

FAITHS OF THE FORGOTTEN REALMS II



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On the Cover: The Temple by Dante Cifaldi



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INTRODUCTION

Following in the footsteps of Faiths of the Forgotten Realms, this new book brings you more content for your faith based characters - a deeper dive into the religions of Faerûn with character options that are far more closely aligned with the official products. However, it differs from the original in two significant ways.

Firstly, the archetypes within are no longer limited to clerics and paladins. Aside from the obvious difficulty in avoiding replication with *another* fifty of each, much of the feedback surrounding the first volume concerned the 'extra' archetypes we included - the odd druid circle or ranger conclave. Not all religions of the Forgotten Realms are defined by clerics or paladins, and there was significant scope to increase the range of classes tied to the various deities. In fact, some are better suited to having representation among fanatical barbarians, passionate bards, mystical druids, or sly rogues. In volume 2 there are faithful archetypes for all the classes in the game.

Secondly, the original book focused on the primary pantheon of Faerûn, which is in many ways tied to the human peoples of the realms. This volume explores the various pantheons of the other ancestries and cultures of the setting. It is worth mentioning that each is categorized by the culture it is tied to, but this in no way limits the gods or archetypes to the various races presented in the rulebook. The deities of the realms are tied to their followers; both for power and for their very existence. If a god's following dwindles, they begin to fade away. Very few gods would be so xenophobic or stubborn as to refuse worship, and as such most have quite inclusive and eclectic faithful. Where the nature of a god or the established lore indicates that their situation might be unique, a section has been added to their entry on the subject.

Included in this book you will find;

THE DRAGON PANTHEON

The dragon pantheon has a long and storied history in the realms, but their influence, appearances, and faithful worshippers have dwindled as the draconic races have slowly reduced in numbers and power. While the rest of the pantheon has retreated to their planar lairs across the multiverse, only two currently remain as active powers in Faerûn; Bahamut the Platinum Dragon and Tiamat the Dragon Queen.

THE DROW PANTHEON

The drow pantheon, also known as the Dark Seldarine, consists primarily of a splinter pantheon of fey deities that split with the Seldarine when the acrimony of Lolth and Corellon turned to all out war. They now succor,

guide, and exploit the drow in their eldritch cities in the harsh and perilous Underdark.

THE DWARVEN PANTHEON

The dwarven pantheon, the Morndinsamman, shepherd the dwarven folk of Faerûn, guiding and protecting them, and bringing prosperity and plenty. Only Laduguer and Deep Duerra sit outside the pantheon, exiled by Moradin for crimes no mortals know.

THE ELVEN PANTHEON

The elven pantheon, the Seldarine, are the most numerous of the fey powers, their natures as varied as the stars, and as capricious as the winds. Tied to the Feywild, they represent the culture and beliefs of the elven peoples of Faerûn.

THE HALFLING PANTHEON

The halfling pantheon are more like benevolent relatives than gods, embodying the affable and good humored nature of their charges, while maintaining a stalwart resilience to the challenges of Realms life.

THE GNOMISH PANTHEON

The gnomish pantheon is an eclectic, often dysfunctional, family of deities dedicated to the passions of the gnomish peoples - exploration, artifice, and mischievous fun.

THE ORCISH PANTHEON

The orcish pantheon represent the primal power of the orcs; a warrior culture that takes pride in its strength and martial prowess.

HOLY TEXTS

Unique religious relics containing the sacred teachings of their faith in their exemplary form.

MAGIC ITEMS

New enchanted items that are tied to the religions, gods, or faiths represented above.

So brandish your holy symbol, gird yourself with righteous zeal, and say your prayers...

THE DRAGON PANTHEON

BAHAMUT

Angel of the Seven Heavens, Draco Paladin, The God of Dragons, Grandfather of Dragons, King of the Good Dragons, Justicemaker, The Justice Bringer (as Marduk), Lord of the North Wind, Lord of Pure Incantations (as Marduk), The Platinum Dragon the Valiant (as Marduk)
Bahamut (Bahamite)

Bahamut (Bahamite)

There is no greater force in the world than one of kindness. Our King of the Good Dragons shows not the vanity nor the greed that so many of his kind are known for, and from that, we must learn to grow beyond what is expected of us. Do not tolerate evil in its many forms. Always make small gestures of kindness, as enough droplets of goodness can fill an ocean. Justice and good above all.

