ability to channel divine energy into attacks against those who would prey upon the innocent. Once on each of your turns, when you hit a creature with an attack roll, you can cause the attack to deal an extra 1d6 force damage to the target.

If you inflict this extra damage on an aberration, celestial, elemental, fey, fiend, or undead, you add your proficiency bonus to the damage inflicted.

When you reach 14th level, the extra damage increases to 2d6.

DIVINE ABJURATION

Starting at 17th level, creatures under the effects of your Flame of Censure feature have disadvantage on saving throws against abjuration spells you cast, and while you are maintaining concentration on an abjuration spell, you add a bonus equal to your Wisdom modifier to all your Constitution saving throws.



DRUID

NEW DRUID CIRCLE:

CIRCLE OF THE ECLIPSE

"I WALK THE SECRET PATHS OF THE WOODLANDS, I READ THE FUTURE IN THE NIGHT SKY, AND I BIND THE MAGIC OF MY PEOPLE INTO MY VERY FORM."

—BAELLA SWIFTSTEP, BEASTHIDE SHIFTER

AND MOONSPEAKER OF THE ELDEEN REACHES

Shifters are said to have founded this druid circle, which teaches the same techniques their people must employ to master their racial gifts. They are able to channel the Wild Shape powers of other druids in a more controlled way, partially transforming their bodies without needing to fully assume animal forms. Sometimes known as moonspeakers, they have a mystical reverence for the twelve moons of Eberron. This binds them to the magic of these celestial bodies as they gain power, and such druids bring the radiance of the moons even to places where darkness would mask their light.

Druids of the Eclipse Circle breathe the magic of the world, guided by the moons, and they weave their magic into their own bodies as they extend and enhance their shapeshifting abilities. Leaving behind the ties of family and home, these druids do not settle in a single territory, but travel between rural settlements and tribal groups, teaching, guiding, and protecting. This circle is popular among those with lycanthropic ancestry, who have a natural talent for its techniques. No matter their race, all moonspeakers have a special connection to shifter communities, where these druids are held in special reverence.

Eclipse Druid Quirks

d10	Race
1-2	<i>You express affection with an unending shower of gifts—sometimes including fresh kills or the fruits of foraging.</i>
3-4	<i>When angry, you howl and roar like an enraged beast.</i>
5-6	<i>Discovering a new food or drink you enjoy leads you to seek out more, overindulging in it to the point of near-sickness.</i>
7-8	<i>It's hard to resist basking in bright sunshine, which is usually followed by a satisfied nap.</i>
9-10	<i>You are driven to find the perfect mate and have as many children with them as possible.</i>

FANG AND CLAW

Starting at 2nd level, when you choose this archetype, you can roll a d4 in place of the normal damage of your unarmed strike, and it inflicts your choice of piercing or slashing damage instead of your normal damage. You can use your choice of either Strength or Dexterity for the attack roll and damage bonus of this attack. You cannot use this feature while in your Wild Shape form.

SHIFTING ACTION

Starting at 2nd level, when you choose this archetype, you can call on your tie to a bestial spirit to briefly transform part of your body. If you are not wearing heavy armor, you can take a bonus action on each of your turns in combat to gain temporary hit points equal to your druid level + your Wisdom modifier. If you wish, when you do so, you can expend one spell slot to regain 1d8 hit points per level of the spell slot expended instead of gaining temporary hit points. When you gain this feature, choose one of the following options. Whenever you use your Shifting Action feature during your turn, you also create the chosen effect, as follows:

- **Charging Elk.** When you use your bonus action on this feature, until the end of your next turn, if you move at least 20 feet straight towards a Large or smaller creature during your turn, the next Strength-based unarmed strike or attack with a natural weapon you make against that creature before the end of that same turn is made at advantage and inflicts extra damage equal to your Wisdom modifier. In addition, as part of this same bonus action, you may immediately move up to 20 feet.
- **Eagle Wing Leap.** When you use your bonus action on this feature, until the end of your next turn, your jumping distance is doubled, and you gain a climb speed equal to your walking speed. In addition, as part of this same bonus action, you may immediately move up to half your speed.
- **Harrying Wolf.** When you use your bonus action on this feature, the next time you hit a creature with a melee attack before the end

of your next turn, you can choose one ally within 5 feet of that target. That ally can immediately use its reaction to make one weapon attack against the same target. In addition, as part of this same bonus action, you may immediately make an unarmed strike.

- **Sinews of the Bear.** When you use your bonus action on this feature, until the end of your next turn, you add your Wisdom bonus to Strength checks and Strength saving throws, and add an additional 1d4 to the damage of Strength-based melee attacks. In addition, as part of this same bonus action, you may immediately make an unarmed strike.
- **Tiger's Pounce.** When you use your bonus action on this feature, the next time you hit a creature with a Strength-based melee attack before the end of your next turn, that creature must make a saving throw against your druid spell DC. On a failure, that creature is grappled by you. When you grapple a creature in this way, you must release that creature from your grapple before you can grapple another. In addition, as part of this same bonus action, you may immediately make an unarmed strike.

Once you use your Shifting Action feature, you cannot do so again until after the end of your next turn. You can use this feature while using your Wild Shape as well, provided you are in a beast form that is Small or larger, but any benefits to melee attacks

while in your beast form only apply to Strength-based attacks.

ECLIPSE DRUIDS OF THE TALENTA PLAINS

Talenta halfling druids often join this circle. When they do, they refer to their various options for the Shifting Action feature, based on the dinosaur species of their homeland, as follows: Charging Threehorn, Glidewing Leap, Harrying Clawfoot, Sinews of the Hammertail, and Great Carver's Pounce.



FERAL DRUID

At 6th level, your unarmed strikes and your natural weapon attacks in a beast form assumed with Wild Shape count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

LUNAR BLESSING

At 6th level, you gain a selection of special magical abilities related to the twelve moons of Eberron. Whenever you finish a long rest, you can choose one of the lunar blessings listed at the end of this archetype description. You gain the listed benefit of the chosen aspect until the next time you finish a long rest.

QUICKENED UNARMED STRIKE

Beginning at 10th level, you can attack twice, instead of once, whenever you take the Attack action on your turn, as long as one of the two attacks is an unarmed strike or an attack with a natural weapon. You can use this feature while using your Wild Shape as well, provided you are in a beast form that is Small or larger, but you cannot use it if your beast form has the Multiattack feature.

In addition, you increase your walking speed by 10 feet, and whenever you make an unarmed strike while not using your Wild Shape feature, you may roll a d6 in place of your normal unarmed strike damage.

SMITE THE UNNATURAL

At 14th level, when you hit a creature with an unarmed strike (or a natural weapon attack while in a beast form you assumed with your Wild Shape feature), you can expend one druid spell slot to inflict extra radiant damage. The radiant damage equals 1d8 per level of the spell slot expended, up to a maximum of 4d8.

LUNAR BLESSINGS

The Lunar Blessings available for your feature of the same name are listed here in alphabetical order.

- **Blessing of Aryth.** Immediately before or after you cast a spell of 1st level or higher that has a casting time of 1 bonus action, the moon said to be the patron of change allows you to use your Shifting Action feature as part of the same bonus action.

- **Blessing of Barrakas.** The moon said to be tied to the plane of Lamannia, the Twilight Forest, grants you resistance to poison damage.
- **Blessing of Dravago.** The moon described as the giver of long life grants you advantage on death saving throws and saving throws against necrotic damage.
- **Blessing of Lharvion.** The moon thought to stand watch over eternity grants you resistance to necrotic damage.
- **Blessing of Nymm.** The largest moon in the night sky, said to watch over planar pathways, allows you to teleport up to 5 feet as a bonus action immediately before or after you cast a spell of 1st level or higher.
- **Blessing of Olarune.** The moon said to watch over shapechangers allows you to use Wild Shape on your turn as a bonus action, rather than as an action.
- **Blessing of Rhaan.** The moon said to be tied to the plane of Thelanis, the Faerie Court, grants you resistance to psychic damage.
- **Blessing of Sypheros.** Immediately before or after you cast a spell of 1st level or higher, the moon said to bestow protective power allows you to use a bonus action to move up to 10 feet without provoking opportunity attacks.
- **Blessing of Therendor.** When you cast a spell with a duration of 1 minute or longer, the moon said to govern the passage of time allows you to expend an additional druid spell slot to double that spell's duration, to a maximum duration of 24 hours.
- **Blessing of Vult.** After you cast a spell of 1st level or higher, the moon said to watch over combat allows you to inflict an extra 1d4 radiant damage the next time you hit with a melee attack before the end of your next turn.
- **Blessing of Zaranyr.** Immediately after you cast a spell of 1st level or higher, the moon said to have close ties to silver allows you to use a bonus action to gain resistance to bludgeoning, piercing, and slashing damage that is not silver for 1 hour.

FIGHTER

NEW FIGHTING STYLES

The following additional options are available for the fighter's Fighting Style feature, in addition to those already available in the normal D&D rules. Paladins and rangers also gain access to some of these options for their own Fighting Style feature, as follows:

- Paladins gain access to the Breach Fighter, Mounted, and Ship-to-Ship Warfare fighting style options.
- Rangers gain access to the Harrying, Mobility, and Mounted, and Ship-to-Ship Warfare fighting style options.

No matter how many times you get to choose, you can never select a particular fighting style more than once.

• Breach Fighter

You excel at defending narrow passages, doorways, and other tight spaces. As a bonus action, you can enter a defensive stance that lasts until the start of your next turn. While in your defensive stance, you can make opportunity attacks without using your reaction, and you can use your reaction to make a melee attack against a creature that moves more than 5 feet while within your reach.

• Grappler

When you hit a creature with an unarmed strike or an improvised weapon attack, it rolls with disadvantage the next time it makes an attack roll, Strength check, or Dexterity check before the end of its next turn.

• Harrying

When you hit a creature with an unarmed strike or a melee attack using a weapon that doesn't have the two-handed or heavy property, the creature's speed is reduced by half until the end of its next turn.

• Mobility

As long as you are not wearing medium or heavy armor or using a shield, you have a climbing speed equal to your normal speed, and you gain a +1 bonus to AC.

• Mounted

While you are mounted, unmounted creatures you hit with weapon attacks can't make opportunity attacks against you or your mount for the rest of the turn if they are smaller than your mount, and you can re-roll any weapon damage die that rolls a 1. You must use the new roll.

• Ship-to-Ship Warfare

When you have cover against an attack, if it still hits, you have resistance against that attack's damage.



NEW MARTIAL ARCHETYPE:

BEAST RIDER

"IF YOU WANT TO JUDGE ME BY MY HEIGHT, DO SO BY MY HEIGHT IN THE SADDLE."

—HAVIL

LATH OF THE GREENBACK CLAWFOOTS TRIBE

You are part of an elite group of master riders and hardy survivalists who rely on their extraordinary mounts for survival. In mastering the art of fighting from the back of a mount, you have also learn to instill terror in your enemies. You've learned how to fight more effectively as part of a unit, especially a mounted cavalry, and to increase your comrades' effectiveness with your own actions.

The most prominent warriors of this archetype are the halfling dinosaur riders. They dwell in the vast grasslands called the Talenta Plains, known for its wandering dinosaur herds. Since before humans walked the lands of Khorvaire, tribes of rugged halflings—who form the overwhelming majority of the Talenta Plains' population—have maintained an ancient and nomadic way of life that ties them to the dinosaurs they herd. When a halfling first captures and domesticates a dinosaur mount of their own, they establish a special bond, often magnified further by the halfling's use of a *hunt-mask*.

BONUS PROFICIENCIES

You gain proficiency in two of the following skills of your choice: Animal Handling, Intimidate, Nature, Stealth, or Survival. You can choose to gain proficiency with land vehicles in place of one of these skill proficiencies.

BONDED MOUNT

When you choose this martial archetype at 3rd level, you gain a preternatural bond with a special beast that serves as your mount. This animal is extremely loyal to you and will fight on your behalf. You gain the following benefits:

- Choose a Large or smaller beast that has a challenge rating of 1 or lower. You gain one beast of this type as your bonded mount. If

the chosen beast is not already present, it arrives the next time you finish a long rest.

- If your bonded mount has a fly speed, it cannot use it unless you are 5th level or higher.
- Your bonded mount obeys your commands as best it can. It acts on its own turn, but does not roll initiative. Instead, your mount's turn comes on your initiative, immediately after your turn. Your mount can either move during your turn or move on its own turn, but any action (or possible bonus action) it takes happens on its turn.
- Unless you are incapacitated or more than 120 feet away (in which case you have no influence over the beast's actions), the bonded mount cannot take the Attack, Dash, Disengage, Dodge, or Help action unless you used your action during your turn to order the beast to do so, but it can take other actions as normal.
- When you command your bonded mount to attack during its turn, it cannot take the Multiattack action unless you are 11th level or higher.
- Your bonded mount's hit point maximum equals its normal maximum or four times your fighter level, whichever is higher.
- You add your own proficiency bonus to the beast's AC, attack rolls, damage rolls, and saving throws.
- Choose two skills; you add your proficiency bonus to your mount's ability checks for those skills.
- If you are 5th level or higher, when you take the attack action on your turn while your bonded mount can see you, on its turn it can use its bonus action to make a melee attack against any creature within range without you having to use your action to command it. Your bonded mount cannot use this bonus action to take the Multiattack action.
- This mount remains bonded to you until it dies or you choose to release it, but even after that, the beast will always remain friendly to you unless you behaved abusively towards it. If your mount has died or if you have released it, you can bond with a new

beast you encounter that has a CR of 1 or lower and which is Large or smaller. To do so, you must spend 8 hours bonding with your new mount.

MOUNTED WARRIOR

Starting at 3rd level, you have advantage on all Wisdom checks related to animals of the same species as your bonded mount, as well as on saving throws you make to avoid falling off any mount. If you fall off from a mount, you can automatically land on your feet if you aren't incapacitated and you fall less than 10 feet.

In addition, when you mount or dismount a creature, you use only 5 feet of movement to do so (normally, mounting a creature uses half of a character's movement).

Finally, if you or your bonded mount inflict damage with a weapon attack on an unmounted creature smaller than your mount while you are mounted, you can use your bonus action to roll 1d8 and add it to the damage inflicted.

CAVALRY LEADERSHIP

Beginning at 7th level, you are an experienced battlefield leader, especially comfortable commanding from atop your steed. On any of your turns when you don't use your action to command your bonded mount to attack, you can use a bonus action to do one of the following:

- Command your bonded mount, allowing it to take the Dash, Disengage, Dodge, or Help action on its turn.
- Choose a friendly creature within 30 feet who can see or hear you. That creature can use its reaction to move up to half its speed without provoking opportunity attacks from creatures within 5 feet of you or your mount.
- Force a creature you have already hit with a weapon attack this turn to make a Wisdom saving throw (DC = 8 + your proficiency bonus + your Charisma modifier). On a failure, it is frightened of you until the end of your next turn.

BATTLEFIELD DISCIPLINE

At 10th level, your bonded mount can make two attacks when you command it to use the Attack action. Neither of these attacks can be the Multiattack action.

In addition, creatures you choose within 10 feet of you have resistance to psychic damage and advantage on saving throws against being charmed or frightened. At 18th level, the range of this effect increases to 30 feet.

TWO MOVE AS ONE

Starting at 15th level, when a hostile creature attacks you or your mount, you can use your reaction to cause that attack roll to be made at disadvantage. If the attack hits, the attack's target has resistance against the attack's damage.

DINOSAUR MOUNTS

The two dinosaurs most commonly used as mounts among the halflings of the Talenta Plains—the clawfoot raptor and the fastieth—are described here. The clawfoot raptor's stats are from *The Wayfinder's Guide to Eberron*, and are reproduced here for convenience, with some added description.

Among other mounts, the glidewing (described in the *Monster Manual* as a pteranodon), is highly prized, since it can fly while carrying a rider. Other popular mounts (as described in *Volo's Guide to Monsters*) include the carver (deinonychus) and the larger skullcrest (hadrosaurus). Some clever riders in swampier environments use a cunning saddle to ride the sailback (the dimetrodon, also described alongside the dinosaurs in *Volo's Guide to Monsters*, though not technically a dinosaur).

Other dinosaurs not as often used as mounts but which bear special names among the Talenta halflings include the bladetooth (allosaurus), hammertail (ankylosaurus), soaring (quetzalcoatlus), swordtooth titan (tyrannosaurus rex), and threehorn (triceratops). The quetzalcoatlus is described in *Volo's Guide to Monsters*, while the others listed here appear in the *Monster Manual*.

CLAWFOOT RAPTOR

Medium beast, unaligned

Armor Class: 14 (natural armor)

Hit Points: 16 (3d8+3)

Speed: 50 ft.

STR 17 (+3) **DEX** 17(+3) **CON** 13 (+1) **INT** 2(-4) **WIS** 12 (+1) **CON** 10 (+0)

Skills Athletics +5, Perception +5, Stealth +5

Senses passive Perception 15

Languages —

Challenge 1/2 (100 XP)

Pounce. If the clawfoot moves at least 30 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the clawfoot can one make one bite attack against it as a bonus action.

ACTIONS

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) slashing damage

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4+3) piercing damage

The clawfoot raptor is the preferred mount of the Talenta Plains halflings in times of war. A flesh-eating relative of the great carver (megaraptor), this two-legged reptile is the size of a tall human. This menacing predator boasts a mouthful of sharp teeth and long, sickle-shaped toe claws.

FASTIETH

Medium beast, unaligned

Armor Class: 14 (natural armor)

Hit Points: 13 (2d8+4)

Speed: 60 ft.

STR 15 (+2) **DEX** 13 (+1) **CON** 12 (+1) **INT** 2(-4) **WIS** 11 (+0) **CHA** 4 (-3)

Skills Athletics +4, Perception +2

Senses passive Perception 12

Languages —

Challenge 1/4 (50 XP)

Burst of Speed (x3, Recharges on a short rest).

When the fastieth moves at least 20 feet during any turn, it can double its speed until the end of that turn.

Skittish Retreat. When a fastieth takes the Disengage action during its turn, it can Dash as a bonus action.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) piercing damage

The fastieth is a plant-eating lizard that has strong-looking legs, scales patterned with bright colors, and a wary look in its large, glassy eyes. It is the most common mount of the Talenta Plains halflings. It is roughly human-sized, too little to act as a mount for adults of most races, but a perfect mount for a halfling, gnome, or human child.

Fastieths do not take well to combat training, and prefer to flee rather than fight.



NEW MARTIAL ARCHETYPE: VETERAN ARCANEEER

"DON'T BOTHER CARRYING A WAND AROUND UNLESS YOU KNOW HOW TO USE IT-- AND DON'T BOTHER PULLING ONE OUT UNLESS YOU PLAN TO."

—CHANTAL THIEL

AUNDAIRIAN WANDWRIGHT

During the Last War, Aundair was the first to mobilize the units of cantrip specialists known as arcaneers, but soon every army had elite, spell-wielding warriors—soldiers with a weapon on one hip and a wand on the other. The extensive training required kept these arcane dragoons rare, yet like their fellows, they died in great numbers. These days, plenty of hotheaded wandslingers duel in the streets, but there are few true arcaneers like you, trained in arcane disciplines honed for reliable use on the battlefield.

You only know a few low-level spells, but constant drilling taught you to maximize their effectiveness, whether or not you saw action in the Last War. Military rigor is necessary to maintain your sharp edge, and most veteran arcaneers tend to employ the terminology of war even in settings that have nothing to do with it, and some find peacetime more difficult than army life. Those not in active service are usually mercenaries or adventurers of some stripe.

Whether you are more personally disposed more to chaos, order, or neither, you know your abilities depend on consistent practice. And even if you've tried to hang up your wands and live a simple life, old habits die hard, and trouble often finds those who can do something about it.

WANDSLINGER TRAINING

At 3rd level, you gain proficiency in the Arcana skill, and you learn two cantrips of your choice from the wizard's spell list, each of which must require an attack roll. When you reach 9th level in your fighter class, you learn an additional wizard cantrip.

You can only cast cantrips learned from this feature using an arcane focus (wand, rod, staff, orb, or crystal). While you have an arcane

focus in hand, if you make a spell attack roll for a cantrip, once per turn you can choose to gain advantage on the attack roll if the target is a creature that hasn't taken a turn in the combat yet.

You also learn one 1st-level spell of your choice from the wizard's spell list that requires an attack roll. If you have an arcane focus in hand, you can use it to cast this spell once, regaining the ability to do so when you finish a short or long rest. Whenever you gain a level in this class, you can replace this 1st-level spell with another 1st-level spell from the wizard spell list that requires an attack roll.

For all spells gained from this feature, you can use an arcane focus as a spellcasting focus. You choose Intelligence, Wisdom, or Charisma as your spellcasting ability for these spells, and use the chosen spellcasting ability modifier when setting the saving throw DC for a spell you cast using this feature or when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your spellcasting ability modifier.

Spell attack modifier = Your proficiency bonus + your spellcasting ability modifier.

ARCANEER'S STRIKE

At 3rd level, when you hit with a weapon attack or with a spell attack using a cantrip that inflicts damage on one or more targets, if you have an arcane focus in hand, you can increase the damage inflicted on one target. The amount of increased damage you inflict is based on your level in this class, as shown on the Arcaneer's Strike Bonus Damage table.

ARCANEER'S STRIKE BONUS DAMAGE

Fighter Level	Damage Increase
3rd	2d4
11th	2d6
20th	2d8

You have two uses of this feature, and you regain all expended uses of it when you finish a short or long rest.

AUGMENTED STRIKE

Starting at 7th level, once per turn, when you inflict the extra damage from your Arcaneer's Strike feature, you can impose a magical effect on the target who takes that damage. The DC for any effect requiring a saving throw equals

the spellcasting save DC for your Wandslinger Training spells. When you use this feature, you choose one of the following magical effects:

- **Dazzle.** The target must make a Wisdom saving throw. On a failure, until the start of your next turn, it cannot see anything farther than 5 feet away from it and has disadvantage on Wisdom checks and opportunity attacks.
- **Swift Cantrip.** You cast a cantrip that normally has a casting time of 1 action against the target, changing the casting time to 1 bonus action for that casting. The target is the only creature you can target with this cantrip.
- **Swift Strike.** You make a weapon attack against the target as the bonus action.
- **Weaken.** The target must make a Constitution saving throw. On a failure, until the start of your next turn, the target's speed and the damage dealt by the target's weapon attacks are both halved.

BATTLE MAGIC DEFENSE

Starting at 10th level, if a creature besides you can see within 5 feet of you is hit by an attack, you can expend one use of your Arcaneer's Strike feature to cast a cantrip at the attacking creature as a reaction. The cantrip must have a casting time of 1 action and must target only that creature, and the casting time is changed to 1 reaction for that casting. If the cantrip inflicts damage on the attacking creature, the target of the triggering attack has resistance against that attack's damage.

RELIABLE ARCANEER

Starting at 15th level, if you roll initiative and have no uses of your Arcaneer's Strike feature remaining, you regain one use of it.

NEW MARTIAL ARCHETYPE: FIVE NATIONS DUELIST

"TWO WEAPONS? I SEE ONLY MY SWORD IN MY LEFT HAND, AND A BIT OF MY OWN CLOAK GRASPED IN MY RIGHT. THIS CLOAK IS HIGHLY FASHIONABLE, AND A MEMENTO OF A HOMELAND LOST, BUT SURELY 'TIS NO THREAT TO A HULKING WARRIOR SUCH AS YOU?"

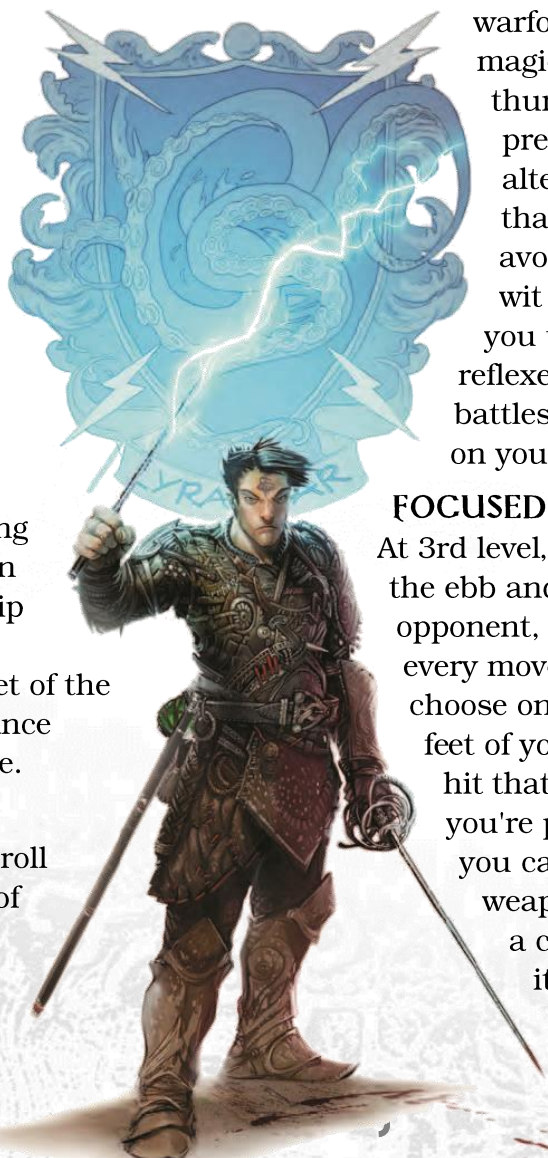
—MALISTER D'CANNIX,
CYRAN AVENGER

Since the Last War, the image of duelists like yourself—nimble and intelligent, living by their wits, reflexes, and precise weapon training—has become the ideal of heroism for young nobles in the Five Nations. In Sharn especially, duelists are common among the younger members of the aristocracy. Dueling styles from different regions have become so popular that even warriors who have never set foot in Aundair, Breland, Cyre, Karnath, or Thrane strive to master such techniques.

In a world with heavily armored knights, warforged juggernauts, and powerful magical siege weapons hurling thunder and flame, you prove that precision and skill are viable alternatives to massive weapons, and that agility can be just effective in avoiding harm as heavy armor. Your wit is as ready as your blade, and you take full advantage of your quick reflexes in both social and martial battles, particularly when you adventure on your

FOCUSED DUELIST

At 3rd level, you can sync all your faculties to the ebb and flow of battle against a single opponent, instantly adapting your tactics to every move they make. As a bonus action, choose one creature you can see within 30 feet of you. Once per turn, whenever you hit that creature with a weapon that you're proficient with and deal damage, you can roll 1d4 and increase the weapon's damage by the result. When a creature takes this extra damage, it suffers disadvantage on opportunity attacks until the



start of your next turn. The benefits of this feature last for 1 minute, or until you use it again on a different creature.

The die you roll for the extra damage from this feature changes when you reach certain levels in this class. The die becomes a d6 at 5th level, a d8 at 10th level, a d10 at 16th level, and a d12 at 20th level.

REGIONAL TECHNIQUE

Starting at 7th level, you specialize in a unique dueling art associated with one of the Five Nations of Galifar, mixing weapon mastery with spellcasting, performance, or another skill you possess. Choose one of the following options:

- **Aundairian Wandslinger.** Choose one cantrip of your choice from the wizard spell list with a casting time of 1 action. Choose either Charisma or Intelligence as your spellcasting ability for this cantrip. While you have a spellcasting focus in one hand and a weapon in the other, when you use your action to cast a cantrip on the wizard spell list, you can make one weapon attack as a bonus action. In addition, you can always use a wand as a spellcasting focus for spells on the wizard spell list.
- **Brelish Street-Fencer.** When you are not wielding a two-handed weapon, you can take the Dash, Disengage, Help, or Use an Object action as a bonus action during your turn.
- **Cyran Avenger.** When you are wielding a weapon in one hand and have any object in your other hand that is not a weapon, you can use a bonus action to choose a target within 30 feet who can see you and make a Charisma (Performance) check against a DC equal to the target's passive Perception score. If you succeed, the target is distracted, causing the next attack roll against it before the start of your next turn to have advantage. If that attack hits, it inflicts extra damage equal to your Charisma modifier (minimum 1).
- **Karrnathi Bone Initiate.** Choose one necromancy cantrip of your choice from any class's spell list with a casting time of 1 action. Choose either Charisma or Wisdom as

your spellcasting ability for this cantrip. While you have a spellcasting focus in one hand and a weapon in the other, when you use your action to cast a necromancy cantrip, you can make one weapon attack as a bonus action. In addition, you can always use a wand or a holy symbol as a spellcasting focus for necromancy spells.

- **Thrane Holy Warrior.** Choose one cantrip of your choice from the cleric spell list with a casting time of 1 action. Choose either Charisma or Wisdom as your spellcasting ability for this cantrip. While you have a spellcasting focus in one hand and a weapon in the other, when you use your action to cast a cantrip on the cleric spell list, you can make one weapon attack as a bonus action. In addition, you can always use a holy symbol as a spellcasting focus for spells on the cleric spell list.

Once chosen, the option you select for this feature cannot be changed.

SIGNATURE STYLE

Starting at 10th level, you have personalized your fighting technique to an advanced degree, making it recognizably unique. You gain proficiency in your choice of two of the following skills: Acrobatics, Athletics, Deception, Insight, Intimidation, Performance, Persuasion, or Sleight of Hand.

In addition, whenever you roll initiative, for 1 minute your walking speed increases by 10 feet and your jumping distance is doubled.

LETHAL CUNNING

At 15th level, your wit and quickness make it nearly impossible to get the better of you. Whenever you make a Dexterity or Charisma check, or a Strength (Athletics) check, you can roll 2d4 and add the result to your total.

MASTER DUELIST

Beginning at 18th level, your mastery of your chosen technique blade lets you turn failure to success in combat. If you miss with an attack, you can choose to roll the attack again with advantage. Once you use this ability, you cannot use it again until you finish a short or long rest.

MONK

NEW MONASTIC TRADITION:

WAY OF VANISHED DREAMS

"WE WALK IN THE LIGHT, BUT WHEN FACED WITH ONLY DARKNESS WE MUST CARRY THAT LIGHT WITHIN OURSELVES."

—TALARASHA, KALASHTAR MONK
AND SHADOW WATCHER OF SHARN

Kalashtar monks following the Path of Light founded this small and esoteric monastic tradition in the distant land of Adar, but individual disciples have come to Khorvaire in the hopes of teaching members of other races to unlock the "inner light" of psionic capabilities. They believe awakened minds can better defend themselves and those around them against the Dreaming Dark, Lords of Dust, and other malevolent enemies.

Adherents of this tradition don't worship a deity, but instead recognize the universal force of positive energy known to the Path of Light's followers as il-Yannah, "the Great Light."

Followers of the Way of Vanished Dreams strive for physical and mental perfection through meditation and communion with this Great Light.

This tradition teaches that the boundaries that isolate mortal minds are illusory, and that all mortal minds are linked to one another through the Great Light. Monks of the Way of Vanished Dreams strive to perfect the body as a an extension of the awakened soul. Through focused meditation, telepathic instruction, a combination of physical deprivation and exercise, and communion with il-Yannah, monks of this tradition learn to unite thought and action while linking their own mind with



those of others around them. Rather than seeing divinity as a separate power inherent to distant deities, they believe godhood itself is a state of enlightenment they can achieve.

Spell Equivalents. Some of your abilities with this monastic tradition may allow you to cast the equivalent of a spell, which may require you to make a spell attack. Your attack bonus with such a spell attack equals your proficiency bonus + Wisdom modifier. If the spell calls for a saving throw, the DC is the same as the DC for other saving throws against your ki features.

CONTEMPLATIVE FOCUS

Starting when you choose this tradition at 3rd level, you have mastered the rudiments of your tradition's psychic training. You learn the *mage hand* cantrip, and one other cantrip of your choice from the following list: *catfeet**, *challenger's mark*, *detect aberrations**, *mage hand*, *message*, *minor illusion*, *quickling step**, *steal speed**, or *uncanny balance**. You learn one additional cantrip from that list when you reach 11th level in your monk class. Whenever you cast the *mage hand* cantrip, the spectral hand is invisible.

KI OF THOUGHT

At 3rd level, you can manipulate your mental ki to create a variety of magical psychic effects. As a reaction when you would take psychic damage, you can spend 1 ki point to give yourself resistance to psychic damage until the end of your next turn.

In addition, choose two of the following spells: *catapult***, *cause fear*, *charm person*, *command*, *enrage animals**, *frightful strike**, *know greatest enemy**, *nerveskitter**, *propheied strike**, *silent image*, *speed of thought**, or *weightless pursuit**. You can spend 2 ki points to cast one of the two spells you chose, using the normal casting time required for that spell, without the need for any material components

SWIFT MIND

At 6th level, when you use your action to make an unarmed attack or attack with a monk weapon, or take any action that requires you to

spend one or more ki points, you can use your bonus action to cast a cantrip you learned from this monastic tradition that normally has a casting time of 1 action, changing the casting time to 1 bonus action for that casting.

In addition, choose two of the following spells: *balancing lorecall**, *bastion of clarity**, *beast sense*, *blur*, *calm emotions*, *crown of madness*, *detect thoughts*, *enthrall*, *hold person*, *levitate*, *mind spike***, *phantasmal force*, *silence*, *spider climb*, or *suggestion*. You can spend 3 ki points to cast one of the two spells you chose, using the normal casting time required for that spell, without the need for any material components.

PSYCHIC MONK

At 11th level, choose two of the following spells: *clairvoyance*, *fear*, *haste*, *minor image*, or *sending*. You can spend 5 ki points to cast one of those chosen spells, using the normal casting time required for that spell, without the need for any material components. At 13th level, you can also spend 7 ki points to cast *Rary's telepathic bond* or *telekinesis* in the same way.

In addition, as long as you have 1 or more ki points, you add a bonus equal to your Wisdom modifier (minimum 1) to all Intelligence and Charisma saving throws you make, and you have advantage on saving throws against being charmed.

UNASSAILABLE MIND

At 17th level, as long as you have 1 or more ki points, you are immune to psychic damage and the charmed condition, and whenever a creature hits you with a melee attack, you can spend 1 ki point as a reaction to force that creature to make an Intelligence saving throw. If the creature fails, it takes psychic damage equal to 2d10 + your Wisdom modifier, and its speed is reduced by 10 feet until the end of its next turn. Aberrations and fiends take an additional d10 damage. A creature that succeeds on its saving throw succeeds takes half as much damage.



Thorik, elite agent of the Citadel, had been in worse situations over the years.

It was an occupational hazard when you served Breland's king. In a way, he felt honored.

The Order of the Emerald Claw had sent more than twenty warriors after him this time . . .



PALADIN

NEW PALADIN OATH:

OATH OF THE CITADEL

"I'VE GOT A JOB TO DO. THE CITADEL NEEDS TO LEARN ABOUT LORD MERRIX'S LITTLE SIDE PROJECTS AND HOW TO HANDLE THE TARKANANS. AND I NEED A SHOT OF DREAMLILY AND A FEW STIFF DRINKS."

—NYRIELLE TAM, CODE-NAME "THORN,"

HALF-ELF AGENT OF THE KING'S CITADEL

The knights of the King's Citadel enforce the will of the Crown of Breland. Since the Treaty of Thronehold, the Citadel's official duties are only domestic, but secretly these knights also conduct covert operations outside Breland's borders. They gather intelligence, cultivate agents, and work vigilantly to keep King Boranel and his people safe from any enemy.

While other paladins may concern themselves with the outward appearance of honor, these knights take honor from acting in absolute devotion to the will and success of their king—even when some actions might seem dishonorable in and of themselves. Few stereotypical "knights in shining armor" possess the necessary skills and judgement to perform the harrowing missions sometimes required on His Majesty's secret service.

Not all members of the Citadel are paladins—at least two of its branches tend to favor other classes—but all those who swear this sacred oath draw power and strength from their preternatural loyalty.

The Citadel exists in multiple branches. The King's Swords are elite soldiers trained to operate far and wide on missions in service to the King. The King's Shields are bodyguards and protectors who provide security for the royal family and other persons of importance to the Crown. The King's Wands are a division of wizards, sorcerers, warlocks, and the like who specialize in investigating mystical crimes and providing magical support to the other branches (many paladins of this oath are sorcerers as well, and they often serve in the King's Wands). A fourth, secret branch exists as well, gathering intelligence and performing covert missions: the Dark Lanterns. They are

trained as spies, inquisitives, and when necessary, assassins. They operate at the king's command, but secretly enough to be disavowed if diplomacy demands it. The Dark Lanterns may not be the only secret branch, but if others exist, few know of them.

In the interest of the king's justice, members of this knighthood have the authority to take control of any investigation or legal proceeding and to command the service of any local watch or constabulary. Even in Sharn, the City of Towers, where the Citadel keeps a headquarters in Andith Tower (likely their most important base of operations besides the main headquarters near Brokenblade Castle in Wroat), these paladins stand above that city's many local law enforcement groups. As direct agents of the Crown, they can insert themselves into any situation they wish.

However, these knights usually leave day-to-day law enforcement in the hands of local authorities. The Citadel is concerned with larger threats, the ones that endanger settlements, larger regions, or even the kingdom itself. Covert agents of foreign powers, immortal fiends and aberrations, insane wizards, and apocalyptic cults—these are the foes of the King's Citadel.

ALTERNATE VERSIONS OF THIS OATH

The powers granted by the Oath of the Citadel can help portray characters in other organizations devoted to law enforcement or espionage, such as House Deneith's elite order of *Sentinel Marshals*, the *Royal Eyes of Aundair*, the *Dark Cabinet* serving King Kaius of Karrnath, or the *Cairdal Blades* of Aerenal. It can even be adapted to fit members of a secret society with a larger patriotic cause, such as the *Swords of Liberty*.

Any paladin who swears this oath treats such service as a life-defining sacred duty, not as mere employment—less dedicated agents are better portrayed with the rogue class.

TENETS OF THE CITADEL

Loyalty. You and your comrades comprise the strong right hand of your king—and when the time comes to form a fist, every finger must obey. Even under torture or threat of death, your devotion to king and country must be

absolute, and your convictions must never waver.

Justice. You are the agent of the king's law, and in the right situations, his mercy. Be diligent in pursuit of anyone who threatens the safety and stability of the kingdom. Know the king's laws backwards and forwards. Know the sort who break those laws better than they know themselves.

Precision. Your trade is as practical and specific as any artisan or guildmaster, but your vocations are investigation, attention to detail, and absolute secrecy. Never deviate from the procedures and protocols that you and your comrades have developed by long experience.

Deduction. The application of perfect logic to precise observation is the surest path to truth. Always be attentive and curious, and never assume the easy answer is the correct one.

The Greater Good. It is an unfortunate truth that small sins sometimes prevent great ones, and even great sins can become a moral necessity when weighed against the good of your entire nation. The king trusts you to do what is necessary in the best interest of his people, even when success requires deception, violence, or personal betrayal.

OATH SPELLS

You gain oath spells at the paladin level listed.

OATH OF THE CITADEL SPELLS

Paladin Level	Spells
3rd	<i>disguise self, hunter's mark</i>
5th	<i>detect thoughts, mind spike**</i>
9th	<i>aegis of ensnarement*, hold person</i>
13th	<i>hallucinatory terrain, locate creature</i>
17th	<i>legend lore, hold monster</i>

CHANNEL DIVINITY

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

Deductive Focus. You can concentrate all your investigative faculties on a single target to analyze its weaknesses. As a bonus action, you can use your Channel Divinity to choose a creature you can see within 30 feet of you and gain the following benefits against it:

- The first time each turn that you hit that target with a weapon attack, it takes 1d10 extra damage from the weapon.
- You have advantage on Intelligence and Wisdom checks to discern information about the target, and on Charisma checks to influence it.

These benefits last until you finish a short or long rest.

Hidden Purpose. You can use your Channel Divinity to dissuade enemies from attempting to discern your secrets. You use your action to pray silently for protection, and for 10 minutes any creature that takes an action to discern information about you, your plans, your location, or your thoughts (including effects that would read your thoughts or compel you to speak the truth) must first make a Wisdom saving throw against your paladin spell DC. On a failed save, the creature takes psychic damage equal to your half your paladin level, and they must choose to either take some other action—one that would not attempt to discern such information—or waste their action second-guessing themselves. They do not realize you are the source of this effect. When you reach 5th level in your paladin class, you can use this effect as a reaction when a creature attempts to discern information of the types described above. When you reach 7th level in your paladin class, when a creature takes psychic damage from this effect, you may choose to expend one spell slot to do additional psychic damage to that creature. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, to a maximum of 5d8.

EMPOWERED INVESTIGATOR

At 3rd level, whenever you fail an Intelligence (Investigation) or Wisdom (Insight) check, you can expend a paladin spell slot to reroll that check with advantage. You must use the second roll.

AURA OF DISCERNMENT

At 7th level, you and creatures of your choice within 10 feet of you have resistance to psychic damage and add a bonus equal to your

Charisma modifier (minimum 1) to all Intelligence and Wisdom checks and Intelligence and Wisdom saving throws. When you reach 18th level, your aura increases in power and range, and this benefit extends to creatures of your choice within 30 feet of you.

READ SECRETS

At 7th level, when you spend at least 1 minute interacting with or observing a creature outside of combat, you can learn something about the target. The DM tells you if the creature is your equal, superior, or inferior in regard to two of the following characteristics of your choice:

- An ability score of your choice
- Armor Class
- Current hit points.
- Total class levels (if any)
- Levels in a particular class (if any)

At the DM's option, you might also deduce a fact about the creature's history or one of its personality traits, if it has any.

RELIABLE OBSERVER

At 15th level, whenever you make an Intelligence check or Wisdom check that lets you add your proficiency bonus, or an attack roll against a creature that is the target of your Deductive Focus or the subject of a spell on which you are maintaining concentration, you can treat a d20 roll of 4 or lower as a 5.

PERFECTED MIND

At 20th level, you can cast the *foresight* spell, targeting yourself. You can use this feature to cast this spell once, regaining the ability to do so whenever you finish a long rest.

In addition, you can accurately recall anything you have seen or heard within the past month. If

you also gain the same ability from another source, you can accurately recall anything you have seen or heard within the past year.



NEW PALADIN OATH:

OATH OF BONES (BONE KNIGHT)

"WE SHALL EMERGE TRIUMPHANT FROM THIS DREADFUL WAR OR BE REDUCED TO DUST. WE DEFEND KARRNATH WITH OUR SPILLED BLOOD, OUR LAST BREATH, OUR VERY BONES."

MADOX KAMINARR,
BONE KNIGHT OF KARRNATH

The first bone knights were patriots of Karrnath during the Last War, warriors of flesh and blood who fought unflinchingly beside legions of undead raised by Kaius to protect their homeland. When heavy losses threatened Karrnath's survival, reinforcements created by necromancy were the only way to boost the nation's troop strength. Yet there were not enough loyal clerics to command the reanimated forces, and so shadowy allies of the king helped him create a new kind of officer. The greatest champions with Rekkenmark Academy training were selected, gifted with dark powers, and taught spells of necromancy.

Those who swore the Oath of Bone commanded these undead defenders with precise direction and tactical expertise, marshalling hordes of frightening monsters into soldiers of discipline and cunning. They crafted armor of bone to mark their place in the armies and harnessed necromantic energies to control their undead troops.

Now that the war is over, there are bone knights in many different places. Some still serve the greater glory of King Kaius, traveling abroad to complete special missions that require their unique skills, or initiating new knights as an elite corps within Karrnath's army. Many others have been placed on detached duty (reducing the strain on the treasury), and may travel freely so long as they are prepared to assemble at the king's command upon a moment's notice.

Others remained loyal to the Order of the Emerald Claw when the king outlawed it, fleeing Karrnath to reassemble in a hidden headquarters under the leadership of the famed bone knight Lady Dessarin ir'Savathar. Some of these have since dispersed to their

own aims or chosen to serve the Emerald Claw independently, but others continue to form a cohesive order under Dessarin and train new bone knights in their ways.

At the same time, paladins with similar talents have also arisen among certain groups of elves. In Aerenal, these are knights whose relationships with the Deathless parallels their Karrnathi equivalents' dealing with undead. Among the elves of the Bloodsail Principality, on the Black Isle of Farlnen, another order has recently emerged. They mix martial discipline and necromancy in service to the alliance of undead lords and ladies known as the Grim. Through loyal service, those who swear their oath to serve the Grim can earn "immortality" as one of the higher forms of undead (such as vampires).

TENETS OF BONES

Undying Duty. You swore an oath to serve those who command you, and it shapes everything you do. It is for this service to a cause that you have bound yourself to the undead. You may serve King Kaius or another ruler, or instead devote yourself to an idealized vision of what your beloved nation should become. Either way, you must remain loyal to the point of death, or even beyond.

Embrace of Death. Other mortals may find undeath abhorrent or unnatural, but any such sentiments must remain buried deep within you. Undead creatures are necessary to your cause, and you must not merely tolerate them, but take comfort in their company, and learn the necromancy required in their creation.

Fearlessness. Fear must be trained away as a simple matter of practicality. The first bone knights were called to face Thrane knights, Cyran artillery, Brelish cavalry, Aundairian war-wizards, and worse, and their only allies were often the walking dead. There can be no hesitation in your reliance upon the dead, and victory may even require you to join them.

Expedience. As has often been said, war is hell, and there is no room for squeamishness. You always do what must be done. Given orders to ride deep into enemy territory, slaughter civilians, burn their crops, and raise

their corpses as undead, the true bone knight must obey, remembering that this is done to protect a great nation.

OATH SPELLS

You gain oath spells at the paladin level listed.

OATH OF BONES SPELLS

Paladin Level	Spells
3rd	<i>bane, find familiar</i>
5th	<i>find steed, gentle repose</i>
9th	<i>animate dead, bestow curse</i>
13th	<i>blight, find greater steed**</i>
17th	<i>danse macabre**, enervation</i>

CHANNEL DIVINITY

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

Control Undead. As an action, you target one undead creature you can see within 30 feet. The target must make a Wisdom saving throw. On a failed save, the target must obey your commands for the next 24 hours, or until you use this Channel Divinity option again. An undead whose challenge rating is equal to or greater than your paladin level is immune to this effect.

Create Bonecraft Armor. You can magically craft a suit of armor from bone, which grants you special abilities. You perform an 8 hour crafting rite using an existing suit of medium or heavy armor with which you are proficient, and over the course of the process you replace it, piece by piece, with components of carved bone. At the end of the 8 hours, you use your Channel Divinity to infuse the armor with necromantic energies, transforming it completely into bonecraft armor. Once created, the armor retains the same magical and nonmagical properties it had before, but is no longer metal, so it is not subject to effects specific to metal armor (such as *shocking grasp*, *heat metal*, or the touch of a rust monster). While you are wearing this armor, you gain the following benefits:

- You have advantage on Charisma (Intimidate) checks.
- You can use the armor as a spellcasting focus for necromancy spells.
- Unless the armor was already magical, you gain a +1 bonus to AC.

- If you cast the *find familiar*, *find steed*, or *find greater steed* spell, the familiar or steed summoned is undead instead of its normal type, but it is also immune to effects that turn undead. It appears in a skeletal or zombie-like form.
- If an undead creature targets you directly with an attack, or with a harmful spell (unless it is an area of effect that happens to include you), that creature must make a Wisdom saving throw. On a failed save, the creature must choose a new target or forfeit targeting someone instead of you, potentially wasting the attack or spell. On a successful save, the creature is immune to this effect for 24 hours. An undead is also immune to this effect for 24 hours if you target it with an attack or a harmful spell.
- If you are 11th level or higher, you have resistance to necrotic damage.

Once you create this armor, it retains its bonecrafted enchantment until you use this Channel Divinity option again or someone else attempts to don it. When you create a new suit of bonecraft armor, any previous suits of bonecraft armor you created are destroyed.

AURA OF THE WHITE BANNER

Starting at 7th level, you emanate an aura, granting friendly creatures within 10 feet of you (or within 30 feet if they are undead) advantage on Intelligence, Wisdom, and Charisma saving throws. At 18th level, the range of this aura increases to 30 feet (or 60 feet for friendly creatures who are undead). Friendly undead creatures within this aura also add your proficiency bonus to their weapon damage rolls.

When you cast *animate dead*, if there is more than one corpse or pile of bones within this aura, you can target one additional corpse or pile of bones, creating another zombie or skeleton, as appropriate. If you wish, when you cast *animate dead*, instead of creating a new undead creature, you can take over control of an existing zombie or skeleton within the aura, just as if you had created it, as long that zombie or skeleton is under another creature's

control, and the controlling creature is willing to let you assume control.

FIELD MARSHAL OF DEATH

Starting at 15th level, your hit point maximum can't be reduced, and you gain the following additional options for your Channel Divinity feature:

Bonecraft Weapon. You can transmute one weapon made of normal materials into magical bone by performing a special ritual while you hold both the weapon and a quantity of bone with the same weight. You perform the ritual over the course of 1 hour, which can be done during a short rest. At the end of that hour, you use your Channel Divinity to merge weapon and the bone materials together with transforming necrotic energies. You gain the following benefits while wielding weapon transformed with this ritual:

- You cannot be disarmed of your bone weapon unless you are incapacitated, and if the weapon is on the same plane of existence, you can summon it to your hand as a bonus action.
- If you move at least 10 feet in a straight line right before attacking a creature and you hit it with an attack using your bone weapon, you can force that creature to succeed on a Strength saving throw (DC 8 + your proficiency bonus + your Strength modifier) or be knocked prone. This only affects creatures of your size or smaller, unless you are mounted, in which case it affects any creature of your mount's size or smaller. You can only force a creature to make this saving throw once on each of your turns.
- Any time you would inflict bludgeoning, piercing, slashing, or radiant damage, you can choose to inflict necrotic damage instead.
- When you hit a creature with a weapon attack, the creature takes an extra 1d6 necrotic damage if it's below its hit point maximum. You can deal this extra damage only once per turn.

Since the weapon is magically transformed into bone, it is no longer subject to effects that would target a metal weapon (such as *heat*

metal, or the touch of a rust monster). You can't affect an artifact or a sentient weapon with this Channel Divinity option. The weapon stops being a bone weapon if you die, if you perform the 1-hour ritual on a different weapon, or if you use a 1-hour ritual to break your bond to it.

Fill the Ranks. When you slay a humanoid, you can use your Channel Divinity as a reaction to cause its spirit to rise from its corpse as a wraith (the *Monster Manual* has the statistic for a wraith). When the wraith appears, it gains temporary hit points equal to half your warlock level. Roll initiative for the wraith, which has its own turns. It obeys your verbal commands, and it gains a special bonus to its attack rolls equal to your Charisma modifier (minimum of +0). The wraith remains in your service until the end of your next long rest, or until you use this Channel Divinity option again, at which point it vanishes to the afterlife.

EXOSKELETON OF UNDEATH

At 20th level, your bonecraft armor fuses to your body, becoming a part of you, and it cannot be removed without killing you. Also, as an action, you can draw upon the bonecraft armor's power to empower yourself with necromantic energies, gaining the following benefits for 1 minute:

- You are immune to cold, necrotic, and poison damage, and have resistance to nonmagical bludgeoning, piercing, and slashing damage.
- You are immune to exhaustion and to the charmed, frightened, paralyzed, and poisoned conditions.
- When you use your action to cast an oath spell or a necromancy spell during your turn, you can make one additional attack as part of that action.
- Once per turn, when you inflict necrotic damage, you can use a bonus action to regain hit points equal to half the necrotic damage inflicted.

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

RANGER

NEW RANGER CONCLAVE:

CORSAIR

"BATTLING ME IS AS FUTILE AS TRYING TO STRIKE THE WIND. AND IF YOU TRY, YOU'LL LOOK JUST AS FOOLISH."

—CAPTAIN LAZREA D'LYRANDAR

In Eberron, not all sailors travel by sea. Whether aboard a Wind Whisperer pirate caravel, an elemental airship of House Lyrandar, one of the many skycoaches of Sharn, or any other kind of vessel, corsairs are born to the freedom of travel rather than any particular piece of land. You are the daring merchant-princess, the cunning freebooter, or the bold explorer. As a traveler between the great ports, with no single home, you exist on the borders of society. When your luck or patience runs out in one settlement, you move on, seeking out new adventures.

The lanes you travel are choked with pirates (who may be your enemies or rivals, depending on your own activities), mysterious monsters, and other strangeness. And lately, these threats seem to be growing darker. Sailors will tell their tales, of course, but you've heard too many rumors of signs and omens repeated in different ports to dismiss these dire predictions out of hand.

Upon retiring, corsairs often become simple merchants, following common routes and carrying traditional cargos. Yet even in the hearts of these old buccaneers a fire burns—a passion that may lead them to accept one "last" great adventure. Your fighting style reflects the common traits of such sailors everywhere, prizing freedom, mobility, and vengeful counterattacks.

CORSAIR FIGHTING STYLE

When you choose this archetype at 3rd level, you receive a second fighting style, chosen from Harrying, Ship-to-Ship Warfare, Mobility, or Two-Weapon Fighting.

- **Harrying**

When you hit a creature with an unarmed strike or a melee attack using a weapon that

doesn't have the two-handed or heavy property, the creature's speed is reduced by half until the end of its next turn.

- **Ship-to-Ship Warfare**

When you have cover against an attack, if it still hits, you have resistance against that attack's damage.

- **Mobility**

As long as you are not wearing medium or heavy armor or using a shield, you have a climbing speed equal to your normal speed, and you gain a +1 bonus to AC.

- **Two-Weapon Fighting**

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

You can never take the same Fighting Style option more than once.

SEASONED SAILOR

At 3rd level, you gain proficiency in navigator's tools and your choice of either vehicles (air) or vehicles (water). You gain expertise with these proficiencies, which means your proficiency bonus is doubled for any ability check you make with them.

VENDETTA STRIKE

At 3rd level, when you miss with a weapon attack against a creature that has attacked you within the last minute or that is your favored enemy, you can re-roll that attack roll. You must use the result of the second roll.

You can use this feature once, regaining the ability to do so when you roll initiative.

SLIPPERY OPPONENT

At 7th level, when you hit an opponent with a weapon attack during your turn, that opponent's attack rolls against you are made at disadvantage until the end of your turn.

In addition, whenever you fail a saving throw to avoid becoming frightened or restrained, or a Strength (Athletics) check related to climbing or swimming, you can use your reaction to roll that saving throw or ability check again.

OVERWHELMING RECIPROCITY

Starting at 11th level, once per turn, when you attack a creature that has attacked you within

the last minute or is your favored enemy, if that attack hits, you can choose to do either one of the following:

- Inflict an additional 1d12 damage on that creature.
- Make a weapon attack against any number of other creatures within 5 feet of that creature, with a separate attack roll for each target.