Clergy. There are few priests of Bahamut. However, their work is constant. The priests of Bahamut believe in performing consistent, yet subtle acts, to further the cause of good in the world, and they feel that heavy-handedness can cause unnecessary harm. They believe in behaving as their god would, and not interjecting themselves into worldly conflicts; instead, it is better to offer healing, wisdom, and temporary shelter to those in need.

Temples and Shrines. Temples of Bahamut are even rarer than their clergy. In general, the Platinum Dragon cares not for worldly goods, but instead focuses on the deeds of his followers. However, the temples that do exist, stand as refuges for the followers of the King of the Good Dragons, giving them places to contemplate, study, and hold meetings. Meanwhile, many good dragons keep shrines to Bahamut in their lairs, even if only in the form of the Platinum Dragon's holy symbol etched into their wall.

Background Story Option

d4 Event

- When I was a young soldier, travelling in squalid conditions, and fighting in pointless skirmishes, there was a young priest who would visit us after every battle to tend to the wounded. They would leave at dawn and watch our battles from afar, never interfering or assisting until the dust had settled. Listening to the priest speak of his "prayers through deeds" to Bahamut gave me inspiration, and I followed the teachings when I left the battlefield.

- I stumbled upon a temple of Bahamut and found what appeared to be a secretive meeting. I was certain I'd be killed, but instead, the priests's serious eyes turned kind, and they took me into their care. Once I was warmly nestled into my cot, I heard them return to their plotting against the forces of Tiamat. I was intrigued.
- I once met a knight who called herself a Talon of Justice, a paladin of Bahamut. I was so enamored with her discipline and faith, that I began to study Bahamut's teachings as well.
- Since I was a small child, I would listen to my mother recite The Ptarian Code, almost like a prayer. She taught me the code like a knight's chivalric oath, and I have always grown up following the dogma of the King of the Good Dragons.

Ashley May



CLERIC: METALLIC DOMAIN

Clerics of the Metallic Domain worship Bahamut and seek to advance his agenda while thwarting Tiamat's. They hold dragon's in the highest regard, and often offer their services to metallic dragons in exchange for any piece of knowledge or wisdom the dragon may impart. Bahamut grants them the ability to channel elemental power, that they may serve his will.

METALLIC DOMAIN FEATURES

Cleric Level Feature

1st	Domain Spells, Bonus Proficiencies, Aspect of Dragon
2nd	Channel Divinity: Dragon's Fortitude
6th	Bahamut's Mercy
8th	Greater Aspect of Dragon
17th	Superior Aspect of Dragon

DOMAIN SPELLS

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

Cleric Level Spells

1st	<i>cause fear, disguise self</i>
3rd	<i>dragon's breath, dragon specter</i>
5th	<i>elemental weapon, protection from energy</i>
7th	<i>elemental bane, polymorph</i>
9th	<i>immolation, Rary's telepathic bond</i>

BONUS PROFICIENCIES

When you choose this domain at 1st level, you can speak, read, and understand Draconic. You gain proficiency in the Insight skill if you don't already have it. Your proficiency bonus is doubled for any ability check you make that uses that proficiency.

ASPECT OF DRAGON

Beginning at 1st level, the power of Bahamut courses through you as you channel his power for good. When you finish a long rest, you may choose *one* of the following aspects. These benefits last until you finish your next long rest.

- **Aspect of Wing.** As a bonus action, you can choose to hover 3 feet above the ground. You cannot hover over any liquid surface. Your movement speed remains the same. You may use a bonus action to end the effect on yourself.
- **Aspect of Claw.** You are proficient in unarmed attacks. They are considered finesse weapons and deal 1d6 slashing damage.
- **Aspect of Breath.** You gain the dragonborn's Breath Weapon ability, allowing you to use your action to exhale destructive energy. You select a draconic ancestry which determines the size, shape, and damage type of the exhalation. When you use your breath weapon, each creature in the area of the exhalation must make a saving throw, the type of which is determined by your draconic ancestry. The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus. A creature takes 2d6 damage on a failed save, and half as much damage on a successful one. The damage increases to 3d6 at 6th level, 4d6 at 11th level, and 5d6 at 16th level. After you use your breath weapon, you can't use it again until you complete a short or long rest. If you already have a breath weapon, you gain an additional use of it per short or long rest.