RIDING THE CURRENTS

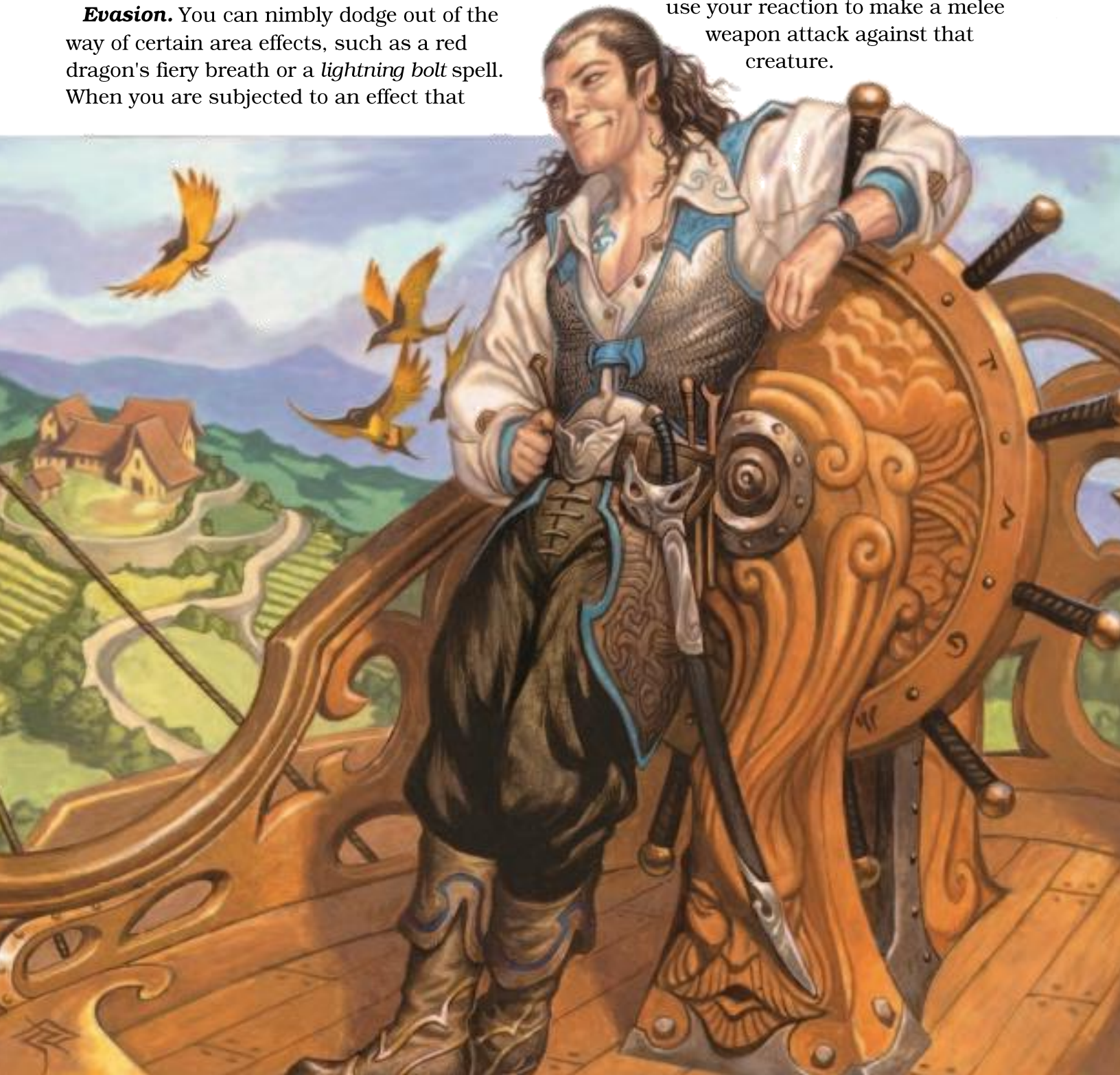
At 15th level, you gain a special defensive ability. Choose one of the following features.

Evasion. You can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or a *lightning bolt* spell. When you are subjected to an effect that

allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Outmaneuver. When you make an opportunity attack, after the attack resolves, you can move 10 feet as part of the same reaction. This movement does not provoke opportunity attacks.

Retaliation. When you take damage from a creature that is within 5 feet of you, you can use your reaction to make a melee weapon attack against that creature.



NEW RANGER CONCLAVE:

JUSTICAR

"THIS WAS DONE WITH A BLADE. THIS CUT IS SPOTLESS. THE OTHERS ARE TOO. BLADES THAT SHARP DON'T WANDER AROUND BY THEMSELVES."

—KANDLER,

JUSTICAR OF THE TOWN OF MARDAKINE

Most rangers count great powers of observation and intuitive awareness among their capabilities, but you specialize in these skills above all others. You are a master of deductive reasoning and interrogation, assessing the backgrounds and hidden motivations of those you meet with little more than a glance. Just as a hunter in the wilderness reads the signs to track their prey, you discern clues in the world around you to solve intricate mysteries.

Most justicars act as local law for a neighborhood or settlement, while some are bounty hunters willing to track criminals across borders and frontiers. The Dragonmarked Houses also place a high value on skills like yours. The Finder's Guild of House Tharashk could hire you in any number of capacities. House Medani's Warning Guild could employ you as a bodyguard or spy-catcher, or as a hunter of war criminals for the Basilisk's Gaze. House Deneith pays particularly well for talents like yours, and you could be part of the Defenders' Guild, providing security for an important figure—or, if you are a trusted member of the house, you might even join the elite Sentinel Marshals.

While most inquisitives are confined to one area or jurisdiction, your special combination of aptitudes allows you to track your quarry through any wilderness and across any border. And when direct confrontation is required, your mastery of both weapons and spells make you a force to be reckoned with. Whether on the streets of a crowded metropolis or in an epic pursuit across continents, you can outwit even the most dangerous and devious minds.

JUSTICAR MAGIC

Starting at 3rd level, you learn an additional spell when you reach certain levels in this

class, as shown in the Justicar Spells table. Each of these spells counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

JUSTICAR SPELLS

Ranger Level	Spells
3rd	<i>cause fear</i> **
5th	<i>detect thoughts</i>
9th	<i>clarity of mind</i> *
13th	<i>locate creature</i>
17th	<i>legend lore</i>

RELENTLESS AWARENESS

When you choose this ranger archetype at 3rd level, you gain proficiency in the Perception skill. If you are already proficient with Perception, you may choose to become proficient with one of the following skills instead: Insight, Intimidation, Investigation, Persuasion, or Survival. When determining your passive Perception score, you add double your proficiency bonus instead of your normal proficiency bonus.

In addition, whenever you fail an Intelligence (Investigation) or Wisdom (Insight) check, you can expend a ranger spell slot to reroll that check with advantage. You must use the second roll.

INSTANT DEDUCTION

Also at 3rd level, you can focus your deductive powers on a single target, analyzing its weaknesses and gaining insights on how to defeat it. As a bonus action, you can make a Wisdom (Insight) or Intelligence (Investigation) check (your choice) against a creature you can see that isn't incapacitated, contested by the target's Charisma (Deception) check. You have advantage on this ability check if the target is your favored enemy. If you succeed, once during each of your turns, you can roll 1d6 and add the result to one of the following rolls of your choice:

- A damage roll for a weapon attack against the target
- A Charisma check to influence the target
- An Intelligence or Wisdom check to discern information about the target.

These benefits last until the next time you finish a short or long rest. They end early if



you target a different creature with this feature.

PENETRATING ANALYSIS

At 7th level, when you make the Wisdom or Intelligence check to use your Instant

Deduction feature on a creature, if you have spent at least 1 minute interacting with or observing that creature outside of combat during the past hour, you treat a roll of 9 or lower on the d20 as an 10.

In addition, when you use your Instant Deduction feature on a creature, you also learn something about them. The DM tells you if the creature is your equal, superior, or inferior in regard to two of the following characteristics of your choice:

- An ability score of your choice
- Armor Class
- Current hit points.
- Total class levels (if any)
- Levels in a particular class (if any)

At the DM's option, you might also deduce a fact about the creature's history or one of its personality traits, if it has any.

TWENTY MOVES AHEAD

At 11th level, you can see through your opponent's deceptions and anticipate their actions. All Charisma (Deception) checks against you are made with disadvantage, and when a creature that is the target of your Instant Deduction feature misses you with an attack roll, that creature provokes an opportunity attack from you.

PREDICTIVE DEDUCTION

Beginning at 15th level, while a creature is the only target of a spell on which you are maintaining concentration, or the target of your Instant Deduction feature, you have advantage on Wisdom (Insight) checks against that creature, and on any saving throw which that creature forces you to make.

In addition, all opportunity attacks against you are made at disadvantage.

ROGUE

NEW ROGUISH ARCHETYPE:

TOMB ROBBER

"SUCCESS! I HAVE GAINED POSSESSION OF THE BLINDENSTONE! FURTHERMORE, I HAVE MANAGED THIS REMARKABLE FEAT SPILLING NEITHER BLOOD NOR AN EXCESS OF HOUSE SIVIS COIN. HOW, YOU ASK? THEREBY HANGS A TALE..."

—FELL SEVERINS

DRAGONMARKED GNOME OF HOUSE SIVIS

You might describe yourself as an archaeologist, antiquarian, acquirer of rare antiquities, or extreme explorer, but more squeamish folks call you a tomb robber. You know physical remnants of the past of lie buried in places like the ancient depths of Sharn, the ziggurats of Q'barra, or the cyclopean ruins of Xen'drik. Rather than merely speculating on what these relics might reveal, you go out and seek them yourself.

Many different sorts of rogues are tomb robbers. The more respectable ones are employed by some kind of scholarly institution like Morgrave University in Sharn, the Library of Korranberg or Aundair's University of Wynarn. Others are simply well-educated criminals who prefer to rob the dead. Whichever you are, your survival relies just as much on reading and research as it does on quick reflexes and martial prowess.

Because of the great rivalries and strange dangers endemic to your vocation, you develop prowess with a signature weapon, usually one with other uses beyond battle. A long or extending staff useful for probing potential traps is a good example, as is a light hammer good for both pounding in pitons and bashing skulls. Distinctive or archaic armaments such as blowguns, nets, or whips are especially favored for this purpose, the better to grow one's personal reputation.

SCHOLAR OF DANGER

Beginning when you choose this archetype at 3rd level, you can add your Intelligence modifier to Dexterity saving throws. You also learn two languages of your choice, and you

gain proficiency with the History skill and any one martial weapon of your choice.

You also gain expertise with the History skill, which means your proficiency bonus is doubled for any ability check you make that uses it.

SIGNATURE WEAPON

At 3rd level, choose one type of weapon with which you are proficient that does not have the two-handed or heavy qualities. This becomes your signature weapon. Whenever you gain a level, you can change your signature weapon to a different weapon if you wish. You can only have one weapon type as your signature weapon.

Whenever you are wielding your signature weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with your signature weapon, and you can use the bonus action granted by your Cunning Action feature to do one of the following:

- **Called Shot.** You make an attack with your signature weapon. If the attack hits, any damage you inflict is halved, but you can force the target to drop one item of your choice that it is holding. If the target is Medium or smaller, you can choose to knock it prone instead of forcing it to drop an object.
- **Extended Reach.** You take the Use an Object action, targeting an object within 10 feet of you, even if it would normally be too far away for you to interact with.
- **Swift Defense.** You flourish your weapon protectively, causing attack rolls against you to be made at disadvantage until the end of your turn.

In addition, when you gain this feature, choose one kind of adventuring gear worth 10gp or less that does not weigh more than 15 lbs. Whether by clever engineering or some special move you've mastered, you can always use your signature weapon in place of that particular piece of gear, with no penalty or loss of effectiveness.

HISTORICAL INSIGHT

Starting at 9th level, whenever you roll a Charisma (Deception, Intimidation, or Persuasion) check to influence any creature (living or otherwise) that was born more than a century ago, you are considered proficient in the applicable skill and add double your proficiency bonus to the Charisma check, instead of your normal proficiency bonus.

PRACTICED STRIKE

At 9th level, when you add your sneak attack damage to an attack with your signature weapon, you can choose to reroll some of the damage dice. The maximum number of dice you can reroll in this way is equal to your Intelligence modifier (minimum 1). You must use the new rolls.

You can use this feature twice. You regain all expended uses when you finish a short or long rest.

ADEPT IN DARKNESS

At 13th level, when you hit a creature with an attack, if you and that creature are both heavily obscured by darkness, you can deal your sneak damage even if you do not have advantage on the attack roll. This ability only functions if the creature either cannot see you or can only see you because of darkvision.

In addition, you make Intelligence (Investigation) checks and ability checks to use thieves' tools normally regardless of your ability to see, even if the area you are in is heavily or lightly obscured.

SIGNATURE PRECISION

Beginning at 17th level, if you miss with an attack made with your signature weapon during your turn, you can immediately make an additional attack with your signature weapon. You can gain one additional attack during your turn with this ability.

In addition, once per turn, you can inflict an extra 1d8 damage on a hit with your signature weapon that does not inflict sneak attack damage.



NEW ROGUISH ARCHETYPE:

WAND-FOR-HIRE

"THERE'S SIX OF YOU, AND JUST ONE OF ME, SO YOU'RE PROBABLY THINKING THAT GIVES YOU THE UPPER HAND. BUT I'VE GOT TWO WANDS IN MY BELT—AND WHEN I TELL YOU THAT EVENS THE ODDS, YOU'D BE WISE TO TAKE ME AT MY WORD."

—CREEK WHISPERTHORN OF ADDER VALLEY,
SHIFTER MERCENARY AND WANDSLINGER

During the Last War, magical violence became commonplace—and even after the war's end, some rogues still make it their career. You are a mercenary spellslinger with a talent for arcane crime and covert warfare, trained to earn a living by going where you are told to go and blasting those whom you are told to blast.

Unlike formally trained arcaneers—magic-using soldiers who drill for traditional military engagements—wands-for-hire tend to be masters of both executing and countering ambushes. Your forte is getting the drop on an enemy and taking it down with one precisely targeted spell. Those of your vocation provide magical firepower for large-scale heists, work security for merchant ventures in treacherous situations, find a home with a company of mercenaries or adventurers, or even work law-enforcement for new settlements in untamed frontiers like Q'barra.

WANDSLINGER TRAINING

At 3rd level, you gain proficiency in the Arcana skill, and you learn two cantrips of your choice from the wizard's spell list, each of which must require an attack roll. When you reach 9th level in your fighter class, you learn an additional wizard cantrip.

You can only cast cantrips learned from this feature using an arcane focus (wand, rod, staff, orb, or crystal). While you have an arcane focus in hand, if you make a spell attack roll for a cantrip, once per turn you can choose to gain advantage on the attack roll if the target is a creature that hasn't taken a turn in the combat yet.

You also learn one 1st-level spell of your choice from the wizard's spell list that requires an attack roll. If you have an arcane focus in

hand, you can use it to cast this spell once, regaining the ability to do so when you finish a short or long rest. Whenever you gain a level in this class, you can replace this 1st-level spell with another 1st-level spell from the wizard spell list that requires an attack roll.

For all spells gained from this feature, you can use an arcane focus as a spellcasting focus. You choose Intelligence, Wisdom, or Charisma as your spellcasting ability for these spells, using the chosen spellcasting ability modifier when setting the saving throw DC for a spell you cast using this feature or when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your spellcasting ability modifier.

Spell attack modifier = Your proficiency bonus + your spellcasting ability modifier.

DEADEYE CASTER

At 3rd level, when you hit with a ranged spell attack using a cantrip that would inflict damage on the target, if you had advantage on the attack roll and an arcane focus in hand, instead of rolling the usual damage for that cantrip, you can choose to roll your sneak attack damage instead. The damage inflicted is of the same type that the cantrip would have inflicted, and no other effects of the cantrip are changed except for the dice rolled for damage. This counts as a use of sneak attack, so you cannot inflict your sneak attack damage again during the same turn.

Even if you do not have advantage on the ranged spell attack for a cantrip, you can still substitute your sneak attack damage dice if you have an arcane focus in hand, another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

ARCANE SHARPSHOOTER

Starting at 9th level, when you damage a creature with a cantrip that requires an attack roll, if you have an arcane focus in hand, you can choose to halve the damage the cantrip inflicts and force one target who takes that damage to make a saving throw against your spellcasting DC. You choose the type of saving throw and the effects of failing that save from the following options:

- **Disarm.** The target must succeed on a Strength saving throw or drop one item of your choice that it is holding.
- **Disorient.** The target must succeed on an Intelligence saving throw. If it fails, it can't take reactions until the end of your next turn.
- **Pin.** The target must make a Dexterity saving throw. If it fails, until the end of its next turn, its speed becomes 0, and it can't benefit from any bonus to its speed.
- **Rattle.** The target must succeed on a Charisma saving throw, or it has disadvantage on Wisdom and Charisma checks for 1 minute.
- **Scare.** The target must succeed on a Wisdom saving throw or it is frightened of you until the end of your next turn.
- **Wound.** The target must make a Constitution saving throw. If it fails, until the start of its next turn, it cannot regain hit points and has disadvantage on Constitution ability checks and saving throws.

You can only use this feature once per turn.

NO FALSE MOVES

Starting at 13th level, you take on an intimidating demeanor of death and danger when you have a wand in hand, allowing you to freeze some foes in their tracks just by aiming and issuing a threat, no magic required. As an action when you have an arcane focus in hand, you can make a Charisma (Intimidation) check contested by a creature's Wisdom (Insight) check. The creature must be able to see and hear you, and the two of you must share a language. If you succeed on the check, the creature is frightened of you until the end of its next turn, and you can also choose for it to be paralyzed until the end of its next turn.

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

SWIFT CANTRIP

At 17th level, you can use a bonus action to cast a cantrip with a casting time of 1 action,

changing the casting time to 1 bonus action for that casting.

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



SORCERER

NEW SORCEROUS ORIGIN:

ALCHEMICAL SAVANT

"THERE'S MAGIC IN ALL THINGS. IT JUST TAKES A LITTLE WORK TO TEASE IT OUT."

—BARON MERRIX D'CANNITH,

Whether through an event that befell an ancestor, or exposure to magical potions or treatments in your own life, or a particularly potent dragonmark, your body is infused with the transmutative power of alchemy. This spark of alchemical magic within you persists as a lightning-like energy that grants you magical powers. While other alchemists and wizards strive to create the transformative talismans called transmuter's stones, you are a living transmuter's stone.

Herbs, tinctures, minerals, and exotic compounds are the tools of alchemists across Khorvaire, and you have a natural ability to blend magic into objects using these ingredients. As your powers grow, you can infuse your sorcery into objects and create alchemical potions or other miraculous items. Eventually you transform yourself, becoming more than mortal.

LIVING ALCHEMY

When you choose this Sorcerous Origin at 1st level, you can perform alchemical rituals that alter objects or infuse them with magic. You learn the *create item**, *magecraft focus**, and *mending* cantrips as sorcerer spells (though they do not count against your normal amount of sorcerer cantrips known). If you meditate for at least 10 minutes while touching a nonmagical object, you can create one of the following effects:

- You can spend 10 minutes transforming vials of nonmagical water into a quick elixir that accelerates a body's healing powers. At the end of the 10 minutes, you expend a spell slot to change one or two vials of water you are holding into the same number of curative admixtures. Unlike a potion, the admixture does not need to be imbibed, merely inhaled or applied to the body, and it can be used as either an action or a bonus action. A creature

that uses a curative admixture heals themselves or a creature of their choice within 5 feet for a number of hit points equal to 1 + the level of the spell used to create the admixture. When a creature is healed in this way, it may also spend a Hit Die, as if it had just finished a short rest. Only two curative admixtures you create with this feature can retain their effectiveness at one time. If you create a third one when two others are currently active, the oldest of the active admixtures is immediately transformed back into mundane water. All of your curative admixtures lose effectiveness 8 hours after you create them.

- You can spend 10 minutes alchemically infusing one nonmagical piece of jewelry or article of clothing you are wearing. If you do so, while you are wearing that object, your base Armor Class is equal to 13 + your Dexterity modifier. This effect can only benefit you, and it ends the next time you finish a long rest.
- You can touch a nonmagical object that is composed only of one the following substances: iron, copper, silver, wood, or stone (but not a gemstone), and then transform it into any one of the listed materials. For each 10 minutes you spend in this meditative ritual, your touch can transform up to 1 cubic foot of material. After 1 hour, or until you lose your concentration (as if you were concentrating on a spell), the material reverts to its original substance.



GREATER INFUSIONS

At 3rd level, you gain the following additional uses for your Living Alchemy feature:

- You can meditate for 10 minutes focusing your magic on one nonmagical object you are touching that is a suit of armor or a simple or martial weapon. At the end of 10 minutes, you spend 1 sorcery point. Until the end of your next long rest, the object becomes a magic item, granting a +1 bonus to AC if it's armor or a +1 bonus to attack and damage rolls if it's a weapon. If you are 11th level or higher, the bonus is +2 instead of +1. Once you enchant an item in this way, you cannot do so again until you finish a long rest.
- You can spend 10 minutes focusing your magic on a vial of nonmagical water in order to transform it into a magical potion. At the end of the 10 minutes, you expend sorcery points to create a potion. Your maximum number of sorcery points is then reduced by the number spent until the potion is consumed or 1 week has passed, at which time the potion loses its effectiveness. You can create up to three potions at a time; creating a fourth potion causes the oldest currently active one to immediately lose its potency. If that potion has been consumed, its effects immediately end. Different types of potion have different sorcery point costs. See chapter 7 of the *Dungeon Master's Guide* for rules on potions. Certain rarities of potions are more difficult to create. You must be a sorcerer of 5th level or higher to create a Rare potion with this feature; to create a Very Rare potion, you must be a sorcerer level of 11th level or higher.

Potion Rarity	Sorcery Point Cost
Common	1
Uncommon	2
Rare	3
Very Rare	5

EXPERT ADMIXTURE

Beginning at 6th level, you can spend 2 sorcery points to drink or administer a potion as a bonus action instead of an action. Whenever you drink a potion or spend at least 1 sorcery

point, you can expend 1 additional sorcery point to gain resistance to poison damage for 1 hour.

SPELL MAGNET

At 14th level, you can use your Living Alchemy feature to create a *spell magnet*, a magical talisman that draws the arcane currents of your spells to it and enhances their power. You meditate for 10 minutes while touching a small nonmagical object (weighing 3 lbs. or less) made entirely of iron, copper, silver, wood, or stone, which then becomes a spell magnet until the next time you finish a long rest.

As an action, you can throw the spell magnet, which transforms into 15-foot radius sphere of magical energy centered on a point you choose within 30 feet of you. You have advantage on spell attack rolls against creatures within the area of the spell magnet, and when one or more creatures within the area make Constitution saving throws against a spell you cast, you can choose a number of those creatures and expend 1 sorcery point per target, giving each target you chose in the area disadvantage on that save.

The magical sphere lasts for 1 minute. At the end of that time, the spell magnet is destroyed. Once you create a spell magnet, you cannot do so again until you finish a long rest.

ALCHEMY MASTER

At 18th level, you gain the following benefits:

- You sustain your body alchemically so that you suffer none of the frailty of old age, and you can't be aged magically. You can still die of old age, however
- You no longer need to eat, drink, or sleep.
- You have resistance to poison damage and to bludgeoning, piercing, and slashing damage.
- As an action, you can make up to five ranged spell attacks against targets within the area of your activated spell magnet. On hit, a target takes lightning damage equal to 1d10 + your Charisma modifier. A creature hit by more than one of these attacks in the same turn has disadvantage on its next saving throw against a spell you cast before the end of your next turn.

WARLOCK

NEW OTHERWORLDLY PATRON:

THE DAUGHTERS OF SORA KELL

YOU HAVE TAKEN SOMETHING FROM THE DAUGHTERS OF SORA KELL, SILENT SINGER. I WILL HAVE THE BOOK, AND YOUR SECRETS WITH IT.

—XORCHYLIC, ILLITHID LORD OF GRAYWALL,
LIEUTENANT OF THE DAUGHTERS OF SORA KELL



The driving force behind the rise of the monstrous nation of Droaam is the trio of powerful hags who rule it. Known as the Daughters of Sora Kell, this powerful coven has been elevated to an otherworldly level of power by the visions of one of its members, the ancient Sora Teraza. Though she is said to be the greatest seer and diviner in Eberron, Sora Teraza has a tenuous grasp on reality and mysterious motives, which often blur the line between manipulation, prophecy, and madness. The more worldly abilities of her coven sisters—the green hag who acts as the voice, leader, and strategist of group, Sora

Katra, and the more direct military leader and enforcer, the annis hag Sora Maenya—have helped accumulate a large group of loyal ogres, trolls, and the like, fanatical followers who would die for their queens. Aside from the residents of Droaam, few ever seek a pact with these all-seeing hags—their dealings occur in times and places of their own choosing, at moments in time when great destinies intertwine or unravel. Most of their warlocks are goblins, bugbears, kobolds, and the like, but they are the patrons of many carefully selected members of others races as well. Few of those the Daughters choose to approach with a pact can elude their occult manipulations for long.

Just as a coven of hags employs both fey and fiendish powers, the Pact of the Daughters of Sora Kell combines abilities reminiscent of the Pacts of the Archfey and the Fiend with a glimpse into Sora Teraza's nearly infallible prescience.

DAUGHTERS OF SORA KELL EXPANDED SPELL LIST

The Daughters of Sora Kell allow you to choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

DAUGHTERS OF SORA KELL EXPANDED SPELLS

Spell Level	Spells
1st	<i>absorb elements**</i> , <i>prophesied strike*</i>
2nd	<i>augury</i> , <i>sudden transposition*</i>
3rd	<i>clairvoyance</i> , <i>protection from energy</i>
4th	<i>phantasmal killer</i> , <i>premonitory vision*</i>
5th	<i>legend lore</i> , <i>mislead</i>

ELDRITCH MALEDICTION

At 1st level, greater forces hasten the doom of those you curse. When you inflict damage with an attack against one or more creatures who are currently the subject of a concentration spell you cast, you can inflict extra psychic damage equal to your proficiency bonus on one of the damaged creatures.

WYRD CONCOCTION

Starting at 1st level, you gain the ability to boil eldritch ingredients in a special vessel provided by your patron, creating a *wyrd concoction*, which you can use for a variety of purposes. The vessel takes the form of a small cauldron, kettle, or vial made of cold iron with an attached lid or stopper. You become proficient with alchemists' supplies when you gain this feature, and if you have them on your person you can use them to create this *wyrd concoction* in your vessel. If you do not have your vessel, you can conjure a new one from your patron whenever you begin this process. Creating the *wyrd concoction* takes one hour, which can be part of a short or long rest, and it remains sealed in your vessel until you expend it or finish a short or long rest, in which case it vaporizes at once. It has the following uses:

- When you use a warlock spell slot to cast a divination spell or a 1st-level enchantment spell, you can immediately expend your *wyrd concoction* as a reaction to regain that spell slot.
- When the current subject of a concentration spell you cast is struck by a critical hit or reduced to 0 hit points, you can expend your *wyrd concoction* to regain hit points equal to your warlock level + your Charisma modifier. If you do, creatures of your choice within 5 feet of the target must roll a Wisdom saving throw against your warlock

spellcasting DC or become frightened of you until the end of your next turn.

MISTS OF TIME

At 6th level, you can avoid harm by hiding yourself within a veil of otherworldly mist. As a reaction when you take necrotic, bludgeoning, piercing, or slashing damage, you can reduce that damage by an amount equal to your warlock level plus your Charisma score. When you do so, you can cause a 10-foot cube centered on you to fill with mist, becoming heavily obscured. The mist lasts until the end of your next turn, during which time you do not provoke opportunity attacks from the attacker who inflicted the triggering damage. You can see through this mist as if it weren't there.

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

THREATS FORETOLD

Beginning at 10th level, visions of your patron coven appear to you each night, warning you of deadly harm you may face in the coming day. Whenever you finish a long rest, you gain the benefits of a *death ward* spell. The spell's normal duration is changed, and it lasts until the next time you finish a long rest.

CAULDRON OF FATE

Starting at 14th level, your connection to Sora Teraza grows more powerful, and as you brew your *wyrd concoction*, breathing its fumes grants you visions of future dangers reflected in the roiling liquid. Whenever you create your *wyrd concoction*, you gain immunity to the frightened condition, advantage on death saving throws, and resistance to necrotic damage until the next time you finish a long rest.

In addition, when your *wyrd concoction* would normally be expended, you can use it again once more. After the second use, it is expended normally.

NEW OTHERWORLDLY PATRON: THE TRANSCENDENT MACHINE

*WE WERE LOST BEFORE OUR GOD'S INCARNATION.
THAT IS WHY WE HAD TO BUILD HIM.*

—BRACEBRIDGE OF THE GODFORGED,
ARCHITECT OF THE BECOMING GOD

A great machine houses the consciousness that holds your pact, rather than flesh or spirit. This not only gives you an innate understanding of magical engineering, but intertwines your destiny with Daanvi, the plane of Perfect Order. Your patron may be a divine spark manifesting within the Becoming God, the massive scavenged sculpture being built by warforged pilgrims in the Mournland. It may be an potent eldritch machine with its own innate intelligence, or one tied to the incarnation of living souls, like a creation forge. It could also be a powerful entity ruling Daavi's native modrons or formians, or a greater servant of the god Onatar. There are even rumors in Sharn of a trio of warlocks who draw their magic from an emergent mind with Khorvaire's lightning rail network.

Like all machines, the source of your pact exists for a larger purpose, yet despite its lawful nature, its agenda is not always easy to discern. Yet somehow, its reach extends through the planes to you. While you may not share your patron's goals or alignment, it has chosen you to play a role in some grand cosmic plan.

EXPANDED SPELL LIST

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

TRANSCENDENT MACHINE EXPANDED SPELLS

Spell Level	Spells
1st	<i>command, detect thoughts</i>
2nd	<i>calm emotions, heat metal</i>
3rd	<i>magnetism*</i> , <i>tiny servant**</i>
4th	<i>compulsion, fabricate</i>
5th	<i>animate objects, modify memory</i>

DEFENSIVE TELEPATHY

Starting at 1st level, your patron grants you insight into others' thoughts that may allow you to predict their actions. Whenever you are

not concentrating on a spell, you can communicate telepathically with any creature within 30 feet of you, provided that creature shares a language with you. You can speak telepathically in this way to one creature at a time.

In addition, if an attack hits you while you are concentrating on a spell, as a reaction you may force the attacker to reroll the attack, using the lower of the two rolls. Until the end of your next turn, all attack rolls against you are made at disadvantage. Once you force the reroll an attack of an attack roll with this feature, you cannot do so again until you finish a long rest.

AXIOMATIC HIERARCHY

At 1st level, you gain insight into creatures of the planes, especially those tied to the nature of your patron. You learn the Modron language. Also, whenever the target of a concentration spell you are maintaining (such as the *hex* spell) is a celestial, construct, elemental, fey, or fiend, you can inflict extra damage on that creature once per turn when you hit with an attack roll. The extra damage is psychic damage equal to your proficiency bonus.

MODRON SERVANT

At 6th level, a unique construct is sent by your patron to serve you. It comes in the form of a pentadrone, a five-armed construct that is the most advanced form of modron (as described in the *Monster Manual*). Your pentadrone is your devoted servant, obeying your commands without hesitation and working to protect you in combat. It has the following modifications:

- It can magically disguise itself as a Large beast of your choice with a Challenge rating of 2 or lower (such as warhorse), physically rearranging its form to appear to be the new creature, but not gaining any of its traits or abilities.
- It does not have the truesight sense, but instead has darkvision with a range of 120 feet that is not impeded by magical darkness. When you reach 11th level as a warlock, this becomes truesight with a range of 120 feet.

- If you are the target of a melee attack and your modron servant is within 5 feet of the attacker, you can use your reaction to command the servant to respond, using its reaction to make a melee attack against the attacker.

The pentadrone considers you to be one rank above it in the grand hierarchy to which it is devoted, and it recognizes no other authority beyond yours and that of your patron. It obeys your orders to the best of its ability. In combat, it rolls its own initiative and acts on its own. If the pentadrone is killed, it disintegrates, meaning it cannot be returned to life via normal means. However, whenever you finish a long rest, you can choose to have your patron send you a new modron servant—if the previous pentadrone still exists, it disintegrates as soon as your new servant appears to replace it.

PARTIAL CONSTRUCT

At 10th level, parts of your body have been replaced by eldritch machinery, enabling it to function more efficiently. You no longer need to breathe, eat, or drink, and you gain resistance to poison damage as well as nonmagical bludgeoning, piercing, or slashing damage that is not adamantine.

MIND OF METAL AND WHEELS

Starting at 14th level, you can temporarily allow the influence of your patron to alter your mind and body, giving you the perfect and emotionless logic of a construct and the ability to project this way of being into the minds of those around you. As a bonus action, you can enter this unique mental state, gaining the following traits:

- You are immune to psychic damage and to the charmed and frightened conditions.
- You gain a +2 bonus to AC.
- Once during your turn, if you move at least 20 feet in a straight line towards a target before making an

attack roll against it, you gain advantage on that attack roll.

- While in this state, you can cast the *calm emotions* spell at will, without expending a spell slot or material components. When you cast *calm emotions* in this way, it is not considered a concentration spell for that casting, but the duration is decreased to 1 round, with the spell lasting only until the end of your next turn.
- You have advantage on all Intelligence checks, but disadvantage on all Wisdom and Charisma checks.

This state lasts for one minute or until you end it with a bonus action. You can use this feature once, regaining all expended uses when you finish a short or long rest.



NEW WARLOCK PACT BOONS:

These are alternatives to the Pacts of the Blade, Chain, or Tome.

PACT OF THE EYE

When you choose this pact at 3rd level, one of your eyes is replaced with a false magical eye provided by your pact patron. If you are already missing one or more eyes, this mystical eye can appear where that eye should be. The eye grants you certain persuasive and perceptive powers. Except during turns when you cast a spell, this eye appears identical to how your normal eye should look, unless you choose to reveal it. When you reveal the eye purposefully, it remains revealed for one minute. During that minute, you have advantage on Charisma (Intimidation) checks but disadvantage on Charisma (Persuasion) checks.

Additionally, when you use one of your warlock spell slots to cast a divination or enchantment spell of 1st or 2nd level, you can immediately regain that spell slot as if it had never been used. Once you regain a spell slot in this way, you cannot do so again until you complete a short or long rest. If some effect causes you to lose your eye, you can perform a 1-hour ceremony to replace it. The ceremony can be performed during a short or long rest, and it destroys the previous eye.

Some warlocks who make this pact replace both eyes instead of one. Other are cursed to have their new eye or eyes visible at all times. The effects of these variations are essentially cosmetic, with neither granting any additional abilities or changes an eye's function.

FORMS OF THE PACT OF THE EYE

When the false eye gained from the Pact of the Eye is revealed, it is clearly not the eye of any normal mortal creature. Its appearance depends on your pact patron.

The Archfey or the Daughters of Sora Kell. The eye appears jewel-like and colorful, resembling a real eye covered in a glossy varnish. It looks very much like the magic item called a *hag eye*, as created by a coven of hags.

The Fiend. A demonic eye, slitted like that of a reptile, limned in red or green flame.

The Great Old One or the Hexblade. A void of solid black, occasionally glinting with violet starlight, that distorts the reflections of those who stare into it.

The Celestial or the Undying. Golden or silver in color, this eye has no iris, but is instead marked by a simple black shape symbolizing the patron (an hourglass, a hand, a skull, etc.).

The Transcendant Machine. The eye appears as a small device made of metal and glass, moving in unnatural stops and starts and making barely audible mechanical noises.

PACT OF THE GLOOM

The Pact of the Gloom allows you to call upon the magical substance of shadow and weave it into a cloak that helps you hide from enemies. When you are in dim light or darkness, you can use your bonus action to create a gloom cloak, a magical mantle of shadow that appears on your person. When you create this garment, you can choose its style and appearance, which can be any sort of cloak, cape, long coat, or jacket, but always inky black in color. Your gloom cloak disappears if it is more than 5 feet away from you for 1 minute or more. It also disappears if you use this feature again, dismiss the cloak, or die.

While you wear your gloom cloak, when you roll a Dexterity (Stealth) check, you can substitute your Charisma modifier for your Dexterity modifier. In addition, whenever you use your reaction to cast a spell or cantrip, you can take the Disengage or Hide action as part of the same reaction.

You can transform one magical cloak into your gloom cloak by performing a special ritual while you wear that cloak. You perform the ritual over the course of 1 hour, which can be done during a short rest. You can then dismiss the cloak, shunting it into an extradimensional space, and it appears whenever you create your gloom cloak thereafter. You can't affect an artifact in this way. The magic item ceases being your gloom cloak if you die, if you perform the 1-hour ritual on a different item or if you use a 1-hour ritual to break your bond to it. The magical cloak appears at your feet if it is in the extradimensional space when the bond breaks.



The air around the wizards crackled and hummed with arcane energy as they faced off, spells ready and staffs pulsing with magical power. . . .



WIZARD

NEW ARCANES TRADITION: SKY MAGIC

"THIS POWER I COMMAND IS THE KEY TO SHARN'S GREATNESS. WITHOUT SUCH EXTRAPLANAR ENERGIES, THE CITY'S PONDEROUSLY HIGH TOWERS WOULD CRUMBLE, ITS TRANSPORTATION SYSTEMS WOULD COLLAPSE, AND THE SKYWAY WOULD PLUMMET TO THE COGS."

—PACKARD TOLL,
SKYIMAGE OF SHARN

Sharn, the City of Towers, stands in a manifest zone linked to the plane of Syrania, the Azure Sky, enhancing magics tied to levitation and flight. You have made a special study of these extraplanar energies, which have allowed the city to become the major metropolis it is. By becoming an expert on the properties of this manifest zone, learning its intricacies and the methods for manipulating it, you have become one of the famed skymages of Sharn.

No formal school exists to teach this arcane tradition, yet skymages are fairly common in the city. You may have been tutored by other skymages, or at least pointed in the right direction. Then again, you may have simply stumbled into special techniques in the course of researching the planar fabric linking the area to Syrania. There is no evidence for the persistent rumors of mages learning these secrets by studying with the angels themselves, but that is also a possible source of sky magic.

Your deep investigation of the manifest zone's otherworldly connection not only allows you magical flight, but increases your speed and maneuverability when you do so.

LIGHTNESS OF BEING

Beginning at 2nd level when you choose this arcane tradition, you have resistance to all damage from falling, and when you take the Dash action, you can fly for up to 15 feet of that movement.

SKYBORNE SPELLCASTING

At 2nd level, you add the *feather fall* and *jump* spells to your spellbook if they are not already

there. During your turn, if you use your action to cast a spell of 1st level or higher, you can take the Dash as a bonus action until the end of the turn.

SECRETS OF FLIGHT

At 6th level, you add the *fly* spell to your spellbook if it is not there already. When you cast that spell or another spell with a duration of 1 minute or longer that grants you a fly speed, you can expend 1 additional spell slot to double the spell's duration, to a maximum duration of 24 hours.

MANEUVERABLE FLYER

Starting at 6th level, you don't provoke opportunity attacks when you fly out of an enemy's reach.

GREATER SKYIMAGE

At 10th level, you discern certain secrets of magical flight that grant you the following benefits:

- Whenever you have a fly speed, that speed is increased by 10 feet, and you can hover. If you are in the city of Sharn or another manifest zone of Syrania, the increase to a fly speed granted by this feature is doubled to 20 feet.
- When you roll an ability check to contest an effect that would end, counter, or dispel a spell you cast that grants you a fly speed, you gain a +5 bonus to that ability check.
- If you start your turn on the ground, the first time you fly during your turn, you can choose any number of creatures within 5 feet of your space when you start flying. Each creature you choose takes bludgeoning damage equal to your Intelligence modifier (minimum 1) and must make a Strength saving throw against your wizard spell DC if it is your size or smaller. On a failure, that creature is knocked prone.

PERSONAL MANIFEST ZONE

Starting at 14th level, you can use your bonus action to gain a fly speed equal to your walking speed. This effect lasts until you dismiss it as a bonus action on your turn.

NEW ARCANIC TRADITION: ACADEMIC LORE

"TRUE MASTERY OF MAGIC COMES FROM THE PRECISE REPLICATION OF COMPLEX HAND GESTURES, THE EXACTING MEASUREMENT AND COMBINATION OF OFTEN DISTASTEFUL INGREDIENTS, AND THE FLUENT INCANTATION OF UNFAMILIAR TONGUES. WIZARDRY IS THE GREATEST OF ALL MORTAL PATHS TO POWER, YET IT ALSO A PATH PAVED WITH BORING REPETITION, TEARFUL FRUSTRATION, AND LONELY STUDY."

—MARGANA CORLEIS

PROFESSOR OF DIVINATION AT ARCANIX

Aundair is as well-known for the image of arcane towers of wizardry and ivy-covered universities as it is for high fashion, fragrant vineyards, and golden fields of wheat. This reputation is largely due to the famed floating towers of Arcanix, Khorvair's most prestigious academy of magic.

The headquarters of Aundair's Arcane Congress, this extraordinary school attracts many aspiring wizards and magewrights to the village of Arcanix below. Would-be students come for Autumn Entrance Examinations, hoping to ascend to both literal and figurative heights. From these soaring edifices, members of the Arcane Congress advise the Aundairian crown. They also scheme against a powerful rival institution, the Tower of the Twelve.

You attended one of these schools, or another academy such as the Morgrave University, the Library of Korranberg, or the University of Wynarn—or you studied with a teacher who passed on their organized, pedagogical approach to magic. Such training focuses more on the theory and study of magic than its practical use. Rather than specializing in a particular school of spells, you concentrate on the mechanics underlying all forms of wizardry, learning to adjust them at will.

Spellcasters of your tradition refer to themselves as loremasters, savants, or academicians, though more self-taught wizards may refer to your colleagues by other, more mocking nicknames. Some members of your



arcane tradition reciprocate by looking down upon non-academic arcane casters as provincial bumpkins, often referring to them as "hedge wizards." Yet more often, loremasters are eager to learn from and teach any wizard they meet, overwhelming such prejudices with their sheer enthusiasm for magical study.

KHORVAIRE'S UNIVERSITIES

When making a character with this arcane tradition, decide where you obtained your education. The Five Nations boast several sources of higher learning, magical and otherwise. These universities wield significant clout through their scattered alumni, their enormous endowments, and their knowledgeable faculties and administrators. Teleportation circles are also located on each campus, connecting them to each other as well as to other distant locations of interest. Among adventurers, the colleges are known to be eager recipients of information, relics,

or dusty old artifacts. The universities regularly finance expeditions for research, exploration, or the recovery of relics, particularly to mysterious Xen'drik. These institutions include:

- The Tower of the Twelve, the dragonmarked houses' college of magic, floats above the lightly wooded Wolvern Park in Korth, the capital of Karrnath. The wizards of the Arcane Congress consider this institution their greatest rival. Only those affiliated with a dragonmarked house are permitted to enter and study here, a privilege the houses usually reserve for their best and brightest. The tower has thirteen floors: twelve filled with research facilities, plus an empty one in memory of the lost Mark of Death.
- The Library of Korranberg in Zilargo, with its eight colleges, is famous as the largest repository of knowledge in Khorvaire.. Nobles from both royal and dragonmarked families consider it a sign of prestige to study here.
- Aundair's own University of Wynarn, in the capital city of Fairhaven, boasts a reputation for the teaching of magic so formidable that even Arcanix does not completely overshadow it.
- Sharn's Morgrave University is known for an outstanding collection of ancient treasures and relics, and for funding many expeditions to grow that collection in Xen'drik and elsewhere. It is less prestigious than the other major universities, and some consider it shady due to the general criminality that is widespread in Sharn. Still, its scholars and professors are learned and ardent, and the university makes a good resource for lower-level adventurers, who often need a place to sell the relics they recover and might not be able to catch the attention of the other universities.

Yet for magical instruction, none are held in the same popular esteem as the floating towers of Arcanix. They consist of four castles, each floating on a rocky island above the village of Arcanix. The castles Glarehold and Amberwall are set aside for the school, while the other two, Nocturnas and Skyreach contain residences, libraries, and laboratories, many for the private use of member of the Arcane Congress. Constructed over a period of 800 years, all four castles present a visual cacophany of different architectural styles, each more outlandish than the last. Periodic flashes of light illuminate the windows, and every so often a gout of flame or eldritch energy bursts forth from a door or chimney.

ACADEMIC EDUCATION

At 2nd level when you choose this arcane tradition, you gain proficiency in the Arcana and History skills if you don't have it already. You also gain expertise with both skills, which means your proficiency bonus is doubled for any ability check you make with them.

In addition, whenever you make an Intelligence check that does not include your proficiency bonus, you can add half your proficiency bonus, rounded down, to that roll.

SPELLCASTING SECRETS

At 2nd level, you can alter a spell's formula as you cast it, changing its effects. Choose two of the following damage types: acid, cold, fire, lightning, poison, necrotic, radiant, or thunder. When you use a spell slot to cast a spell that deals damage of one of the two types you chose, you can substitute that damage type with the other type you chose.

When you reach 7th level, 13th level, and 17th level, you can choose additional damage types from the list above, substituting these types for each other as you wish when you use this feature.

In addition, when you use a spell slot to cast a spell that requires a saving throw, you can change the saving throw from its normal ability score to your choice of Dexterity, Constitution, or Wisdom. Once you change a saving throw in this way, you can't do so again until you finish a short or long rest.

METAMAGIC SCHOLAR

At 6th level, your deep studies of spellcasting allow you to apply metamagic effects, similar to a sorcerer's, to spells prepared from your spellbook. You expend additional spell slots to fuel these effects, allowing you to make the following alterations to your spells:

- When you cast a spell you have prepared, if that spell has a range of touch, or a range of 5 feet or greater, you can expend an additional spell slot to extend the range of that spell beyond its normal limit. If the spell has a range of touch, you make the range of the spell 30 feet. If it has a range of 5 feet or greater, you double the range of that spell.

- When you cast a spell you have prepared, if you roll damage for that spell during the same turn you cast it, you can expend an additional spell slot to add 2d8 to one damage roll of that spell against one target. If you wish, you can expend multiple spell slots in this way, increasing the damage against a different one of the spell's targets for each additional spell slot expended.
- When you cast a spell you have prepared, if that spell forces a creature to make a saving throw to resist its effects, you can expend an additional spell slot of 3rd-level or higher to give one target of the spell disadvantage on its first saving throw made against the spell.

SPELLPOOL

At 10th level, when you prepare your spells each day, you can make use of a *spellpool*, a magical reservoir of spells that can be drawn upon by members of your wizardly guild or magical academy. To do so, you must purchase a special arcane focus, which can be of any type you wish, but for which the cost is 25 gp higher than normal. This arcane focus allows you (and only you) to access the spellpool from any distance. If you lose this arcane focus, you must replace it, for the same cost, at a place where you can contact other members of your organization.

When accessing the spellpool, you attempt to prepare a spell that is not in your spellbook. To do so, you must use an action to check to see if the spell is available by rolling percentile dice. The chance of a particular spell being available is 60% plus your wizard level, minus 5% per level of the spell. You can even check to see if a spell not on the wizard spell list is available, but doing so decreases the chances of the spell being available by 25%. You cannot check for a spell if you do not have a spell of that spell's same level or higher in your spellbook.

If the spell is available, you may prepare it normally, even if it is not in your spellbook; if not, you cannot prepare that particular spell using this feature until the next time you finish a long rest, at which point you must check for this spell's availability again. There is

no limit to the number of spells you can search for in this manner, but the maximum number of spells you can prepare with this feature at one time is equal to your proficiency bonus.

For each spell you prepare with this feature, you must donate a spell of the same level or higher from your spellbook to the spellpool. A spell you donate is treated as if it were not in your spellbook at all until the next time you finish a long rest.

A spell prepared using the spellpool returns to it the next time you finish a long rest, at which point you prepare your spells normally from your spellbook, unless you choose to use this feature again. Having successfully prepared a spell with this feature previously does not alter your chances of finding that spell available the next time you search for it.

INSTANT PREPARATION

At 14th level, you can use your Spellpool feature instantly in a time of need. As either an action or a bonus action (your choice each time you use this feature), you scour the spellpool for one particular spell, rolling to see if it is available as per the Spellpool feature. When you check the availability of a spell with this feature, you can roll the percentile dice twice and choose which of the two rolls to use.

If the spell you sought is available, you instantly prepare that spell, swapping it for a spell of the same level or higher that you already have prepared, with the swapped spell being donated to the spellpool as normal.

Otherwise, this feature works exactly like your Spellpool feature, allowing you to keep the spell prepared until the next time you finish a long rest.

Once you use this feature to successfully prepare a spell, you cannot use it again until you finish a long rest.

ARTIFICER

The optional Artificer class, released as a free download on dmsguild.com by Wizards of the Coast, is a perfect fit for an Eberron campaign—in fact, the Artificer class was first created specifically for the Eberron setting in past editions of D&D. The two most common specializations, alchemy and engineering, appear in the class download. Two additional specializations are presented here.

ARCANE SLEUTH

"I HAVE TRAINED MYSELF TO TRANSCEND EXTRANEOUS THOUGHT AND COUNTERPRODUCTIVE EMOTION, THAT I MIGHT ATTAIN TRUE POWERS OF DEDUCTIVE REASONING AND OBSERVATION. THIS QUESTION OF MY 'COLDNESS' HARDLY SEEMS RELEVANT TO THE TASK AT HAND."

—TALDOR D'MEDANI

LEADER OF THE BASILISK'S GAZE

You are adept at magically crafting tools that help you find clues and unravel mysteries around you. The combination of these implements with your deductive reasoning,

encyclopedic education, and deep understanding of magic make you more than a mere investigator or detective. You have an uncanny ability to read people and situations, allowing you to predict your opponent's moves before they happen, uncover complex conspiracies with a bare handful of clues, and act with preternatural quickness before anyone else realizes what has happened.

DETECTIVE SKILLS

When you choose this artificer specialist type at 1st level, you gain proficiency with hand crossbows, longswords, rapiers, and shortswords, and with the Insight, Investigation, and Perception skills. You are also able to use a magnifying glass as a spellcasting focus for your artificer spells.

INVESTIGATOR'S KIT

At 1st level, you create an *investigator's kit*, a satchel of arcane foci, magical tools, and well-crafted implements you use to discover clues and solve mysteries. Bearing your kit focuses your mind and grants you magical power, allowing you to cast certain spells. This kit always includes a magnifying glass, as well as many other items such as a dust brush, tweezers, small jars for evidence collection, or a small journal with an attached charcoal pencil for taking notes. While you have your investigator's kit on your person, you gain the following advantages:

- Once per turn, you can deal extra damage equal to your proficiency bonus to one creature you hit with an attack if you do not have disadvantage on the attack roll. The attack must use a finesse or a ranged weapon.
- If you reduce a creature to 0 hit points with any attack roll (melee or ranged), you can choose to knock the creature out instead of killing it. Make this choice the instant damage is dealt. A knocked-out creature falls unconscious and is stable at 0 hit points.
- You can cast each of the following spells once, as a 1st-level artificer spell, regaining the ability to do so when you finish a long rest: *detect magic* and *detect poison and disease*.



- When you need a piece of adventuring gear or set of tools that neither you nor your allies possess, you can make a DC 15 Intelligence check. If you succeed, the needed gear or tool is in your investigator's kit, provided it is worth 50 gp or less and small enough to fit (less than 1 foot long or wide). You must immediately pay the gp cost of the item to use this ability, otherwise it does not work—you previously thought ahead and purchased this item when you last had the opportunity to do so. Once you successfully gain an item with this feature, you cannot do so again until you finish a short or long rest.

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

SLEUTH'S FOCUS

At 3rd level, you learn the *hunter's mark* spell as an artificer spell, which does not count against the number of artificer spells you know. When you inflict the extra damage from your *hunter's mark* spell, you roll 1d8 for the extra damage instead of 1d6 if you have your investigator's kit.

Any weapon attack roll you make against a creature that is the current target of your *hunter's mark* spell is a critical hit on a roll of 19 or 20 on the d20 if you are attacking with a ranged weapon or finesse weapon.

INTUITIVE ARTIFICER

At 3rd level, you can choose from an expanded list of spells when you learn an artificer spell. All divination spells of 4th-level or lower are added to the artificer spell list for you.

When you cast a divination spell of 4th-level or lower using an artificer spell slot, you can use your investigator's kit to regain that expended spell slot immediately. Once you regain a spell slot in this way, you cannot do so again until you finish a long rest.

In addition, whenever you fail an Intelligence (Investigation) or Wisdom (Insight) check, you can expend an artificer spell slot to reroll that check with advantage. You must use the second roll.

DEDUCTIVE INTERACTION

Starting at 9th level, if you spend 1 minute observing or interacting with another creature outside of combat, you can learn certain information about its capabilities compared to your own. The DM tells you if the creature is your equal, superior, or inferior in regard to two of the following characteristics of your choice:

- An ability score of your choice
- Armor Class
- Current hit points
- Total class levels (if any)
- Levels in a particular class (if any)
- At the DM's option, you might also realize you know a piece of the creature's history or one of its personality traits, if it has any.

In addition, starting at 9th level, you roll 2d8 for the extra damage of your *hunter's mark* if you have your investigator's kit, instead of 1d8. At 13th level, this changes to 2d10. At 17th level, it changes to 2d12.

SLEUTH'S INSIGHT

At 14th level, all Charisma (Deception) checks and opportunity attacks against you are made at disadvantage. In addition, once per day, if you have your investigator's kit, you can cast *true seeing* (on yourself only) without spending a spell slot. You must finish a long rest before you can do so again.

IMPLACABLE INVESTIGATOR

Beginning at 17th level, once per day, if you have your investigator's kit, you can cast *foresight* (on yourself only) without spending a spell slot. You must finish a long rest before you can do so again.

In addition, when a creature that is the current target of a spell on which you are maintaining concentration makes an attack roll against you, it provokes an opportunity attack from one creature of your choice within 5 feet of it that can hear you.

CLOCKWORK ENGINEER

"I MAKE MY FRIENDS. LET'S CALL IT A HOBBY."

—GEARTOOTH

WARFORGED ARTIFICER OF THE COGS

Though most artificers train to infuse inanimate objects with magic, you elevate the great advances made during the Last War to a true art form. As a clockwork engineer, you are a master of crafting imitations of life from inanimate objects. The mechanical automatons you make are more durable and deadly than those wrought by your artificer peers.

You fashion minions and artifices to aid your companions, although you probably feel as much kinship to the automatons as you feel toward your fellow adventurers. You might dote on your creations, lamenting when they become damaged, and even avenging their destruction.

As you become more powerful, harmless clockwork creations surround you. They twitter and buzz, fluttering near you, keeping you company. Many are also helpers, and through their adroit appendages, you can construct other minions more quickly.

CLOCKWORK ARMOR

At 1st level, you can take a suit of armor of any kind and transform it into a mix of leather, cloth, or metal festooned with gears, cogs, and clockworks, as well as pockets and compartments containing even more materials. Only you can wear this armor freely, anyone else attempting to wear it has their speed halved and suffers disadvantage on all ability checks, saving throws, and attack rolls while wearing it. Your first Clockwork Armor must be made from armor in your possession, but requires no additional cost. Once you modify it, this armor need not look like traditional armor, it just needs to include enough protective material and clockwork pieces to function.

(For example, clockwork armor based on leather or studded leather could include a large hat, a pair of goggles, a belt with several pouches and compartments, along with a long leather coat with many pockets, all reinforced

with metal pieces in what might appear at first glance to simply be a clockwork motif.)

If you lose your Clockwork Armor, or want to change to a different armor type, you can create a new suit over the course of three days of work (eight hours each day) using existing armor along with 100 gp of additional metal and other raw materials. If you wish, you may use this process to transform magical armor into your Clockwork Armor.

CLOCKWORK WEAPONS

While wearing your Clockwork Armor, you can also make use of special weapons concealed in the suit. When you use this function, it acts as a melee weapon attack with which you are proficient, but you may substitute your Intelligence modifier for your Strength modifier on attack rolls with it, it deals bludgeoning damage equal to 1d6 plus your Intelligence modifier, and it has a reach of 10 feet.

The damage of your Clockwork Weapons increases by 1d6 when you reach certain levels in this class: 3rd level (2d6), 5th level (3d6), 7th level (4d6), 9th level (5d6), 11th level (6d6), 13th level (7d6), 15th level (8d6), 17th level (9d6), and 19th level (10d6).

INVENTIVE ENHANCEMENTS

Starting at 1st level when you choose this specialization, you gain two *invention points*, which you use to fuel clever devices called *inventive enhancements*. An invention point is expended when it is used. Your base number of invention points increases to 3 at 5th level, 4 at 11th level, and 5 at 17th level. You regain all expended invention points when you finish a long rest.

At 1st level, you learn two of the inventive enhancements listed at the end of this archetype description. You learn an additional inventive enhancement at 5th level, 11th level, and 17th level. If an inventive enhancement requires a saving throw, that save is made against your artificer spell DC. You must be wearing your Clockwork Armor to use an inventive enhancement. Unless otherwise stated, you can only use one inventive enhancement per turn.

INVENTIVE RESURGENCE

Beginning at 3rd level, you learn the *magecraft focus** and *mending* cantrips, and you regain all your expended invention points whenever you finish a short or long rest.

CLOCKWORK SERVANT

At 9th level, you can spend 1 or more invention points to perform a 1-hour ritual that makes the servant acquired from your Mechanical Servant artificer feature more powerful. The servant gains the following benefits:

- It uses your proficiency bonus instead of its own.
- In addition to the areas where it normally uses its proficiency bonus, your mechanical servant also adds your proficiency bonus to its AC and to its damage rolls.
- It is considered proficient with all saving throws while it can see you.
- Whenever you make an attack roll or cast a spell on your turn, if your mechanical servant can see you, it can use its reaction to make a melee attack.

- Your mechanical servant gains a number of additional hit dice equal to the number of invention points you spent on this ritual, and increases its hit points accordingly.
- A mechanical servant improved with this ritual can expend invention points from your pool to use any inventive enhancements you know on its own attacks. You do not need to be wearing your Clockwork Armor for the servant to use this effect.

The benefits of this ritual last until you perform this ritual again, until your mechanical servant is killed, or until you build a new one.

IMPROVED CLOCKWORK WEAPONS

At 14th level, when you hit a creature with your Clockwork Weapons attack, you can spend 2 invention points to choose up to 7 other creatures within 30 feet of that creature. The number of creatures chosen must be equal to your proficiency bonus or less. You then make the same attack roll against each separate creature. Each creature hit suffers the same damage and effects as the first



creature you struck, including any inventive enhancements you applied.

REACTIVE DEVICES

At 17th level, the sophisticated automation of your Clockwork Armor and mechanical servant allows for instantaneous responses in battle. When a creature attacks you or your mechanical servant while you are wearing your clockwork armor, you can use your reaction to impose disadvantage on that attack roll. If the attack still hits, you can spend 1 invention point to decrease the damage inflicted by half. If the attack misses, you can attack that creature with your Clockwork Weapons feature as part of the same reaction if the creature is within 10 feet of you.

INVENTIVE ENHANCEMENTS

All the inventive enhancement options you can choose for your archetype features are listed below.

Booming Cudgel. When you hit with a ranged weapon attack or an attack with your Clockwork Weapon feature, you can spend 1 invention point to inflict an extra 2d6 thunder damage against the target and force it to make a Strength saving throw. On a failed saving throw, you can either knock it prone or push it up to 15 feet away from you.

Clockwork Stinger. When you hit with a ranged weapon attack or an attack with your Clockwork Weapon feature, you can spend 1 invention point to inflict an extra 2d6 poison damage against the target. If the target takes at least 1 point of this poison damage, the next attack roll made against the target has advantage if the attack is made before the start of your next turn.

Firebreather When you hit with a ranged weapon attack or an attack with your Clockwork Weapon feature, you can spend 1 invention point to inflict an extra 1d6 fire damage against the target, inflicting the same amount of fire damage against all creatures within 5 feet of the target. Any creature that takes this damage must roll a Strength saving throw. On a failure, you can push each creature up to 10 feet away from you.

Freezing Breath. When you hit with a ranged weapon attack or an attack with your Clockwork Weapon feature, you can spend 1 invention point to inflict an extra 2d6 cold damage against the target, and the target's speed is reduced by half until the end of its next turn.

Magnetic Talon. When you hit with a ranged weapon attack or an attack with your Clockwork Weapon feature, you can spend 1 invention point to inflict an extra 2d6 lightning damage against the target, and the target must make a Strength saving throw. On a failed save, it drops an object you choose. If the object weighs less than 25 pounds, you can move it up to 10 feet closer to you before it lands harmlessly on the ground. If you are within 10 feet, you can choose to have the object fall at your feet.

Mechanized Tentacles. When you make an attack using a natural weapon, an unarmed strike, or your Clockwork Weapons feature, you can spend 1 invention point to extend your reach for that attack to 20 feet. If the attack hits, it inflicts an additional 1d6 bludgeoning damage, and may pull the target up to 15 feet closer to you.

Ranged Clockwork. When you use your Clockwork Weapons feature to make an attack during your turn, you can spend 1 or 2 invention points to make your Clockwork Weapons attack into a ranged attack instead of a melee attack until the end of the turn. If you spend 1 invention point, the range is 30 feet; if you spend 2 invention points, the range is 120 feet. This inventive enhancement does not count against any limitation on the number of inventive enhancements you can use per turn.

Shrapnel Swarm. When you hit with a ranged weapon attack or an attack with your Clockwork Weapon feature, you can spend 1 invention point to inflict an extra 2d6 piercing damage against the target and all creatures within 5 feet of it.

Tinker's Clockworks. You can spend 1 invention point to make a single use of the rock gnome's Tinker racial ability, spending 1 hour and 10 gp of materials to create one Tiny clockwork device. You may add your Intelligence modifier to the clockwork device's base Armor Class of 5. You can only have three clockwork devices at once, which all work as per the Tinker ability description. If you already possess the Tinker ability (such as from being a rock gnome), you gain an additional bonus: you may add your artificer level to the clockwork device's base 1 hp.

Wondrous Automaton. If you are 5th level or higher, you can spend 3 invention points to cast *tiny servant***, as an artificer spell, without using a spell slot.

PART 3: OPTIONAL FEATS

ALCHEMIST TRAINING

The secrets of alchemy are crucial to the prosperity of many of Khorvair's communities, requiring professionally trained experts such as yourself. You gain the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20.
- You gain proficiency with alchemist's supplies, and with the Arcana skill.
- You gain expertise with alchemist's supplies, which means your proficiency bonus is doubled for any ability check you make with them.
- As an action, you can choose one potion you can see within 5 feet of you. You identify that potion as if you had tasted it.
- When you finish a short rest, if you have alchemist's supplies, you can improve the potency of certain kinds of healing potions. Choose one potion you have had access to for the past hour, which must be one of the following potion types: *potion of healing*, *potion of greater healing*, *potion of superior healing*, or *potion of supreme healing*. If that potion is drunk within 1 hour of the end of the short rest, when the creature drinking the potion rolls to determine the amount of healing they receive, they add your proficiency bonus to the final total, and they can reroll a number of the dice up to your Intelligence modifier (minimum of one). They must use the new rolls.

COMBAT RIDER

You are an expert in mounted combat. This gives you the following benefits:

- You gain proficiency with the Animal Handling skill. You gain expertise with this skill, which means your proficiency bonus is



doubled for any ability check you make with them.

- You have advantage on all ability checks and saving throws related to controlling, maneuvering, or staying on a mount.
- Mounting or dismounting a creature costs you 10 feet of movement or half your speed, whichever is lower.
- You gain one of the Fighting Styles available to the Fighter class, which can only be chosen from the following options. You can never take the same Fighting Style option more than once:
 - **Dueling:** When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.
 - **Harrying:** When you hit a creature with an unarmed strike or a melee attack using a weapon that doesn't have the two-handed or heavy property, the creature's speed is reduced by half until the end of its next turn.
 - **Mounted:** While you are mounted, unmounted creatures you hit with weapon attacks can't make opportunity attacks against you or your mount for the rest of the turn if they are smaller than your mount, and you can re-roll any weapon damage die that rolls a 1. You must use the new roll.

COMPETITION EXPERT

You are an expert in games, tournaments, jousts, and other competitions. You gain the following benefits:

- Increase one of your ability scores by 1, to a maximum of 20.
- You gain proficiency with one type of gaming set or vehicle.
- You always know the current gambling odds on any public game, competition, or sport.
- You have 3 *competition points*. Whenever you make an ability check that is directly related to a game, sporting event, or competition, or one that is contested by another creature's ability check, you can spend a competition point to gain advantage on that roll. You

regain your expended competition points when you finish a long rest.

FACTOTUM

You are a jack-of-all-trades, practicing many vocations and mixing your different skills into one effective whole. A character with this feat gains the following traits:

- Raise one of the character's ability scores of your choice by 1, to a maximum of 20.
- After you obtain this feat, when you gain further levels, you no longer gain Ability Score Increases from your individual classes. Instead, you base them on your total character level, including all classes, as shown on the following chart. Ability score increases from levels gained prior to acquiring this feat (including the current level when you acquire it) are unchanged, only levels gained after you obtain this feat are affected.

Total

Character

Level	Ability Increase (or Feat) Gained
1st	None
2nd	None
3rd	None
4th	+1 to one ability score, or gain a feat
5th	None
6th	+1 to one ability score, unless you gained a feat at 4th level besides this one
7th	None
8th	+1 to one ability score, or gain a feat
9th	None
10th	+1 to one ability score, unless you gained a feat at 8th level besides this one
11th	None
12th	+1 to one ability score, or gain a feat
13th	None
14th	+1 to one ability score, unless you gained a feat at 12th level besides this one
15th	None
16th	+1 to one ability score, or gain a feat
17th	None
18th	+1 to one ability score, unless you gained a feat at 16th level besides this one
19th	+2 to one ability score, or +1 each to two ability scores, or gain a feat
20th	None

FOCUSED TOTALITY

Prerequisite: *Kalashtar*

You have learned to draw upon your connection to your quori spirit more deeply than most kalashtar, fueling certain psychic gifts that aid you in battle. This feat confers the following benefits:

- Increase your Wisdom or Charisma score by 1, to a maximum of 20.
- As a bonus action, you can expend one of your Hit Dice to manifest *mind blades*, scintillating knives of psychic energy that project from both of your fists. You do not regain hit points when you spend a Hit Die in this way, and you can't hold anything in your hands while manifesting these blades. You can dismiss them as a bonus action. For you, a mind blade is a martial melee weapon with the light and finesse properties. It deals 1d6 psychic damage on a hit.
- If you are 3rd level or higher, you can cast the *bastion of clarity** spell once, regaining the ability to do so when you finish a long rest. Choose either Wisdom or Charisma as your spellcasting ability for this spell.

HORRIFYING VISAGE

Prerequisite: *Changeling*

By long hours of practice, you have trained yourself to deploy new facial features that can truly terrorize your opponents. This feat confers the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- When you use your Unsettling Visage trait, the target creature must make a Wisdom saving throw (DC = 8 + your proficiency bonus + your Charisma modifier). On a failure, it is frightened of you for 1 minute. At the end of each of its turns, the target can reroll this saving throw, ending the effect early on a success.
- You can compel a particular enemy to avoid targeting you. When you use your Change Appearance trait, you can choose to terrify a particular creature within 30 feet of you that can see you. For 1 minute, you have advantage on Charisma (Intimidate) checks

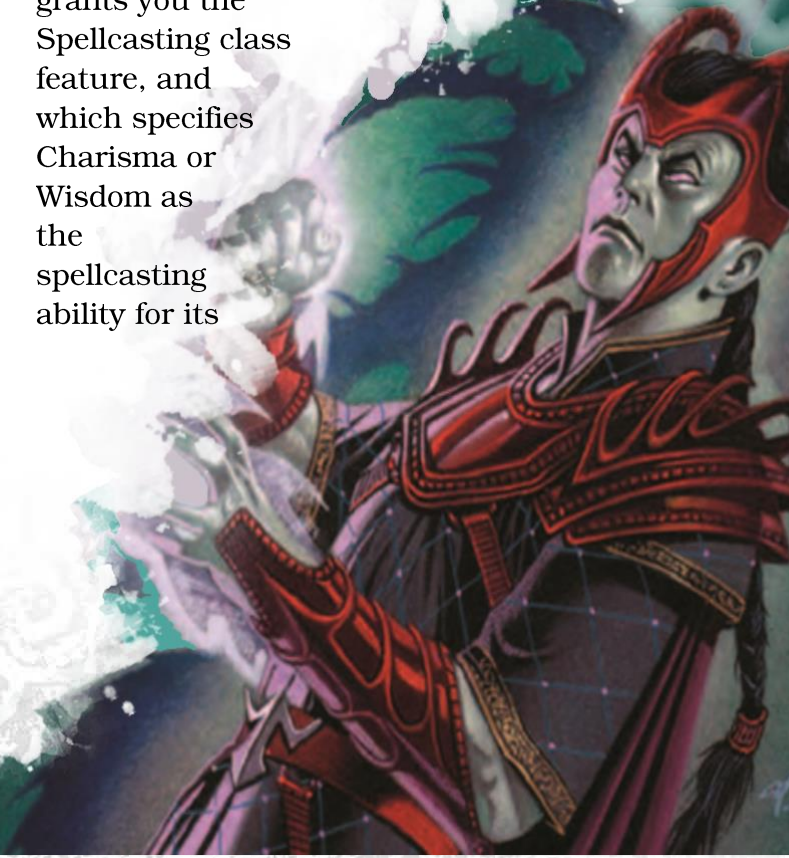
against that creature, and if that creature targets you directly with an attack or a harmful spell, it must make a Wisdom saving throw (DC = 8 + your proficiency bonus + your Charisma modifier). On a failed save, the creature must choose a new target or forfeit targeting someone instead of you, potentially wasting the attack or spell. On a successful save, the creature is immune to this effect for 24 hours. A creature is also immune to this effect for 24 hours if you target it with an attack or a harmful spell, or if it sees you use your Change Appearance trait again.

INTELLIGENT CASTER

Prerequisite: *One or more levels in at least one class that allows you to cast spells using Charisma or Wisdom as your spellcasting ability.*

Though spellcasting abilities of a type you practice are usually fueled by faith or force of personality, your own approach focuses more on study, rigor, and education. This feat grants the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20.
- Choose one class in which you have at least one level, which grants you the Spellcasting class feature, and which specifies Charisma or Wisdom as the spellcasting ability for its



Spellcasting feature. Your spellcasting ability for the Spellcasting feature provided by that class becomes Intelligence instead of Charisma or Wisdom.

- You become proficient in the Arcana skill if you are not already.
- You learn one cantrip of your choice from the wizard's spell list.
- If your campaign uses the optional multiclassing rules, if Charisma or Wisdom is a prerequisite for multiclassing with the class you chose for this feat, you may substitute Intelligence for Charisma or Wisdom when multiclassing from that class.

JADED URBANITE

Whether you grew up in a large city or spent time in one as an adult, you are familiar with life on crowded urban streets, and you know to be on constant guard against attack, theft, or clever deceit. This grants you the following benefits:

- Choose one of the following skills: Deception, Insight, Intimidation, or Persuasion. You gain proficiency in that skill if you don't have it already, and you also gain expertise, meaning you double your proficiency bonus on ability checks with it.
- You have advantage on saving throws against effects that would cause you to take psychic damage or become charmed.
- Within a village, town, or city, you are never slowed by difficult terrain unless it is magical, and you can move through spaces occupied by non-hostile humanoids and beasts as if they were allies.
- When you are surprised, you can still take a single action during the surprise round, but it can only be the Dash, Disengage, or Help action.

MAGEWRIGHT TALENT

Whether or not you practice the trade of a magewright, your aptitudes would allow you to thrive at that profession. This grants you the following benefits:

- You learn two of the following cantrips of your choice: *create item**, *light*, *mending*, *magecraft focus**, *minor illusion*,

prestidigitation, *project object**, *reaver's touch**, *spare the dying*, *static shock**, *thaumaturgy*, or *uncanny balance**

- Choose one spell that has the ritual tag. You can cast the chosen spell, but only as a ritual. You keep a written record of any ritual spell you learn to cast with this feat (if you keep a wizard's spellbook or another book that contains ritual spells, the record can be kept in the same book). In order to cast the spell as a ritual, you must have had access to the written record for that spell for at least 1 minute since the last time you finished a long rest. At 9th level, you learn one additional ritual spell, subject to the same limitations. Any ritual spell you choose for this feat must be of a level less than or equal to half your current level (rounded up). If the written record of a ritual spell you learned with this feat is lost or destroyed, you can recreate it by writing it down using appropriate means (such as pen, ink, and parchment), a process which takes 2 hours per level of the spell.
- You gain one tool proficiency of your choice.
- You gain expertise in the use of one tool with which are proficient, which means your proficiency bonus is doubled for any ability check you make using that tool proficiency.
- You can grant temporary hit points to crafted objects. By spending 10 minutes using appropriate tools to work on an object or structure you can touch, you can make a DC 10 ability check with those tools. On a success, you grant that object (or a section of it equivalent to a 5-foot cube if it is larger than that) temporary hit points equal to your proficiency bonus + your level.

Intelligence is your spellcasting ability score for spells gained from this feat.

ADDITIONAL RITUALS

Some spells that do not normally have the ritual tag are described in the Magewright section of the *Wayfinder's Guide to Eberron* (in Chapter 2) as being usable as rituals by magewrights, specifying ritual casting times and costs in gold. Treat all such spells as having the ritual tag for purposes of the Magewright Talent feat.

MITHRAL PROTECTION

Prerequisite: *Warforged*

The stone, metal, and wood fibers that comprise the outer layers of your body have been interwoven with a mesh of light, flexible mithral. This magical metal makes your armor even stronger, yet far less heavy. This feat confers the following benefits:

- The base Armor Class provided by each of the defensive modes of your Integrated Protection trait is increased by 1.
- While you are using the Darkwood Core defensive mode of your Integrated Protection trait, you can Dash as a bonus action. When you take the Dash action, you add 10 feet to your speed and jumping distance until the end of the turn. Once you Dash as a bonus action using this benefit, you can't do so again until you move 0 feet on one of your turns.
- While you are using the Composite Plating defensive mode of your Integrated Protection trait, you can add 3, rather than 2, to your AC if you have a Dexterity of 16 or higher.
- While you are using the Heavy Plating defensive mode of your Integrated Protection trait, bludgeoning, piercing, and slashing damage that you take from non-magical weapons is reduced by 3.

MROR STALWART

Prerequisite: *Dwarf*

You have been trained in the special fighting techniques of the dwarf clans of the Mror Holds, allowing you to make devastating strikes while holding your ground with traditional dwarf weapons. This feat confers the following benefits:

- You have advantage on all saving throws against spells or other effects that would push you, pull you, or cause you to fall prone.
- If you end your turn having moved 0 feet during that turn, until the end of your next turn you can use a bonus action to gain advantage on the next attack roll you make with a battleaxe, greataxe, handaxe, light hammer, maul, or warhammer during that

turn, provided you do not move before you make that attack.

- Whenever you have advantage on a melee attack roll you make with a battleaxe, greataxe, handaxe, light hammer, maul, or warhammer, if you hit, you can knock the target prone if the lower of the two d20 rolls would also hit the target.

MYSTIC BATTLESHIFTER

Prerequisite: *Shifter*

You have nurtured the mystical power of your lycanthropic heritage, enhancing your ability to defend yourself and stalk your prey. This feat confers the following benefits:

- When you take nonmagical damage that is not silver, you can use your reaction to roll a d6. Add your Constitution modifier to the number rolled, and reduce the damage by that total. If you use this benefit when you have already been reduced to half your hit point maximum or less, you roll a d12 instead. Once you use this benefit, you cannot use it again until you finish a short or long rest.
- You gain proficiency in your choice of one of the following skills: Acrobatics, Athletics, Intimidation, Nature, or Survival.
- Choose one of the following skills with which you are proficient: Acrobatics, Athletics, Intimidation, Nature, or Survival. You gain expertise with that skill, which means your proficiency bonus is doubled for any ability check you make with it.
- You learn the *primal savagery*** cantrip. When you gain this feat, you can choose any one of your ability scores to be your spellcasting ability for this cantrip.

PSIONIC TALENT

You have psychic gifts that allow you to cast certain spells and cantrips psionically. You cast each spell at its lowest level, with cantrips cast as normal. Choose Intelligence or Wisdom as your spellcasting ability score for spells gained from this feat. You cast these spells and cantrips innately without verbal or somatic components, though you must still expend any material components. Once you cast a given

spell of 1st-level or higher this way, you must finish a long rest before you can cast it innately again. You select these spells as follows:

- When you first take this feat, you learn two of the following cantrips of your choice: *detect aberrations**, *mage hand*, *message*, *minor illusion*, or *uncanny balance**
- When you first take this feat, you learn one of the following 1st-level spells of your choice: *catapult***, *cause fear*, *command*, *enrage animals**, *know greatest enemy**, *nerveskitter**, or *silent image*.
- At 5th level, you learn one of the following 2nd-level spells of your choice: *balancing lorecall**, *bastion of clarity**, *beast sense*, *calm emotions*, *crown of madness*, *detect thoughts*, *enthrall*, *hold person*, *levitate*, *mind spike***, *phantasmal force*, *silence*, *spider climb*, or *suggestion*.
- At 9th level, you learn one of the following 3rd-level spells of your choice: *clairvoyance*, *fear*, *haste*, *minor image*, or *sending*.

SKY PILOT

You are skilled in piloting vessels that travel in the air, such as elemental airships or skycoaches of Sharn. This feat grants you the following benefits:

- Increase your choice of either your Dexterity or Wisdom score by 1, to a maximum of 20.
- You gain proficiency with navigation tools and with vehicles (air).
- You gain expertise with your proficiency in vehicles (air), which means your proficiency bonus is doubled for any ability check you make with that proficiency.

- You have advantage on all Strength (Athletics) and Dexterity (Acrobatics) checks related to climbing, keeping your balance, or avoiding falling.
- You can use a sudden maneuver to aid an ally in combat. You can use the Help action to aid an ally's attack roll, even if they are not within 5 feet of you, so long as you can see both your ally and their target, and both are aboard a vehicle you are piloting.

THOUSAND FACES

You are a master of disguise, able to quickly transform your appearance and maintain a number of cover identities. This grants you the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- You gain proficiency with disguise kits.
- You gain expertise with disguise kits, which means your proficiency bonus is doubled for any ability check you make with them.
- You have a number of pre-made specialty disguises equal to 1 + your proficiency bonus. Due to hours of practice, when you don one of these specialty disguises, you may do so as an action. These disguises are generally not based on an individual, but are invented identities based on a general type (a wealthy magewright, a helmed member of the town watch, a noble of Aundair, etc.). If you wish to create a specialty disguise based on a specific person, you must observe that person for 8 hours. When your proficiency bonus increases, you automatically gain a new specialty disguise. However, if you wish to replace one of your existing specialty disguises, doing so takes 8 hours.
- You can establish a reputation or unique social status for the identity you take on in one of your specialty disguises by spending downtime to Sow Rumors (as per the downtime activity described in the *Dungeon Master's Guide*).



PART 4: NEW SPELLS

SPELL LISTS

Below are spell lists showing which of the new spells introduced in this document have been added to the spell list for a particular class. Each spell also lists its school of magic and whether or not it can be cast as a ritual.

ARTIFICER

1st-level

create poison (transmutation, ritual)*
dead man's tell (divination, ritual)*
know greatest enemy (divination)*
nerveskitter (transmutation)*
shielding cube (abjuration)*
speed of thought (transmutation)*
thundering armor (abjuration)*
trapspringer (enchantment)*
weightless pursuit (enchantment)*

2nd-level

arcane springboard (transmutation)*
backbiter (enchantment)*
balancing lorecall (transmutation)*
knight's move (conjuration)*
lifetap (necromancy)*
listening lorecall (transmutation)*
sudden transposition (conjuration)*
twisting throw (divination)*

3rd-level

aegis of shielding (abjuration)*
four-winds bag (conjuration)*
guardian's shield (enchantment)*
magnetism (transmutation)*
quicken breeze (conjuration)*
shroud of undeath (necromancy)*
tattoo projectiles (illusion)*
threehorn charge (transmutation)*

4th-level

lesser water to poison (transmutation)*
watchware (abjuration, ritual)*

BARD

Cantrips

amanuensis (transmutation)*
create item (conjuration)*
far hearing (divination)*
project object (conjuration)*

1st-level

create poison (transmutation, ritual)*
dread mercy (enchantment)*
enrage animals (enchantment)*
frightful strike (enchantment)*
know greatest enemy (divination)*
nerveskitter (transmutation)*

prophesied strike (divination)*
protection from aerial attack (abjuration)*
thundering armor (abjuration)*
trapspringer (enchantment)*

2nd-level

backbiter (enchantment)*
balancing lorecall (transmutation)*
knight's move (conjuration)*
lifetap (necromancy)*
listening lorecall (transmutation)*
sudden transposition (conjuration)*

3rd-level

four-winds bag (conjuration)*
quicken breeze (conjuration)*
shroud of undeath (necromancy)*
tattoo projectiles (illusion)*

4th-level

lesser water to poison (transmutation)*
premonitory vision (divination, ritual)*
watchware (abjuration, ritual)*

5th-level

greater water to poison (transmutation)*
unexpected clarity (enchantment)*

5th-level

opportune lacuna (illusion)*
read object (divination, ritual)*

CLERIC

Cantrips

amanuensis (transmutation)*
astral seal (evocation)*
challenger's mark (enchantment)*
reaver's touch (necromancy)*

1st-level

deathwatch (necromancy, ritual)*
frightful strike (enchantment)*
prophesied strike (divination)*
protection from aerial attack (abjuration)*
thundering armor (abjuration)*

2nd-level

bastion of clarity (abjuration)*
knight's move (conjuration)*
lifetap (necromancy)*
twisting throw (divination)*

3rd-level

predatory shards (transmutation)*
quicken breeze (conjuration)*
shroud of undeath (necromancy)*

9th-level

awaken construct (necromancy)*

DRUID

Cantrips

catfeet (abjuration)*
create item (conjuration)*

detect aberrations (divination)*
far hearing (divination)*
fire hawk (evocation)*
quickling step (transmutation)*
reaver's touch (necromancy)*
uncanny balance (transmutation)*

1st-level

create poison (transmutation, ritual)*
dead man's tell (divination, ritual)*
enrage animals (enchantment)*
frightful strike (enchantment)*

2nd-level

balancing lorecall (transmutation)*
lifetap (necromancy)*
listening lorecall (transmutation)*

3rd-level

four-winds bag (conjunction)*
guardian's shield (enchantment)*
predatory shards (transmutation)*
tattoo projectiles (illusion)*
threehorn's charge (transmutation)*

4th-level

fang trap (abjuration)*
lesser water to poison (transmutation)*
premonitory vision (divination, ritual)*

5th-level

dinosaur stampede (conjunction)*
greater water to poison (transmutation)*
hornet shot (transmutation)*

PALADIN

1st-level

dread mercy (enchantment)*
frightful strike (enchantment)*
know greatest enemy (divination)*
protection from aerial attack (abjuration)*
thundering armor (abjuration)*
weightless pursuit (enchantment)*

2nd-level

bastion of clarity (abjuration)*
knight's move (conjunction)*
twisting throw (divination)*
zeal (abjuration)*

3rd-level

aegis of assault (abjuration)*
aegis of shielding (abjuration)*

5th-level

unexpected clarity (enchantment)*

RANGER

1st-level

create poison (transmutation, ritual)*
dread mercy (enchantment)*
enrage animals (enchantment)*
frightful strike (enchantment)*
speed of thought (transmutation)*
weightless pursuit (enchantment)*

2nd-level

balancing lorecall (transmutation)*
listening lorecall (transmutation)*
twisting throw (divination)*

3rd-level

four-winds bag (conjunction)*
guardian's shield (enchantment)*
tattoo projectiles (illusion)*
threehorn's charge (transmutation)*

4th-level

lesser water to poison (transmutation)*
premonitory vision (divination, ritual)*

5th-level

greater water to poison (transmutation)*
hornet shot (transmutation)*
unexpected clarity (enchantment)*

SORCERER

Cantrips

amanuensis (transmutation)*
challenger's mark (enchantment)*
create item (conjunction)*
detect aberrations (divination)*
far hearing (divination)*
project object (conjunction)*
quickling step (transmutation)*
static shock (abjuration)*
steal speed (necromancy)*

1st-level

frightful strike (enchantment)*
nerveskitter (transmutation)*
protection from aerial attack (abjuration)*
speed of thought (transmutation)*
weightless pursuit (enchantment)*

2nd-level

backbiter (enchantment)*
balancing lorecall (transmutation)*
bastion of clarity (abjuration)*
force hammer (evocation)*
twisting throw (divination)*

3rd-level

abolish shadows (abjuration)*
aegis of ensnarement (abjuration)*
four-winds bag (conjunction)*
predatory shards (transmutation)*
shockwave (evocation)*
shroud of undeath (necromancy)*
tattoo projectiles (illusion)*

4th-level

lesser water to poison (transmutation)*
premonitory vision (divination, ritual)*

5th-level

greater water to poison (transmutation)*
unexpected clarity (enchantment)*

6th-level

opportune lacuna (illusion)*
read object (divination)*

9th-level

awaken construct (necromancy)*

WARLOCK

Cantrips

amanuensis (transmutation)*
challenger's mark (enchantment)*
detect aberrations (divination)*
far hearing (divination)*
project object (conjuration)*
quickling step (transmutation)*
reaver's touch (necromancy)*
steal speed (necromancy)*

1st-level

create poison (transmutation, ritual)*
dead man's tell (divination, ritual)*
enrage animals (enchantment)*
frightful strike (enchantment)*
speed of thought (transmutation)*
thundering armor (abjuration)*
trapspringer (enchantment)*
weightless pursuit (enchantment)*
your glorious sacrifice (necromancy)*

2nd-level

backbiter (enchantment)*
balancing lorecall (transmutation)*
lifetap (necromancy)*

3rd-level

abolish shadows (abjuration)*
aegis of assault (abjuration)*
four-winds bag (conjuration)*
predatory shards (transmutation)*
shroud of undeath (necromancy)*
tattoo projectiles (illusion)*

4th-level

lesser water to poison (transmutation)*

5th-level

greater water to poison (transmutation)*
hornet shot (transmutation)*
unexpected clarity (enchantment)*

WIZARD

Cantrips

amanuensis (transmutation)*
challenger's mark (enchantment)*
create item (conjuration)*
far hearing (divination)*
launch ammunition (transmutation)*
magecraft focus (divination)*
project object (conjuration)*
quickling step (transmutation)*
reaver's touch (necromancy)*
static shock (abjuration)*
steal speed (necromancy)*
uncanny balance (transmutation)*

1st-level

create poison (transmutation, ritual)*
dead man's tell (divination, ritual)*
frightful strike (enchantment)*
nerveskitter (transmutation)*

protection from aerial attack (abjuration)*

shielding cube (abjuration)*

speed of thought (transmutation)*

thundering armor (abjuration)*

trapspringer (enchantment)*

weightless pursuit (enchantment)*

2nd-level

balancing lorecall (transmutation)*

force hammer (evocation)*

lifetap (necromancy)*

sudden transposition (conjuration)*

3rd-level

abolish shadows (abjuration)*

aegis of assault (abjuration)*

aegis of ensnarement (abjuration)*

aegis of shielding (abjuration)*

magnetism (transmutation)*

predatory shards (transmutation)*

shockwave (evocation)*

shroud of undeath (necromancy)*

tattoo projectiles (illusion)*

4th-level

fang trap (abjuration)*

lesser water to poison (transmutation)*

watchware (abjuration, ritual)*

5th-level

greater water to poison (transmutation)*

hornet shot (transmutation)*

unexpected clarity (enchantment)*

6th-level

opportune lacuna (illusion)*

read object (divination, ritual)*

9th-level

awaken construct (necromancy)*



SPELL DESCRIPTIONS

All new spells are listed below in alphabetical order.

ABOLISH SHADOWS

3rd-level abjuration

Casting Time: 1 action

Range: Self (30-foot radius)

Components: V, S, M (a round black stone)

Duration: Instantaneous

A burst of energy radiates from you in a 30-foot radius, dispelling shadowy foes and magical darkness alike. Creatures of your choice within 30 feet must make a Constitution saving throw or take 4d8 radiant damage. Creatures with vulnerability to radiant damage have disadvantage on this saving throw.

If the spell's area overlaps with an area of darkness created by another spell, make an ability check using your spellcasting ability. The DC equals 10 + the other spell level. On a successful check, the other spell ends. Multiple magical darkness spells may be abolished in this way.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the radiant damage increases by 1d8 for each slot level above 3rd, and if the spell's area overlaps with one or more areas of darkness created by spells of 2nd level or lower, those spells end immediately.

AEGIS OF ASSAULT

3rd-level conjuration

Casting Time: 1 reaction, which you take when a creature within range hits one of your allies with a melee attack

Range: 30 feet

Components: V, M (a weapon)

Duration: 1 round

With a flash of light, you bring instant vengeance to the attacking enemy. As part of the reaction used to cast this spell, you choose to do either one or both of the following:

- Teleport to an unoccupied space, as long as that space is not farther away than you are

now from the creature that made the triggering attack.

- Make one melee weapon attack against the attacker if it is within reach. You can use your spellcasting ability instead of Strength for the attack and damage rolls of this attack if you choose. If that attack hits, it deals an extra 1d4 radiant damage.

If you are unable to do either one, the spell ends. Otherwise, after the triggering attack is resolved, the creature who made that attack has disadvantage on attack rolls against creatures besides you until the end of its next turn. If another effect would cause the creature to have disadvantage on attack rolls against you, this effect ends.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the range increases to 60 feet, and the extra radiant damage inflicted with the melee weapon attack increases by 1d4 for each slot level above 3rd.

AEGIS OF ENSNAREMENT

3rd-level enchantment

Casting Time: 1 reaction, which you take when a creature within range hits one of your allies with a melee attack

Range: 30 feet

Components: V, M (a weapon)

Duration: 1 round

Your magic ensnares an attacking enemy, compelling it to attack you instead of your ally. The creature that made the triggering attack must roll a Charisma saving throw before that attack is resolved. If it fails, you teleport it to an unoccupied space within 5 feet of you. It then makes the triggering attack against you instead, comparing the same attack roll to your Armor Class to determine whether it hits or misses you.

Whether the saving throw succeeds or fails, after the triggering attack is resolved, the attacking creature takes 1d4 psychic damage and has disadvantage on attack rolls against creatures besides you until the end of its next turn. If another effect would cause the creature to have disadvantage on attack rolls against you, this effect ends.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the range increases to 60 feet, and the psychic damage increases by 1d4 for each slot level above 3rd.

AEGIS OF SHIELDING

3rd-level abjuration

Casting Time: 1 reaction, which you take when a creature within range of you hits one of your allies with a melee attack

Range: 30 feet

Components: V, M (a weapon)

Duration: Instantaneous

You protect your ally with a gleaming barrier of invisible force. Until the end of the turn, the target of the triggering attack gains resistance to bludgeoning, piercing, and slashing damage, as well as a +5 bonus to AC, including against the triggering attack.

After the triggering attack is resolved (whether it hits or misses), the creature that made the attack takes 1d4 force damage and has disadvantage on attack rolls against creatures besides you until the end of its next turn. If another effect would cause the creature to have disadvantage on attack rolls against you, this effect ends.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the range increases to 60 feet, and the force damage increases by 1d4 for each slot level above 3rd.

AMANUENSIS

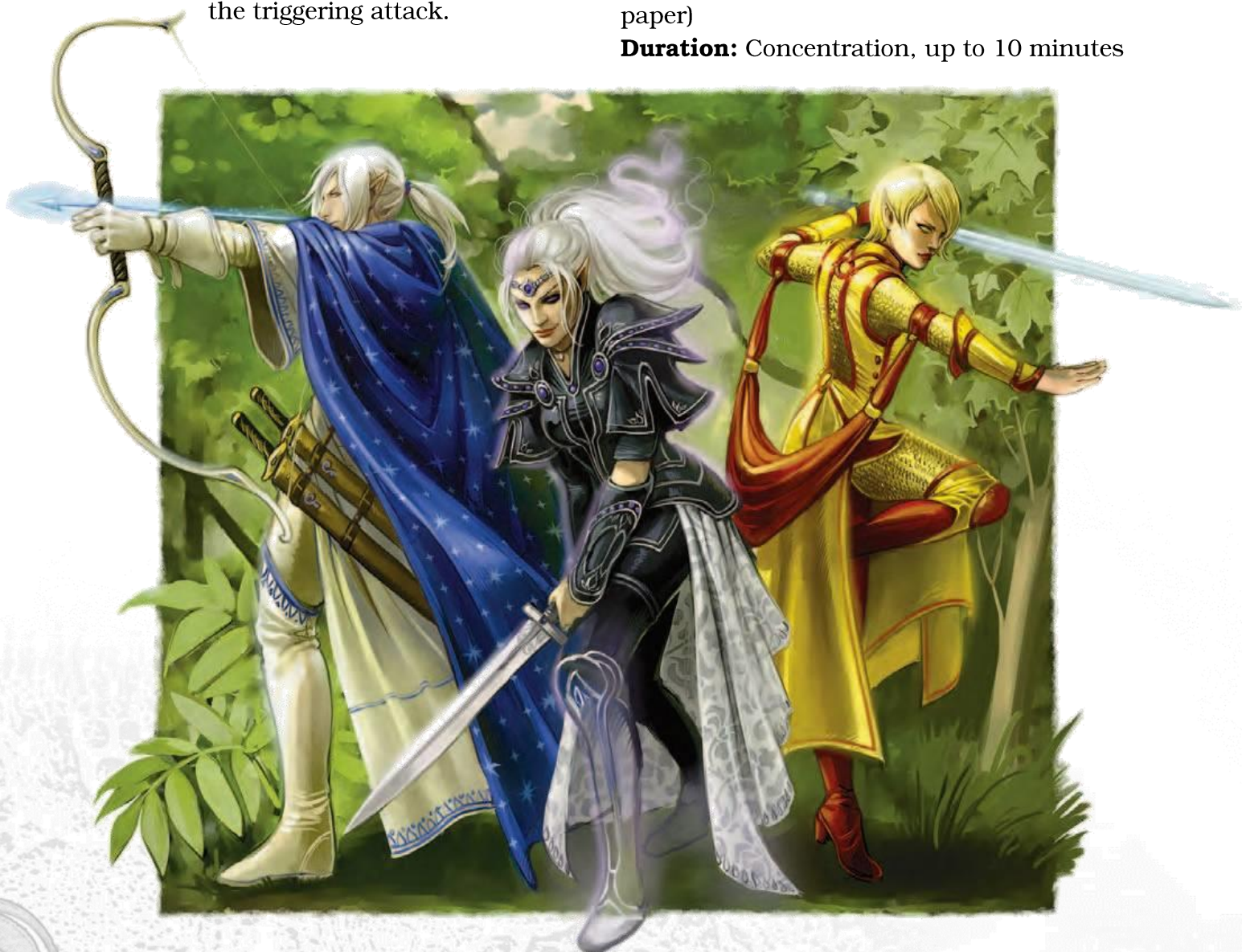
Transmutation cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (any kind of blank paper)

Duration: Concentration, up to 10 minutes



You choose any nonmagical writing you can see within range and it is magically copied onto blank paper you are holding. This spell copies 250 words per minute and creates a perfect duplicate of the original. It does not translate the text or make it clearer.

Illustrations or magical writings (such as the text of a spellbook, a spell scroll, or a glyph of warding) are not copied at all by this spell. If the original text contains both normal writing and magical writing or illustrations (such as a letter with a *glyph of warding* or a drawing in one corner), only the normal text is copied.

You must provide blank paper in some form for the spell to copy the text onto. If a blank sheet is filled with copied text, you must cast the spell again with a new blank sheet of paper to continue copying more text.

ARCANE SPRINGBOARD

2nd-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a small square of specially prepared cloth)

Duration: Concentration, up to 1 minute
You infuse a section of the ground with arcane energy, creating a bouncy surface that launches any who step on it in a desired direction. Choose a 5-foot square space within range. Until the spell ends, any creature who enters that space can immediately use their reaction to make a Strength (Athletics) check to jump. Their jump distance for that check is multiplied by 5.

ASTRAL SEAL

Evocation cantrip

Casting Time: 1 action

Range: 10 feet

Components: V, S, M (a silver mirror)

Duration: Instantaneous

A flash of silver light streaks toward a creature of your choice you can see within range. Make a ranged spell attack against the target. On a hit, the target suffers 1d6 radiant damage, and you outline your enemy with the silver glow of the Astral Plane, exuding an energizing light

that may aid an ally. The next time an ally hits the target with an attack roll before the end of your next turn, that ally gains temporary hit points equal to half the radiant damage this spell inflicted. Objects and creatures with 0 hit points do not grant temporary hit points from this spell when they are struck.

At Higher Levels. This spell's radiant damage increases when you reach higher levels, becoming 2d6 at 5th level, 3d6 at 11th level, and 4d6 at 17th level.

AWAKEN CONSTRUCT

9th-level necromancy

Casting Time: 8 hours

Range: Touch

Components: V, S, M (the brain of a humanoid that has been dead less than 24 hours, treated with 10,000 gp worth of alchemical reagents, with the brain being consumed by the spell)

Duration: Instantaneous

You summon writhing tendrils of life-giving electricity from the brain in your hand, before dispersing these sparks into a nearby construct and bestowing intelligence upon it. After spending 8 hours treating the brain, touch a Large or smaller construct. The construct is awakened and gains Intelligence, Wisdom, and Charisma scores of 2d6 + 6 each.

The awakened construct is charmed by you and friendly to you and your companions, but is not under your control unless you control it by other means. It remains charmed by you for 30 days or until you or your companions do anything harmful to it. When the charmed condition ends, the awakened construct chooses whether it will remain friendly to you, based on how you treated it while it was charmed.

BACKBITER

2nd-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a round black stone)

Duration: Instantaneous

You place a dark curse on an enemy that causes its own weapons to work against it. Choose a creature you can see within range. The creature must roll a Wisdom saving throw. It takes 3d8 psychic damage on a failed save, or half as much on a successful one.

In addition, if the creature failed the saving throw, it has disadvantage on the next weapon attack roll it makes before the end of its next turn. The first time the creature makes a weapon attack and misses before the end of its next turn, it inflicts the same damage on itself that it would have inflicted on its target.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the psychic damage increases by 1d8 for each slot level above 2nd.

BALANCING LORECALL

2nd-level transmutation

Casting Time: 1 bonus action

Range: Self

Components: V, S, M (a thin wooden dowel at least 3-inches in length)

Duration: Concentration, up to 10 minutes

Until the spell ends, you gain the ability to move up, down, and across any horizontal, sloping, or vertical surface capable of bearing at least half your weight. You leave your hands free while doing so, even when moving across surfaces where balancing is practically impossible. For the duration, you also gain a climbing speed equal to your walking speed, proficiency in the Acrobatics skill, advantage on all Dexterity (Acrobatics) and Strength (Athletics) checks. While this spell is active, you do not sink when moving over soft or brittle terrain, such as dust, silt, mud, snow, or thin ice (though you cannot walk on actual liquid with this effect), and difficult terrain of those types does not require extra movement.

If you are already sinking into soft terrain when you cast this spell, the spell instantly

moves you up to 5 feet to the surface. When this spell ends, if you are standing in a place where you would normally fall or sink, you do so unless you have some other means of remaining there.

BASTION OF CLARITY

2nd-level abjuration

Casting Time: 1 reaction, which you take when you roll an Intelligence or Charisma save

Range: 10 feet

Components: V, S

Duration: 1 round

You erect a psychic shield to protect your mind from assault, and you ward your allies as well. Choose a number of creatures within range of this spell. For the duration of the spell, you and the creatures you choose have



advantage on Intelligence and Charisma saves (including against the triggering effect).

CATFEET

Abjuration cantrip

Casting Time: 1 reaction, which you take when you would take damage from falling

Range: Self

Components: V

Duration: Instantaneous

You gain resistance to damage from falling. If you fall less than 30 feet, you land on your feet instead of falling prone unless you take damage from the fall equal to more than half your maximum Hit Points.

CHALLENGER'S MARK

Enchantment cantrip

Casting Time: 1 action

Range: 5 feet

Components: V, S

Duration: 1 round

You bellow out a magical challenge that your opponent finds difficult to ignore. When casting this spell, make a melee weapon attack against one creature within range. On a hit, the target suffers the attack's normal effects. In addition, while it is within 5 feet of you, the target has disadvantage on the next attack roll it makes that doesn't target you before the end of its next turn. Also until the end of its next turn, if the target willingly moves more than 30 feet away from you, or makes an attack that suffers disadvantage from this spell, it immediately takes 1d8 psychic damage, and the spell ends. If another effect would cause the creature to have disadvantage on attack rolls against you, the spell ends early.

This spell's damage increases when you reach higher levels. At 5th level, the melee attack deals an extra 1d8 psychic damage to the target, and the damage the target suffers for moving more than 30 feet away from you, or attacking you with disadvantage, increases to 2d8. Both damage rolls increase by 1d8 at 11th level and 17th level.

CREATE ITEM

Conjuration cantrip

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: Concentration, up to 1 hour

From thought you create matter, equipping yourself with a simple implement you need. You summon one piece of adventuring gear worth 2 gp or less which you can hold in one hand, and which must weigh less than 10 pounds.

If the item is more than 10 feet away from you at the end of your turn, the spell ends. This object may simulate the effects of a tool which requires proficiency, but it can only be used to make one ability check, for a task that takes 1 round or less, after which time the spell ends. Anyone who holds the item or examines it closely can tell it is not real.

When the spell ends, the item disappears.

CREATE POISON

1st-level transmutation (ritual)

Casting Time: 1 action

Range: Self (one vessel on your person)

Components: V, S, M (a small bottle or other container that can hold a draught of water)

Duration: Instantaneous

You use some combination of scavenged substances, focused meditation, and magic to transform the water in a container you have on your person into one dose of improvised poison. This dose can be applied to one weapon, up to three pieces of ammunition, or up to three separate portions of food or drink. Once applied, the poison retains potency until someone must roll a saving throw against it, or for 1 minute, after which point it dries or dissolves. If a creature is struck with the poisoned weapon or ammunition, or if it ingests the poisoned food or drink, it must make a Constitution save or be poisoned for 1 minute and take 1d8 poison damage, or 2d8 if the poison is ingested). Creatures that succeed on their save take half damage, but suffer no other effects.

A poison you create can only be used by you, and has no value if you try to sell it. If you cast this spell again, any doses of poison you have previously created with this spell instantly become water again. Otherwise, poison doses created with this spell retain their potency until the next time you finish a long rest, at which point they return to being water.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you create one additional dose of poison for every two levels above 1st. When you cast this spell using a spell slot of 4th level or higher, the poison gains an extra effect: if a creature fails the saving throw by 5 or more, its Constitution score is reduced by 1d4.

DEAD MAN'S TELL

1st-level divination (ritual)

Casting Time: 1 minute

Range: Touch (one dead body part)

Components: V, M (one part of a criminal's corpse, which must be flexible in some way)

Duration: Until dispelled

You imbue a body part taken from a criminal's corpse—such as a hand, finger or head—with divination powers that cause it to react.

Choose one of the categories of things it can detect and react to below. When something that falls within the chosen category or selected subcategories comes within 30 feet of the body part that has become the *dead man's tell* item, it activates. You can choose one of the following categories of things to activate the *dead man's tell* item:

- **Alignment.** Choose one of the following alignments: good, evil, lawful, or chaotic. The *dead man's tell* item activates when it is within 30 feet of a creature that has such an alignment.
- **Consecration/Desecration.** The *dead man's tell* item activates when it is within 30 feet of a place or object that has been magically consecrated or desecrated (as with the hallow spell).
- **Creature.** Select one or more types of creatures from the following list: aberrations, beasts, constructs, dragons, elementals, fey,

fiends, giants, monstrosities, oozes, plants, or undead. You can also choose one or more races of humanoids (such as humans or goblins). You can choose as many or as few of these types as you like. The *dead man's tell* item activates when it is within 30 feet of one of the chosen creature types.

- **Disease.** The *dead man's tell* item activates when it is within 30 feet of an object or creature that carries a disease with which it can infect other creatures.
- **Magic.** Choose magic items, spellcasting, scrying attempts, or general magical effects. The *dead man's tell* item activates when it is within 30 feet of one of the chosen effects.
- **Poison.** The *dead man's tell* item activates when it is within 30 feet of poison or poisonous creatures,
- **Secret Door.** The *dead man's tell* item activates when it is within 30 feet of a secret door.
- **Trap.** The *dead man's tell* item activates when it is within 30 feet of a hidden trap or disguised pit or snare.

The first time the *dead man's tell* item detects one or more of the chosen category or subcategories of subjects within 30 feet, it activates. When activated, the item violently spasms for one round; a hand clenches, a finger jerks, jaws chatter and the like. The *dead man's tell* item does not indicate the power or location of the subject it has detected, merely its presence within 30 feet at the time of its activation. After being activated, the spell ends, and the body part rapidly decays and dries (meaning the same body part cannot be used for this spell again once it has been activated).

Subjects are not detected by the *dead man's tell* item if they are separated from it by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt, or if they are protected by an effect that prevents divination (such as a *nondetection* spell).

The same spellcaster cannot have multiple *dead man's tell* items affected with this spell at once. When you cast the *dead man's tell* spell

again, any previous castings of this spell end immediately.

DEATHWATCH

1st-level necromancy (ritual)

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You grant yourself a heightened sense for the energies of life and death. For the duration, you know whether each creature within range that is not behind total cover is dead, alive, or somewhere in between. If something appears to be a creature, but is not, or if it is something that has never been alive (such as a statue), you sense that as well. You perceive each creature as falling into one of the following categories (if a creature seems to be in multiple categories, use the category highest on this list):

- Undead
- Construct
- Dead
- Dying (a creature that is alive but has 0 hit points)
- Fragile (a living creature with 2 or fewer hit points)
- Alive (a living creature with current hit points greater than half its hit point maximum)
- Bloodied (a living creature with current hit points equal to or less than half its hit point maximum)

This spell does not penetrate illusions (causing illusory creatures to appear alive), and if a creature is under the effects of a *feign death* spell or a similar effect, you detect it as being dead. You detect warforged as living creatures with this spell, not as constructs.

DETECT ABERRATIONS

Divination cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 1 round

Until the end of your next turn, you know the location of any aberration within 60 feet of you

that is not behind total cover. If you cast this spell again when you have already cast it within the past minute, you must make a Wisdom saving throw against your own spell save DC. On a failed save, you take 2d6 psychic damage.

DINOSAUR STAMPEDE

5th-level conjuration

Casting Time: 1 action

Range: 300 feet

Components: V, S, M (a fossil)

Duration: Concentration, up to 1 minutes

You call forth the intangible but terrifying spirits of ancient dinosaurs, who rise up from beneath the earth to trample your enemies. You choose a 40-foot-radius, 20-foot-high cylinder anywhere within range to contain a herd of stampeding dinosaur spirits. At least part of this cylinder must be touching the ground.

When the stampede area appears, each creature in it must make a Dexterity saving throw. A creature takes 4d12 force damage on a failed throw, or half as much damage on a successful one. A creature must also make this saving throw when it ends its turn within the stampede area.

While this spell is active, you must use your bonus action on each of your turns to choose a new cylinder of the same size within range to be the stampede area. The center point of the new cylinder must be at least 15 feet from the center point of the previous one, but can be no more than 40 feet away from it. If there are creatures within the new stampede area, those creatures must make the saving throw against the stampede's damage. If you end your turn without having moved the stampede area in this way, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d12 for each slot level above 5th.

DREAD MERCY

2nd-level enchantment

Casting Time: 1 reaction, which you take when you reduce a creature within 60 feet to 0 hit points with a weapon attack

Range: 60 feet

Components: V

Duration: Concentration, up to 10 minutes
You offer an opponent mercy in exchange for its cooperation. Choose one creature within range that you have just reduced to 0 hit points with a weapon attack. You instead reduce that creature to 1 hit point and immediately command its surrender. It must make a Wisdom saving throw. On a failure, the creature is frightened of you, but rather than fleeing, the frightened creature stays where it is and does not move unless you tell it to.

For the duration, the creature (that failed its save) will not attack you, and it fearfully obeys any instructions it can hear and understand that will not directly harm it (for example, it will not knowingly drink poison or walk off a cliff).

While affected, the creature will not deliberately say anything to you that it believes to be a lie, though it can simply remain silent if you do not ask any direct questions.

Whenever you or one of your allies attempt to harm the creature, or if you give it instructions that would harm it or force it to make a saving throw against another effect, it repeats its Wisdom saving throw against this spell, ending the spell on a success. You always know if a creature has succeeded or failed on a saving throw against this spell. When the spell's effect ends, a creature that never succeeded on any saving throws against this spell is unaware it was magically influenced, believing its fear of you was merely natural.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the duration is increased to 1 hour. If you cast this spell using a spell slot of 6th level or higher, the duration is increased to 8 hours.

ENRAGE ANIMALS

1st-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 1 minute

This spell incites and enrages animals, making them hostile and vicious. Roll 6d10; the total is how many hit points of creatures this spell can affect. Eligible beasts within 30 feet of a point you choose within range are affected in ascending order of their current hit points (ignoring unconscious creatures, non-beasts, or beasts with an Intelligence score of 4 or higher, who are unaffected).

Starting with the creature that has the lowest current hit points, each creature affected by this spell enters a terrible rage for the duration. Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected.

A beast that is magically bound to a master or trained only to attack on order is allowed a Wisdom saving throw against this effect; other beasts are not. Creatures who succeed on their saving throws are still deducted from the total number of hit points of creatures you can affect.

At the beginning of its turn, an affected creature must make a melee attack against a creature within reach. If a beast affected by this spell has no creatures within reach, it will move towards the nearest creature and attack. If it cannot do so for some reason, the beast attacks an object within range, which may be the ground or a wall.

The first two attacks by beasts enraged by this spell are made with advantage.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, roll an additional 2d10 for each slot level above 1st. When you cast it with a spell slot of 3rd level or higher, you can also affect abominations, celestials, fey, and fiends that have assumed an animal form (such as familiars).

FANG TRAP

4th-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (a rare serpent fang worth at least 100 gp, which the spell consumes)

Duration: Until dispelled or triggered
You create a magical trap that takes the form of massive poisonous fangs when activated. When you cast this spell, you create a magical trap tied to a surface (such as a table or a section of floor or wall) or an object that can be closed (such as a book, a scroll, or a treasure chest). While casting this spell, you physically trace the area of the surface or the outline of the object to be trapped. If you choose a surface, the area of the surface can be no larger than 20 feet in diameter. If you choose an object, that object must remain in its place; if the object is moved more than 20 feet from where you cast this spell, the spell ends without being triggered.

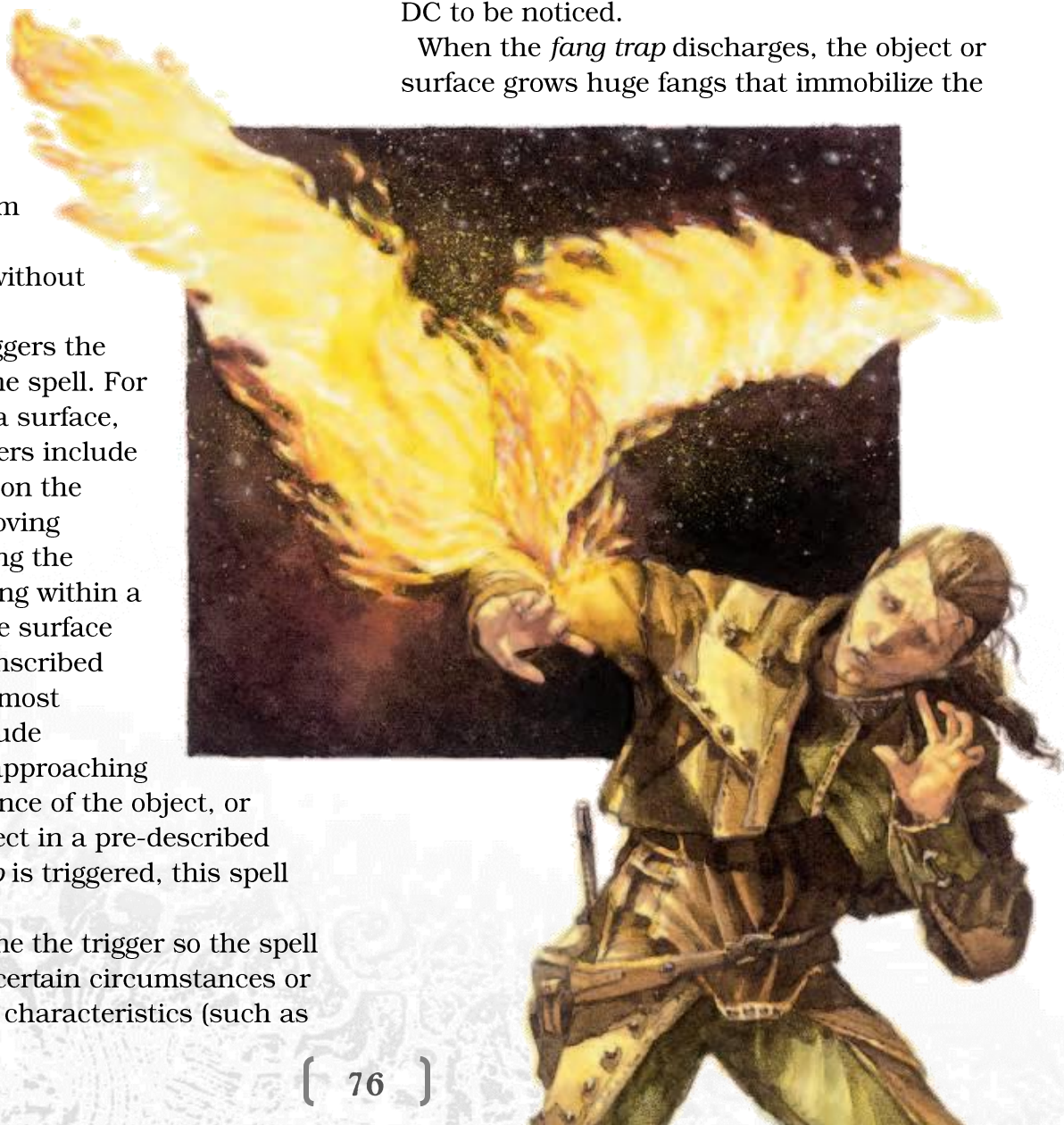
You decide what triggers the trap when you cast the spell. For *fang traps* placed on a surface, the most typical triggers include touching or standing on the trapped surface, removing another object covering the surface, or approaching within a certain distance of the surface area. For *fang traps* inscribed within an object, the most common triggers include opening that object, approaching within a certain distance of the object, or manipulating the object in a pre-described way. Once a *fang trap* is triggered, this spell ends.

You can further refine the trigger so the spell activates only under certain circumstances or according to physical characteristics (such as

height or weight), creature kind (for example, the ward could be set to affect aberrations or drow), or according to whether or not the creature has immunity to poison damage or the poisoned condition. Unlike a *glyph of warding*, it can't be made to activate on the basis of alignment. You can also set conditions for creatures that don't trigger the *fang trap*, such as those who say a certain password. You are unable to trigger the *fang trap* yourself.

Any creature that sees you cast this spell knows the exact area affected, and immediately makes an Intelligence (Arcana) check against your spell save DC, gaining advantage on that check. If the creature succeeds, it also knows what triggers the trap. Otherwise, the *fang trap's* presence is almost undetectable and requires a successful Intelligence (Investigation) check against your spell save DC to be noticed.

When the *fang trap* discharges, the object or surface grows huge fangs that immobilize the



creature who triggered it. The creature is restrained until the beginning of its next turn. At the beginning of its next turn, it must make a Constitution saving throw. If it succeeds, it is no longer restrained. If it fails, it takes 2d8 piercing damage, 2d8 poison damage, and 2d8 psychic damage, and remains restrained for 1 minute.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the psychic damage increases by 1d8 for each slot level above 4th.

FAR HEARING

Divination cantrip

Casting Time: 1 bonus action

Range: 60 feet

Components: S

Duration: Concentration, up to 1 round
For a moment, you hear even distant whispers. Choose one point within range that you can see. Until the effect ends, you hear as if you were at that point instead of where you actually are.

FIRE HAWK

Evocation cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 1 round

You conjure a minor spirit in the form of a flaming hawk, which makes a swooping attack against your foe and then circles above it for a moment to attack again if your foe's defenses falter.

Make a ranged spell attack against a creature within range. If the attack hits, the creature takes 1d8 fire damage and has the fiery hawk looming above until the start of your next turn. If the target provokes an opportunity attack before then (whether such an attack is actually made or not), it immediately takes 1d8 psychic damage and the spell ends.

The fire damage from this ranged spell attack increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

FORCE HAMMER

2nd-level evocation

Casting Time: 1 action

Range: 90 feet

Components: V S

Duration: Instantaneous

You project a ray of shimmering force at a single opponent when you cast this spell, allowing you to bring them down without causing lasting harm. Make a ranged spell attack. On hit, the target takes 5d4 force damage. If this damage reduces a creature to 0 hit points, you can choose to knock the creature out instead of killing it. Make this choice the instant damage is dealt. A knocked-out creature falls unconscious and is stable at 0 hit points.

At Higher Levels. The damage increases by 1d4 for each slot level above 2nd.

FOUR-WINDS BAG

3rd-level conjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a cloth bag)

Duration: Instantaneous

You create a windstorm within a small cloth bag, and then you unleash it to move yourself and your allies. Choose any number of creatures within range. You and each chosen creature may immediately use a reaction to take the Dash action.

FRIGHTFUL STRIKE

1st-level enchantment

Casting Time: 1 reaction

Range: 5 feet

Components: V, M (a weapon with at least one drop of blood on it)

Duration: 1 round

You cast this spell as a reaction when you hit with a melee weapon attack. You bark or whisper a terrifying threat to the creature as your weapon strikes. In addition to the weapon's normal damage, the creature takes an amount of psychic damage equal to 1d4 + your Charisma modifier (minimum 1). The creature must also make a Wisdom saving

throw. On a failed save, the creature is frightened of you until the end of its next turn.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the psychic damage is increased by 1d4 for each slot level above 1st.

GREATER WATER TO POISON

5th-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a serpent's tooth)

Duration: Concentration, up to 1 minute

You transform any large quantity of water within a 10-foot cube centered on a point you choose into a deadly poison. This spell only affects bodies of water of at least 10 gallons or more within the affected area, not separate smaller quantities of water. It can also be liquid that is mostly water (such as blood, sewage, or wine), but a living creature's vital fluids cannot be affected. Any creature with its head or one of its breathing passages (such as a humanoid's nose or mouth) currently submerged into water you have transformed with this spell must make a Constitution saving throw at the beginning of any turn in which they are so submerged.

On a failure, the creature is poisoned for the duration, and they take 4d8 poison damage. If the creature fails the saving throw by 5 or more, its Constitution score is reduced by 1d4. On a success, the creature can choose to spit the water out and take no damage, or continue to swallow it and take half damage. If the creature failed its save, at the start of each of the creature's turns before the spell ends, it must succeed on a Constitution saving throw or take 3d10 poison damage. On a successful save, the spell ends.

Creatures who do not need to save against the spell but who are within 5 feet of the transformed water can use an action to apply poison to one weapon, piece of ammunition, or portion of food or drink. Once applied, the poison retains potency for the duration of the spell or until someone must save against it. If a creature is struck with the poisoned weapon or

ammunition, or if it ingests the poisoned food or drink, it must make a Constitution save or be poisoned for the duration and take 1d8 poison damage, or 2d8 if the poison is ingested. If the creature fails the saving throw by 5 or more, its Constitution score is reduced by 1d4. Creatures that succeed on their save take half damage, but suffer no other effects.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, you can affect one additional creature who is drinking at the same time, and the damage increases by 1d8 for each slot level above 5th.

GUARDIAN'S SHIELD

3rd-level enchantment

Casting Time: 1 bonus action

Range: Self (15-foot cube)

Components: V, S, M (an obsidian disc)

Duration: 1 round

You draw forth a small spark of the primal flame that smolders beneath the earth, allowing life to flourish in its purifying halo. You and each ally in a 15-foot cube originating from you gain resistance to fire damage and to nonmagical bludgeoning, piercing, and slashing damage until the end of your next turn. The first time each subject of this spell takes fire, bludgeoning, piercing, or slashing damage (magical or otherwise) before the end of your next turn, the creature that inflicted that damage takes 2d6 fire damage.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the fire damage increases by 1d6 for each slot level above 3rd.

HORNET SHOT

5th-level transmutation

Casting Time: 1 action

Range: Self

Components: S, M (a ranged weapon)

Duration: Concentration, up to 1 minute

Your weapon buzzes with toxic energy as you infuse it with magic, and when it strikes your target it emits a cloud of hornet-like motes that sting your foe and nearby enemies. As part of the action used to cast this spell, you must

make a ranged weapon attack, otherwise the spell fails. If that attack hits, the target takes an additional 3d10 piercing damage, and attack rolls against it from more than 10 feet away are made with advantage. At the end of each of the target's turns before the spell ends, it must succeed on a Constitution saving throw or take 2d10 poison damage. On a successful save, the spell ends.

For the duration of the spell, a creature that moves within 5 feet of the target for the first time during its turn or starts its turn there is attacked by the motes and must make a Constitution saving throw. The creature takes 2d6 poison damage on a failed save, or half as much damage on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the piercing damage increases by 1d10 for each slot level above 5th.

KNIGHT'S MOVE

2nd-level conjuration

Casting Time: 1 bonus action

Range: 30 feet

Components: V, M (a piece from a chess set)

Duration: Instantaneous

Time slows briefly for you or an ally, allowing a quick burst of movement no one else can perceive. Choose a creature within range of this spell. That creature can use its reaction to teleport up to 30 feet to an unoccupied space. When it arrives, choose a creature within 5 feet of it, which must make a Wisdom saving throw. On a failure, the teleported target gains advantage on its next attack roll against that creature before the end of its next turn.

KNOW GREATEST ENEMY

1st-level divination

Casting Time: 1 bonus action

Range: 60 feet

Components: V

Duration: Instantaneous

Your eyes flash green, turning golden as you survey your opponents and perceive a shimmering green aura over the most powerful foe. Choose any number of creatures you can

see within range. You instantly know which creature has the highest challenge rating. If multiple opponents are tied for the highest challenge rating, you become aware that all of them are equally powerful. This spell does not tell you the actual challenge rating of any creature, just which of the creatures is most powerful. It confers no other information.

LAUNCH AMMUNITION

Transmutation cantrip

Casting Time: 1 action

Range: Touch

Components: V, S (a piece of ammunition)

Duration: Instantaneous

You touch a piece of ammunition and instantly make a weapon attack with it, just as if you were attacking with a weapon that is normally used to fire that type of ammunition. If multiple weapons use that type of ammunition, you choose which of those weapons this attack emulates. This attack is made exactly as if you were using the weapon emulated, and the cantrip does not confer any other benefits (such as weapon proficiency).

This spell's damage increases when you reach higher levels. At 5th level, if the attack hits, it deals an extra 1d4 force damage to the target. This extra damage increases to 2d4 at 11th level and 3d4 at 17th level.

LESSER WATER TO POISON

4th-level transmutation

Casting Time: 1 reaction, which you take when a creature within 30 feet drinks

Range: 30 feet

Components: S, M (a vessel of water or a beverage which is partially water, with which you make a toasting gesture to the target as you both drink)

Duration: Concentration, up to 1 minute
Waiting for just the right moment, you transform the water someone is drinking into deadly poison. The quantity of water does not matter, just that the target drinks more than a sip. It can also be a beverage that is partially water (such as wine, beer, or juice).

The creature who drinks makes a Constitution saving throw. On a failure, the

creature is poisoned for the duration, and they take 4d8 poison damage. If the creature fails the saving throw by 5 or more, its Constitution score is reduced by 1d4. On a success, the creature can choose to spit the water out and take no damage, or continue to swallow it and take half damage. If the creature failed its save, at the start of each of the creature's turns before the spell ends, it must succeed on a Constitution saving throw or take 4d8 poison damage. On a successful save, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can affect one additional creature who is drinking at the same time, and the damage increases by 1d8 for each slot level above 4th.

LIFETAP

2nd-level necromancy

Casting Time: 1 action

Range: 30 feet

Components: S, M (two identical needles)

Duration: Instantaneous

You launch magical darts at two creatures within range, one an ally and one an adversary, and the darts transfer life force from your foe to your friend in a golden flash. Make a ranged spell attack against a hostile creature. On a hit, the target takes necrotic damage equal to 2d10 plus your spellcasting ability modifier, and a conscious friendly creature of your choice within range gains temporary hit points equal to the damage inflicted. If the attack misses, a conscious friendly creature of your choice within range gains temporary hit points equal to your spellcasting ability modifier.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the necrotic damage increases by 1d10 for each slot level above 2nd.

LISTENING LORECALL

2nd-level transmutation

Casting Time: 1 bonus action

Range: Self

Components: V, S, M (a hollowed ram's horn)

Duration: Concentration, up to 1 hour

Until the spell ends, you gain advantage on Wisdom (Perception) checks related to hearing, and gain proficiency in the Perception skill. In addition, being invisible doesn't give a creature advantage on attack rolls against you unless that creature is over 30 feet away.

MAGECRAFT FOCUS

Divination cantrip

Casting Time: 1 action

Range: Self

Components: V S

Duration: 1 day

Choose one type of tool with which you are proficient. Until the spell ends or the next time you finish a short or long rest (whichever comes first), whenever you make an ability check with the chosen type of tool to craft or repair an item, you have advantage on the roll. This spell ends early if you roll initiative. Once you cast this spell, you gain no benefit from subsequent castings until after the next time you finish a long rest.



MAGNETISM

3rd-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: S, M (a lodestone)

Duration: Concentration, up to 1 minute

This spell allows you to draw iron or steel objects to yourself by projecting a magnetic ray. Choose one object within range that is nonmagical and made of ferrous metal. This object must weigh less than 40 lbs. Each round the spell lasts, you can target one object you can see within range of the spell with this effect using an action.

If the object isn't being worn or carried, it immediately flies into your space, where you can either catch it with your hand (requiring no action) or let it fall at your feet.

If the object is being held or carried by a creature, that creature must roll a Strength saving throw. On a failure, the creature drops the object, and it flies to your space, where you either catch it with your hand or let it fall at your feet. If the object is being worn by a creature (like a helm or a chain shirt), the creature makes the same Strength saving throw, but has advantage on the roll.

If the item is secured in some way (such as being chained to a wall or tied down with a rope), you make an ability check to break the restraint, as if you were making a Strength check to break or burst whatever is securing it with your own hands. Instead of making a Strength check, you make a check with your spellcasting ability score (adding your proficiency bonus). If the check succeeds, you free the item and it flies to your space as described above.

You can also attempt to move a metal creature that weighs less than your limit for this spell (such as some kind of tiny construct). The creature makes a Strength saving throw with advantage against this effect. If the save fails, you can move the creature toward you just as you would any other metal object.

Until this spell ends, your ability to carry, lift, push, or drag any objects you have moved to

your space with this spell is calculated as if you had a Strength score of 20 (giving you a carrying capacity of 300 pounds and allowing you to push, lift, or drag up to 600 pounds, if you are Small or Medium sized).

If you move during the spell's duration, you can choose any object that you moved to your space with this spell which you are not carrying, lifting, pushing, dragging, or wearing to either move with you as you go (levitating just above the level of your feet) or remain in the square you moved it to.

Once you have moved an object to your space with this spell, you have advantage on saving throws and opposed rolls against effects that would cause you to drop it, and creatures seeking to move the item from your space have disadvantage on rolls to do so. When the spell ends, if you are holding, wearing, or carrying an object that is too heavy for you, it falls softly to the ground, landing harmlessly at your feet.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the weight limit of objects you can move with this spell increases by 10 pounds for each slot level above 3rd. When you cast this spell using a spell slot of 5th or 6th level, you can choose up to two objects within range each time you use your action for this spell, instead of just one. If the spell slot is 7th level or higher, you can choose up to three objects instead.

NERVESKITTER

1st-level transmutation

Casting Time: 1 reaction, which you take immediately when an ally within range that you can see is about to make an initiative roll

Range: 30 feet

Components: V, S

Duration: Instantaneous

You energize one ally with a jittery burst of power, speeding up its senses and reactions to the point of near precognition. The subject makes its initiative roll with advantage.

OPPORTUNE LACUNA

6th-level illusion

Casting Time: 1 action

Range: 120 feet

Components: V

Duration: Concentration, up to 1 minute

You chant a maddening incantation that sears your enemy's thoughts, blinding it to a looming threat. Choose a target within range to make a Wisdom saving throw. On a failed save, choose a second creature within range, which becomes invisible to the target for the duration. At the end of each of the target's turns before the spell ends, the target must succeed on a Wisdom saving throw or take 5d12 psychic damage. On a successful save, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the damage increases by 1d12 for each slot level above 6th.

PREDATORY SHARDS

3rd-level transmutation

Casting Time: 1 action

Range: Self

Components: S, M (a ranged weapon)

Duration: Instantaneous

On impact, your rune-inscribed projectile creates a cloud of magical shards hostile to your enemies. As part of the action used to cast this spell, you must make a ranged weapon attack, otherwise the spell ends. If the attack hits, the target takes an additional 2d10 piercing damage. Hit or miss, the area around the target is then filled with magical shards. The target and each creature within 5 feet of it must succeed on a Dexterity saving throw or take 5d6 force damage.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the force damage increases by 1d6 for each slot level above 3rd.

PREMONITORY VISION

4th-level divination (ritual)

Casting Time: 1 reaction, which you take when you finish a short or long rest

Range: Self

Components: V, S

Duration: Instantaneous

You perceive a series of images that show you future events. You ask a single question concerning a specific goal, event, or activity to occur within seven days. The DM offers a truthful reply. The reply might be a short phrase, an explanation of your own emotional reaction, or a description of a single image you saw.

The spell doesn't consider any possible circumstances that might change the outcome, such as the casting of additional spells, or the loss or gain of a companion.

After you cast this spell, unless you treat yourself with a special calming tincture that uses 25 gold pieces worth of ingredients, you have disadvantage on Wisdom, Dexterity, and Intelligence checks, and on Constitution saving throws to maintain concentration for 10 minutes.

If you cast the spell two or more times before finishing your next long rest, you receive increasingly confusing visions that muddle your mind. For each casting after the first, the duration of the negative effects for not imbibing a calming tincture increase by an additional (cumulative) 10 minutes, and there is a cumulative 25% chance that the information you perceive is random and possibly unrelated to the question you asked. The DM makes this roll in secret.

PROJECT OBJECT

Conjuration cantrip

Casting Time: 1 bonus action

Range: 30 feet

Components: V, S

Duration: Instantaneous

Your force of will teleports an object a short distance away. You teleport one object you are holding to an unoccupied space within range. Alternatively, you can teleport the object to a willing creature within range. You can either cause the object to land at the creature's feet, or you can give the creature the option to grasp it with a free hand, which requires the creature to make a Dexterity (Acrobatics) check with a DC of 11. If the creature succeeds, it is instantly holding the object. If the check fails, the object falls to its feet. This cantrip can only

teleport objects that weigh 25 pounds or less. In addition, it cannot affect objects that you are not already holding when you cast the spell.

PROPHESED STRIKE

1st-level divination

Casting Time: 1 action

Range: 5 feet

Components: V, S, M (a melee weapon)

Duration: Instantaneous

You cast your mind's eye forward a split second, predicting the best moment for a telling blow. As part of the action used to cast this spell, make a melee weapon attack against a creature within range. You can use your spellcasting ability instead of Strength for the attack and damage bonus for this attack. If the attack hits, it inflicts an additional 2d6 damage of the weapon's type, and the next attack roll made against the target before the end of your next turn is made with advantage.

PROTECTION FROM AERIAL ATTACK

1st-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (a heavy lead weight shaped like a shield)

Duration: Concentration up to 10 minutes
Until the spell ends, one willing creature you touch is protected against flying creatures. A creature with a fly speed has disadvantage on attack rolls against the subject, as do creatures aboard any kind of flying vehicle or conveyance (such as a *flying carpet*). When such a creature causes the target to make a Dexterity saving throw, it has advantage on that roll. The target also can't be charmed or frightened by flying creatures. If the target is already charmed or frightened by such a creature, the target has advantage on any new saving throw against the relevant effect.

QUICKENING BREEZE

3rd-level conjuration

Casting Time: 1 bonus action

Range: 60 feet

Components: V, S, M (a thin-bladed razor)

Duration: 1 minute

You summon a gentle wind spirit whose influence grants serenity and good fortune to your allies. Choose a 15-foot cube within range. The next three saving throws rolled by your allies within that area before the spell ends are made with advantage. Once the third saving throw is rolled with advantage, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the number of saving throws made at advantage are increased by 1 for every 2 slot levels above 3rd.

QUICKLING STEP

Transmutation cantrip

Casting Time: 1 bonus action

Range: Self

Components: S

Duration: 1 round

You gain the speed of a magical creature. For the rest of the turn, your walking speed is increased by 10 feet, and you have advantage on Dexterity (Acrobatics) checks.

READ OBJECT

6th-level divination (ritual)

Casting Time: 10 minutes

Range: Touch (1 object)

Components: V, S

Duration: Concentration, up to 1 hour

You can concentrate on an object you are touching, reading psychic impressions left on it by recent events. At the end of the time you spend casting this spell, you learn of any events within the past 24 hours that occurred within 30 feet of the object. You see, hear, and smell those events from the object's point of view, as if you had been there at the time.

You also see a mental image of the last creature that handled the object, also from the object's perspective, no matter how long ago the object was last held. The only information you receive about the creature is its appearance at that time (including a sense of its size), whether it was alone (although you can't see any other creatures that might have

been there), and a one or two-word description from the DM describing that creature's emotional state the last time it touched the object (such as "Enraged", "Extremely Agitated", "Relaxed", "Satisfied", "Utterly Emotionless", etc.). If the creature was not capable of emotion, or if its mental state was too alien for you to understand, the DM will tell you that instead.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, if the object has been handled by multiple creatures within the last week, you get the same information about each creature who handled it during that time.

REAVER'S TOUCH

Necromancy cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

The touch of your hand drains a target's life energy, allowing you to sacrifice animals or sometimes other creatures to make their vitality your own. Make a melee spell attack against a conscious living creature within range. You have advantage on the attack if your target is a beast. On a hit, the target takes 1d6 necrotic damage, and you gain temporary hit points equal to half the damage dealt (rounded up). The spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

SHIELDING CUBE

1st-level abjuration

Casting Time: 1 action

Range: 150 feet

Components: V S M (A cube of wax covered in arcane runes)

Duration: Instantaneous

You direct a minute cube of force into the thick of battle, where it suddenly expands, slamming your enemy and protecting your allies. Make a ranged spell attack against one creature within range. If the attack hits, the target takes 2d6 force damage and its speed is reduced by half

until the end of its next turn. While its speed is reduced in this way, whenever the target that took this force damage takes makes an attack against a creature more than 5 feet away from it, it must roll a d4 and subtract the number rolled from the attack roll.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

SHOCKWAVE

3rd-level evocation

Casting Time: 1 action

Range: 150 feet

Components: V S M (A small sphere of carved crystal)

Duration: Instantaneous

When you cast this spell—created as an alternative to *fireball* for battles on crowded streets—you create a burst of concussive force that disorients victims without causing permanent harm. Each creature in a 20-foot radius sphere centered on a point you choose within range must make a Constitution saving throw. A target takes 7d6 force damage on a failed save, or half as much damage on a successful one.

If this damage reduces a creature to 0 hit points, you can choose to knock the creature out instead of killing it. Make this choice the instant damage is dealt. A knocked-out creature falls unconscious and is stable at 0 hit points.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

SHROUD OF UNDEATH

3rd-level necromancy

Casting Time: 1 action

Range: Self

Components: V, S, M (dust or bone fragments from any destroyed undead creature)

Duration: Concentration, up to 1 hour

You shroud yourself in necrotic energy, temporarily gaining the traits of undeath. Your

appearance does not change except for a very slight pallor, but your creature type changes to undead for the duration of the spell.

Nonintelligent undead creatures perceive you as one of their kind, ignoring you. Intelligent undead do not immediately recognize you as alive, but may question whether you are undead. Any ability check made to determine that you are not truly undead is made with disadvantage, and you have advantage on all Charisma checks to convince others of your undead nature.

If an undead creature does target you directly with an attack or a harmful spell, that creature must make a Wisdom saving throw (it doesn't need to make the save when it includes you in an area effect, such as the explosion of a *fireball*). On a failed saving throw, the creature must choose a new target or forfeit targeting someone else, potentially wasting the attack or spell. A creature automatically succeeds on

this saving throw if it has made a successful saving throw against this effect within the last 24 hours or it has seen you target an undead creature with an attack or other harmful effect within the last 24 hours.

Because you are undead while this spell is active, if a spell or other effect states that it does not affect undead, then it does not affect you for the spell's duration. Conversely, effects that do affect undead (such as the Turn Undead class feature) affect you as such.

SPEED OF THOUGHT

1st-level transmutation

Casting Time: 1 action

Range: Self

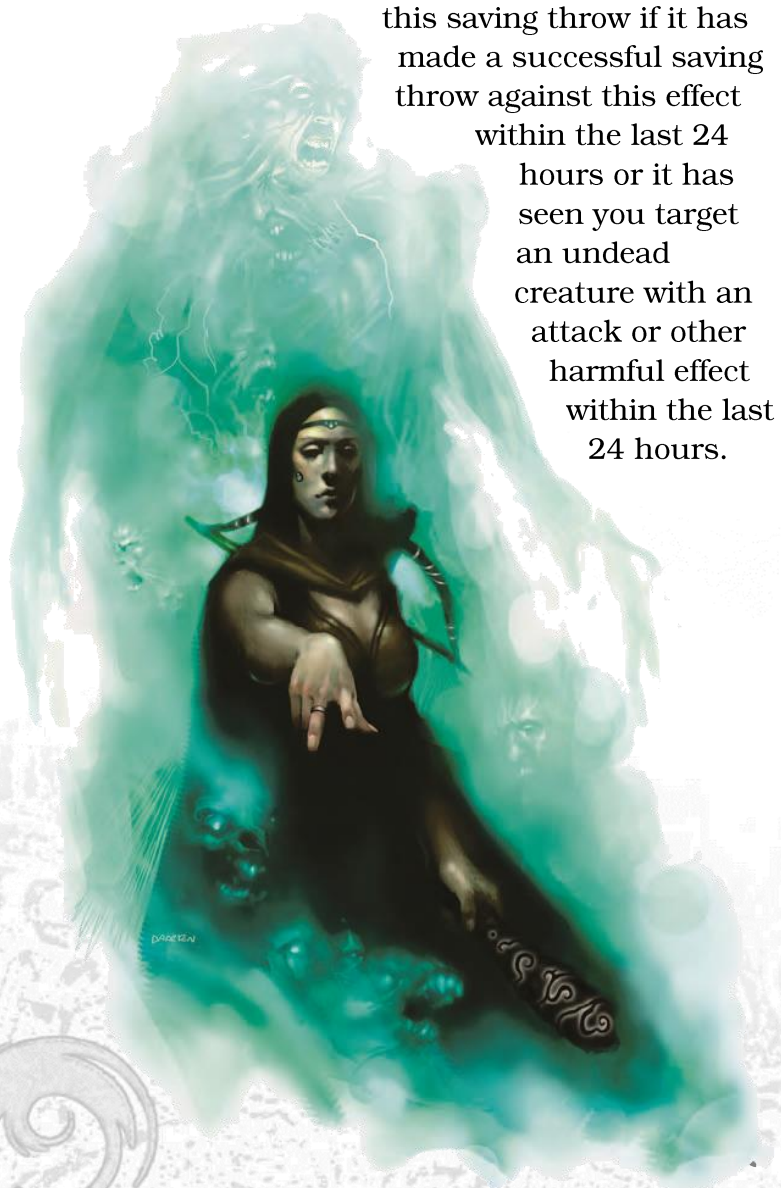
Components: V, S

Duration: 1 minute

You marshal psychic energies to move with speed and acrobatic grace. When you cast this spell, you gain two speed points. For the duration, as a bonus action on your turn, you can expend a speed point, granting yourself the following benefits until the end of that turn:

- Your speed increases by 10 feet.
- You have resistance to falling damage.
- Difficult terrain does not reduce your speed.
- You have a climb speed equal to your walking speed.
- Opportunity attacks against you are made with disadvantage.
- You add 10 feet to your long jump distance and 3 feet to your high jump distance.
- You have advantage on Dexterity (Acrobatics) and Strength (Athletics) checks.
- You can move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free.
- You do not sink when moving over soft or brittle terrain, such as dust, silt, mud, snow, or thin ice. This effect does not allow you to move over liquid surfaces.
- If you move at least 20 feet straight toward a creature and then hit it with a melee weapon attack on the same turn, that attack inflicts an additional 1d4 damage.

At the end of your turn, the benefits fade entirely until you spend another speed point. If these benefits end while you are still on a vertical surface, or anywhere else where you would normally fall or sink, you immediately fall or begin to sink unless you have some other means to remain there.



This spell ends when its duration expires, when you cast this spell again, or when you have spent all your speed points. When the spell ends, any unspent speed points are lost.

At Higher Levels. If you cast this spell with a spell slot of 2nd level or higher, the extra damage you inflict with melee weapon attacks against opponents when you move 20 feet increases by 1d4 for each slot level above 1st. In addition, if you cast this spell with a spell slot of 3rd level or higher, you gain one additional speed point for every two slot levels above 1st.

STATIC SHOCK

Abjuration cantrip

Casting Time: 1 action

Range: 15 feet

Components: V, S

Duration: 1 round

Make a ranged spell attack against a creature within range. If the attack hits, the creature takes 1d4 lightning damage and is charged with crackling arcane energy until the end of its next turn. If the target makes an attack roll before then, it takes force damage equal to your spellcasting ability modifier. If the attack hits, the damage the attack inflicts is reduced by an amount equal to the force damage dealt by this spell. Either way, the spell ends after the attack is resolved.

At 5th level, the lightning damage from the ranged spell attack increases by 1d4, and the force damage dealt to a target who attacks equals 1d4 + your spellcasting ability modifier. Both damages increase by 1d6 at 11th and 17th level.

STEAL SPEED

Necromancy cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

You slow an opponent while making yourself faster. Make a melee spell attack against the target. On a hit, it takes 1d4 psychic damage, and its speed is reduced by 10 feet until the start of your next turn. Until the start of your

next turn, you add a number of feet to your own speed equal to the number of feet by which you reduced the target's speed.

This spell's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4). In addition, the speed you steal increases by 5 feet as well when you reach 5th level (15 feet), 11th level (20 feet), and 17th level (25 feet).

SUDDEN TRANSPOSITION

2nd-level conjuration

Casting Time: 1 action

Range: 120 feet

Components: V

Duration: Instantaneous

With a single word of magical power, you cause two creatures to swap places. Choose two Small or Medium creatures that you can see within range. You can only choose two creatures which are either standing on the same surface or standing on surfaces which are physically connected by solid ground or structures.

A creature which is unwilling to be transposed gains a Charisma saving throw against this effect. If neither creature makes a successful saving throw, both creatures are teleported, with each reappearing in the space previously occupied by the other.

TATTOO PROJECTILES

3rd-level illusion

Casting Time: 1 action

Range: Self

Components: V,S,M (the ink and needles of a tattoo artist)

Duration: Concentration, up to 10 minutes

When you cast this spell, your skin appears to be etched by glowing needles that manifest around your person for a few seconds before vanishing, leaving your limbs and/or torso with colorfully stylized tattoos of darts, daggers, or throwing stars. You have six of these phantasmal tattoos, which remain on your skin for the duration of the spell.

When you cast the spell—and as a bonus action on each of your turns thereafter—you

can expend one or two of the tattooed weapons, appearing to snatch them off your skin and hurl them with deadly accuracy toward a point or points you choose within 120 feet of you. As one of these phantasmal tattoo weapons reaches its destination, it multiplies, becoming a swarm of razor sharp missiles. Each creature within 5 feet of the point you chose must make a Wisdom saving throw. A creature takes 2d6 psychic damage on a failed save, or half as much damage on a successful one.

A tattoo projectile vanishes when you expend it, decreasing your total number of tattoo projectiles. When you use up all your tattoo projectiles, this spell ends.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the number of phantasmal throwing star tattoos created increases by two for each slot level above 3rd.

THREEHORN'S CHARGE

3rd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a small piece of a triceratops corpse or fossil)

Duration: Concentration, up to 1 minute
Your fingers imitate the horns of a threehorn (triceratops) against your own head before you touch your intended target, which then grows large horns, a bony skull plate, and a thickened hide. You change a willing creature you touch into a saurian form which resembles a hybrid of their natural form and that of a three-horned dinosaur. For the duration of the spell, the target gains the following traits:

- They have advantage on all Strength checks and Strength saving throws.
- Their carrying capacity is doubled.
- Their horns act as a gore attack, a natural weapon with which they are proficient. This is a melee attack which inflicts 2d8 piercing damage.

- Their armor class cannot be lower than 13 + their Dexterity modifier, no matter what kind of armor they are wearing.

If they move at least 20 ft. straight toward a creature and then hit it with a gore attack on the same turn, that target must succeed on a Strength saving throw or be knocked prone.

THUNDERING ARMOR

1st-level abjuration

Casting Time: 1 bonus action

Range: 60 feet

Components: V, S, M (a tuning fork)

Duration: Instantaneous

You infuse a creature's armor with pulsing energy, increasing its protection and knocking a single foe away with an intense reverberation. Choose a friendly creature within range that is wearing armor. The subject gains a +2 bonus to AC until the end of its next turn. You can also choose a hostile creature within 5 feet of the ally. That hostile creature must make a Strength saving throw. On a failed save, it takes 2d8 thunder damage and is pushed 10 feet away from your ally. On a successful save, the target takes half damage and is not pushed.

You cannot cast this spell on yourself.

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, the thunder damage increases by 1d8 for each slot level above 1st.

TRAPSPRINGER

1st-level enchantment

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 10 minutes
You make a creature more likely to trigger traps. Make a melee spell attack against a creature within your reach. On a hit, the target has disadvantage on ability checks to detect traps and on saving throws against their effects for the duration. In addition, for the duration, that target's is considered to weigh an additional 250 lbs. for the purpose of determining whether it triggers any trap.

Whenever the target triggers a trap, it can make a Charisma saving throw against this spell at the end of that turn. On a success, the spell ends.

This spell can also be ended by *remove curse*, *lesser restoration*, or *greater restoration*.

TWISTING THROW

2nd-level divination

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a ranged weapon)

Duration: Instantaneous

As part of the action of casting this spell, you must make a thrown weapon attack against a creature within range, or the spell fails. However, you do not make an attack roll. Instead, choose one creature you have seen in the past minute. Your weapon alters its path to move towards that creature, moving around corners if necessary and ignoring three-quarters cover and half cover. If the target is within range and there is a path large enough for the weapon to travel to the target, the target must make a Dexterity saving throw.

On a failed save, the target takes the attack's normal damage and suffers its additional effects, and you learn the target's current location. On a successful save, the target takes half damage from the attack but suffers no additional effects that would normally be imposed on a hit, and you don't learn its location.

UNCANNY BALANCE

Transmutation cantrip

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: 1 round

You sense how to shift your weight from step to step, staying atop a tricky surface. For the rest of the turn, you have advantage on Dexterity (Acrobatics) and Strength (Athletics) checks, and you do not sink when moving over soft or brittle terrain, such as dust, silt, mud, snow, or thin ice (though you cannot walk on actual liquid with this effect). While this spell

is active, difficult terrain of those types does not require extra movement.

If you are already sinking into soft terrain when you cast this spell, the spell instantly moves you up to 5 feet to the surface. When this spell ends, if you are standing in a place where you would normally fall or sink, you do so unless you have some other means of remaining there.

UNEXPECTED CLARITY

5th-level enchantment

Casting Time: 1 reaction, which you take when you score a critical hit with an attack roll

Range: Self

Components: V, M (a melee weapon)

Duration: Instantaneous

When an astonishing strike opens a new opportunity for you in battle, you focus your mental energies to take full advantage of it. As part of the reaction used to cast this spell, you make a further melee weapon attack against a creature within your reach. On a hit, the target suffers the attack's normal effects. In addition, the target takes an additional 1d12 psychic damage, and is frightened until the end of its next turn.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the psychic damage increases by 1d12 for each slot level above 5th.

WATCHWARE

4th-level abjuration (ritual)

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a sprinkling of rare sands and powdered reagents worth at least 500 gp)

Duration: Until dispelled or triggered

You create a mystical connection with a single inanimate object you touch. When that object is damaged, moved, or touched at any later time, you are instantly aware of this fact. If another creature physically touches the warded object, you receive a mental image of the creature.

For purposes of divination spells (such as *scrying*), you are considered to have first-hand

knowledge of the creature who triggered the effect as if you had met.

This effect activates when the object is disturbed for any reason, whether someone touches it or pokes it with a pole, a cat walks upon it, or an earthquake knocks it over.

This spell ends as soon as the effect is activated. Because of its costly material components, most spellcasters reserve this spell to protect valuable, out-of-the-way items. This spell is considered a magical trap. It can be detected with an Intelligence (Arcana or Investigation) check made against your spellcasting DC, but it can only be dispelled magically. You can designate a password that allows another creature to handle the object without sounding the mental alarm if you choose.

WEIGHTLESS PURSUIT

1st-level enchantment

Casting Time: 1 reaction, which you take when a creature that started its turn within 30 feet of you ends its turn more than 30 feet away from you

Range: Self

Components: S

Duration: Concentration, up to 1 minute
You can jump with supernatural ability and run up walls to pursue your opponent. Choose one creature within 60 feet that has just ended its turn more than 30 feet away after starting its turn within 30 feet of you. Until this spell ends, you gain the ability to move up, down, and across vertical surfaces and upside down along ceilings (while leaving your hands free). You also gain a climb speed equal to your walking speed, and your jumping distance is doubled.

In addition, as part of the reaction used to cast this spell, you can immediately fly a number of feet equal to or less than your walking speed, ending this movement in an empty space within 30 feet of the creature. This space cannot be above the creature, and this space cannot be farther away from your original space than the creature is.

Moreover, for the duration, you have resistance against all damage from falling, and

you take no damage when you fall less than 100 feet.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the duration is increased to 10 minutes. If the spell slot used is 3rd level or higher, you gain a flying speed equal to your walking speed for the duration.

YOUR GLORIOUS SACRIFICE

1st-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

Make a ranged spell attack against a target within range. If the attack hits, the target takes 5d4 necrotic damage and its speed is reduced by half until the end of your next turn.

As part of the same action used to cast this spell, before you make the ranged spell attack, you may choose to inflict necrotic damage equal to 1d4 plus your spellcasting ability modifier on a willing ally within 5 feet of you. This damage cannot be reduced or prevented in any way. If you inflict this damage on an ally, you gain advantage on the ranged spell attack roll against your main target. In addition, if the ranged spell attack hits, your target takes additional force damage equal to the necrotic damage you dealt to your ally.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, both the necrotic damage you inflict on your target and the necrotic damage you can choose to inflict on your ally increase by 1d4 for each slot level above 1st.

ZEAL

2nd-level abjuration

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes
You invoke a divine shield that protects you while you close the distance with a chosen opponent. Choose one hostile creature within 120 feet. Until the spell ends, opportunity

attack rolls made against you by creatures besides your chosen target have disadvantage. In addition, you can move through the space of any creature that is not your chosen target as if it were an ally.

At the end of each turn, you must be closer to the target than you were when you started moving, or the spell ends. The spell also ends if the creature is stunned or incapacitated by any means.

ZEALOUS SANCTION

2nd-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 1 round

You name your foe an enemy of the faith, searing it with divine power that heals any who strike it. Choose one creature within range, which must make a Charisma saving throw, taking 4d6 radiant damage on a failure or half as much damage on a success. If the target fails, the next time an ally hits that target with an attack roll before the spell ends, that ally regains a number of hit points equal to 1d8 plus your spellcasting ability modifier. The spell ends at the end of your next turn after you cast it.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can choose one additional creature within range to make the Charisma saving throw for each slot level above 2nd.



PART 5: NEW ARMOR AND WEAPONS

NEW ARMOR DESCRIPTIONS

Darkleaf Breastplate/Darkleaf

Splint. Similar to leafweave armor (see below), darkleaf armor is made of carefully cured and beautifully carved pieces of darkwood, supplemented by alchemically treated leaves from the darkwood tree. Darkleaf offers better protection than other similar armor types while weighing much less, but is extremely expensive. Darkleaf breastplates and splint look much like regular breastplates and splint armor, simply replacing the metal pieces with darkwood.

Leafweave. The artisans of Aerenal weave suits of armor from bronzewood leaves, which are then treated by a special alchemical process that makes them nearly as tough and flexible as leather, with considerably less weight and encumbrance. While you are wearing leafweave, you gain a +1 bonus to your Armor Class. Leafweave provides no bonus if you wear other armor over it. If you're not proficient in light armor, you can wear leafweave without suffering the usual penalties for non-proficiency.

Scorpion Chitin/Scorpion

Breastplate. The drow of Xen'drik have perfected a method of harvesting chitin plates from giant scorpions to produce lightweight armor. The chitin is then finished with cloth and hide to protect the neck and upper body, supplemented by bone plates over the shins and forearms. The more elaborate version adds a sturdy breastplate crafted from a monstrous scorpion's abdominal carapace and a chitin helm.

ARMOR Name	Cost	Armor Class	Strength	Stealth	Weight
Light Armor					
Leafweave	750 gp	+1 (special)	-	-	8 lb.
Scorpion Chitin	20 gp	12 + Dex	-	-	11 lb.
Darkleaf Breastplate	2,500 gp	13 + Dex	-	-	10 lb.
Medium Armor					
Scorpion Breastplate	300 gp	14 + Dex (max 2)	-	-	20 lb.
Darkleaf Splint	3,250 gp	15 + Dex (max 2)	-	-	35 lb.

NEW WEAPON PROPERTIES

Boomerang. After you make a thrown attack using this weapon, it automatically returns to your hand at the end of the turn as long as you have a hand free and are proficient with it. Catching a boomerang weapon does not require an action or reaction, but you cannot catch it if you are currently unable to take reactions (such as if you are incapacitated or have already used your reaction). If you do not catch a boomerang you threw, it lands in a random space within 5 feet of you.

Double. When you make a two-handed attack with a double weapon during your turn, you can use a bonus action to make a melee attack with the blade at the opposite end of the weapon. This attack uses the same ability modifier as the primary attack. The damage die for this attack is a d4, and it deals the same type of damage as the primary attack.

SPECIAL WEAPONS

Ribbonweave. Popular with changelings, this weapon looks like a short, knobby walking stick carved with abstract designs when in its normal form. As a bonus action, a proficient wielder can trigger a hidden catch that releases a flexible, sharp-edged metal ribbon from the end of the stick. It can be hidden again at any time without an action. The listed statistics for this weapon describe it when the blade is out; when it is hidden, a ribbonweave functions as a club. Thanks to cunning design, all rolls to find the cutting edge hidden inside are made at disadvantage.

Talenta Weapons. Halflings of the Talenta Plains can acquire these weapons for half the listed cost.

NEW WEAPON DESCRIPTIONS

Cutting Wheel. This bladed disk, with a guarded handle at one side, is of Sarlonan origin.

Double-bladed Scimitar. This weapon is described in the *Wayfinder's Guide to Eberron*, and appears here with only a slight modification. Valenar elves often challenge non-Valenar they see with these weapons, demanding their return or insisting on a duel to prove the wielder's worthiness.

Drow Long Knife. Too slender to be called a shortsword, too long to be a dagger, yet too short to be a rapier, this blade is three-quarters the length of a longsword and balanced for throwing. The Xen'drik drow who invented this weapon forge theirs with an outward curve toward the tip of the blade.

Talenta Weapons. The halfling tribes of the Talenta Plains wield many unique weapons. Their boomerangs are simple and well-crafted, polished shafts of wood with a precise curvature. A *sharrash* is a polearm ending in a sicklelike blade, and a *tangat* is a curved scimitar-like sword mounted on a short haft.

Xen'drik Boomerang. Xen'drik drow hunt small game with a distinctive three-pronged boomerang larger than those used by Khorvaire's halfling tribes.

Zulaat. A distinctive polearm from Riedra, this double weapon bears a glaive-like blade at each end.

WEAPONS

Name	Cost	Damage	Weight	Properties
Martial Melee Weapons				
Cutting Wheel	25 gp	1d6 piercing	1 lb.	Finesse, light
Double-bladed Scimitar	100 gp	2d4 slashing	6 lb.	Double, two-handed
Drow Long Knife	35 gp	1d6 slashing	2 lb.	Finesse, light, thrown (range 20/60)
Talenta Sharrash	30 gp	1d8 slashing	10 lb.	Reach, special
Talenta Tangat	20 gp	1d8 slashing	8 lb.	Versatile (1d10), special
Ribbonweave	175 gp	1d8 slashing		Special
Zulaat	75 gp	2d4 slashing	12 lb.	Double, heavy, reach, two-handed
Martial Ranged Weapons				
Talenta Boomerang	10 gp	1d4 bludgeon	1 lb.	Boomerang, light, thrown (range 20/60), special
Xendrik Boomerang	25 gp	1d6 bludgeon	2 lb.	Boomerang, thrown (range 20/60)

MAGIC ITEMS AND WARFORGED ATTACHMENTS

AMBUSER'S WAND

Wand, rare (requires attunement)

While holding this wand of ebony bound in displacer beast sinews, you gain a +1 bonus to spell attack rolls and you have advantage on ranged spell attack rolls against any creature that hasn't taken a turn in the combat yet. In addition, when you hit with a spell attack roll against one or more creatures that are surprised, you can choose one surprised target you hit and reduce its speed by half until the end of your next turn.

ARMBOW

Weapon (any crossbow), uncommon (requires attunement)

This magical crossbow generates its own bolts and is designed to integrate with the forearm of a warforged. You gain a +1 bonus to attack and damage rolls made with this magic crossbow.

If you're a warforged, you can attach an armbow by attuning to it. An attached armbow cannot be disarmed or removed from you against your will, but while the weapon is attached you cannot use that hand for other actions. You can spend one minute to end the attunement and remove the armbow. If your armbow is a crossbow with the two-handed property, firing it still requires two hands, but your non-armbow hand can still be used normally when not firing your armbow. While it is attached, this crossbow does not have the ammunition or loading properties.

COMMAND CIRCLET

Wondrous item, rare

While you wear this circlet, a mark of distinction granted to the most effective warforged commanders of the Last War, you can use your action to cast the *calm emotions* spell with it. The circlet can't be used this way again until the next dawn.

If you are a warforged, you can spend 1 hour attaching this item to yourself. An attached command circlet cannot be disarmed or removed from you against your will. While the circlet is attached, you can communicate telepathically 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 telepathic utterances, but the creature must be able to understand at least one language. Most creatures do not gain the ability to telepathically reply, despite you being able to speak to them. However, any warforged you communicate with it in this way can send a one-sentence telepathic reply before the end of its next turn.

DELVER'S LIGHT

Wondrous item, common

If you are a warforged, you can use an action to attach this magical gem to your forehead, forearm, or torso. While it is attached to you, you can use a bonus action to do any one of the following:

- Cause the gem to shed bright light in a 20-foot radius and dim light for an additional 20 feet
 - Cause the gem to shed only dim light in a 20-foot radius
 - Cause the gem to stop shedding light
- You choose the color of any light the gem sheds. Completely covering the gem with something opaque blocks the light.

DISC OF ENERGY RESISTANCE

Wondrous item, uncommon

If you are a warforged, you can use an action to attach this rune-covered disc to the base of your neck, where it looks like some kind of amulet. While it is attached to you, whenever you take acid, cold, fire, lightning, or thunder damage, you can use your reaction to gain resistance to that damage type for 1 minute, including against the triggering damage. The disc can't be used this way again until the next dawn.

FINAL MESSENGER

Wondrous item, common

This warforged communication device is built to resemble a small winged animal, yet it is an intricate assembly of clockwork pieces. If you are a warforged, you can attach or detach this item as an action.

While the final messenger is attached, it cannot be removed from you against your will. You can detach the final messenger yourself, which takes 1 minute. While the final messenger is attached, you gain the following benefits.

- The final messenger folds itself up and is indistinguishable (except by magical means) from an amulet around your neck, to all creatures except other warforged.
- You can use your action to cast *animal messenger* as a 2nd-level spell. Rather than choosing a tiny beast, you use the clockwork form of this item, which acts as a flying messenger. The duration of the spell is increased to 1 week for this casting, but the spell ends early once the message is delivered. When the spell is cast, the final messenger detaches itself from you and travels on its own. It uses the statistics of a **monodrone** (described in the *Monster Manual* under modron) while traveling in this way.
- After an *animal messenger* spell cast with this item ends (whether the message is delivered or not), the messenger returns to you, flying at a rate of about 50 miles per 24 hours. It will spend up to 1 week trying to reach you. If it is able to reach you, you can reattach the item normally. If it cannot reach you in that time, it lands and becomes inert, and is indistinguishable from an amulet to all creatures except warforged. The item remains in this inert state until you or another warforged attach it again.
- When you cast *animal messenger* with this item, you do not need to speak out loud to communicate the message, and when you send a message, you can also send one image of something you can currently see.

The creature who receives the message also magically sees the image.

- When you die, this item casts *animal messenger* instantaneously. In the brief moment before you expire completely, you can specify a message or image. If you do not, the messenger simply carries the image of what could be seen around you at the moment of death. In the same instant, you can specify a location and recipient. If you do not, the messenger magically senses the location of the nearest warforged and delivers the message to it.

KEEN BITE WAND

Wand, very rare (requires attunement by a spellcaster)

While holding this wand of jaggedly-carved darkwood, you gain a +1 bonus to spell attack rolls. In addition, any creature that you summon or create with a conjuration spell gains 15 temporary hit points. While it has these temporary hit points, its weapon attacks score a critical hit on a roll of 19 or 20.

SHIELD OF THE SILVER FLAME ♦1 OR ♦2

Armor (shield), rare (+1) or very rare (+2) (requires attunement by a spellcaster)

While holding this shield, you have a bonus to AC determined by the shield's rarity. This bonus is in addition to the shield's normal bonus to AC. Also, when you inflict bludgeoning, fire, or radiant damage on a creature during your turn, you can use a bonus action to make a melee attack with the shield. For this attack, the shield is considered to be a melee weapon with which you are proficient, with a damage die of d4, and the attack deals magical bludgeoning damage. If the shield attack hits, the target creature has disadvantage on the next Wisdom or Charisma saving throw it makes before the end of your next turn.

STAFF OF FICKLE TWILIGHT

Staff, rare (requires attunement)

This staff, with its fey-carved headpiece of gray bone always obscured by shadows, can

be wielded as a magic quarterstaff that grants a +2 bonus to attack and damage rolls made with it. The staff has 7 charges. When you hit with a melee attack using it, you can expend one of its charges as a bonus action to inflict an extra 1d10 psychic damage on the target. When you inflict this extra damage, you can also teleport up to 30 feet as part of the same bonus action. The staff regains 1d6+1 expended charges daily at sunset. If you expend the last charge, roll a d20. On a 1, the staff becomes a nonmagical quarterstaff.

WANDSLINGER'S RING

Ring, rare (requires attunement)

While you are attuned to this ring, the first time each turn that you hit with a ranged spell attack that inflicts damage, you can deal an extra 2d4 force damage to one target you hit. You must be using a wand as your spellcasting focus to inflict this extra damage.

WAND OF AIMING

Wand, very rare (requires attunement by a spellcaster)

While holding this wand of made from heart of pine, you gain a +1 bonus to ranged spell attack rolls, and your ranged spell attacks score a critical hit on a roll of 19 or 20. The wand has 6 charges. When you hit with a spell attack, you can expend 1 of the wand's charges as a bonus action to force one of the targets you hit to make a saving throw (DC equals your spellcasting DC) against one of the following effects of your choice:

- The target must succeed on a Strength saving throw or drop one item of your choice that it is holding.
- The target must succeed on an Intelligence saving throw or it can't take reactions until after the end of your next turn.
- The target must succeed on a Charisma saving throw, or it has disadvantage on Wisdom and Charisma checks for 1 minute.

The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last

charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

WAND OF THUNDERING ARMOR

Wand, uncommon (requires attunement by a spellcaster)

This wand of dragonseye oak capped with copper has 7 charges. While holding it, you can use an action to expend 1 of its charges to cast the *thundering armor** spell (save DC 15) from it. While you are attuned to this wand, whenever you cast *thundering armor** (whether from the wand or otherwise), the distance you can push a creature who fails their saving throw against the spell is doubled. The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

WARSOUL WEAPON, *1, *2, OR *3

Weapon (any one-handed melee weapon), rare (+1), very rare (+2), or legendary (+3) (requires attunement by a wielder proficient with the weapon)

You add a bonus determined by this magical weapon's rarity to attack and damage rolls you make with it. If an attack you make with this weapon is an opportunity attack, you also gain advantage on the attack roll.

If you're a warforged, you can also attach a warsoul weapon to your forearm by attuning to it. An attached warsoul weapon cannot be disarmed or removed from you against your will, but while the weapon is attached you cannot use that hand for other actions. You can spend one minute to end the attunement and remove the warsoul weapon. While you have this weapon attached, you gain a bonus to Dexterity checks for initiative equal to the weapon's bonus to attack and damage rolls.

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