Dragon	Damage Type	Breath Weapon
Black	Acid	5 by 30 ft. line (Dex. save)
Blue	Lightning	5 by 30 ft. line (Dex. save)
Brass	Fire	5 by 30 ft. line (Dex. save)
Bronze	Lightning	5 by 30 ft. line (Dex. save)
Copper	Acid	5 by 30 ft. line (Dex. save)
Gold	Fire	15 ft. cone (Dex. save)
Green	Poison	15 ft. cone (Con. save)
Red	Fire	15 ft. cone (Dex. save)
Silver	Cold	15 ft. cone (Con. save)
White	Cold	15 ft. cone (Con. save)

- **Aspect of Scale.** You gain a +1 bonus to AC.
- **Aspect of Resistance.** You gain proficiency in one of

the following saving throws of your choice: Strength or Intelligence.

CHANNEL DIVINITY: DRAGON'S FORTITUDE

Starting at 2nd level, you may impart Bahamut's protection upon another creature. When a creature you can see within 30 feet of you takes damage, you may use your reaction to use your Channel Divinity; the creature takes half damage instead, and is resistant to that type of damage for one round.

BAHAMUT'S MERCY

At 6th level, Bahamut imparts greater control over his legendary resistance upon you. When you use your Channel Divinity: Dragon's Fortitude, you may now target any two creatures within 60 feet that take the same type of damage.

GREATER ASPECT OF DRAGON

At 8th level, your aspects gain even greater power.

- **Aspect of Wing.** Instead of hovering, you have a flying speed of 30 feet. If you already have a flying speed, it increases by 15 feet.
- **Aspect of Claw.** Your unarmed attacks now deal 1d10 slashing damage.
- **Aspect of Breath.** You may select a second type of breath weapon. You may now use your breath weapon ability twice per short or long rest.
- **Aspect of Scale.** Your bonus to AC increases to +2.
- **Aspect of Mind.** You are proficient in both Strength and Intelligence saving throws.

SUPERIOR ASPECT OF DRAGON

At 17th level, your aspects reveal the full power of Bahamut.

- **Aspect of Wing.** You have a flying speed of 30 feet. If you already have a flying speed, it increases by 15 feet. While flying, you have advantage on Dexterity saving throws, and do not provoke opportunity attacks when you move out of an opponent's reach.
- **Aspect of Claw.** Your unarmed attacks now deal 2d6 slashing damage.
- **Aspect of Breath.** You may select a third type of breath weapon. You may now use your breath weapon ability three times per short or long rest.
- **Aspect of Scale.** Your bonus to AC increases to +3.
- **Aspect of Mind.** In addition to proficiency in Strength and Intelligence saving throws, once per short rest, when you fail a saving throw you are proficient in, you may reroll the saving throw. You must take the second result.

Ryan Langr

RANGER: PTARIAN CONCLAVE

Members of the Ptarian Conclave are a chivalric group but operate as vigilantes, seeking to enforce the law in regions that suffer from corruption and discontent. They act on the border of law and chaos to uphold the values of the Ptarian Code, a code of honor that advocates the ideals of greater justice taught by Bahamut himself.

PRECEPTS OF THE PTARIAN CODE

Followers of The Ptarian Code employ the following major precepts:

- Justice and Good Above All.
- Honor and Fealty to the Rightful Ruler or Monarch.
- Honor and Respect to Righteous Innocence.
- Honor and Duty to the Balancer (Lendys), to Her Mercy (Tamara), and to the Justicemaker (Bahamut).
- Honor and Protection to the Lesser Races.
- Honor and Correction to the Enemies of Justice and Good.
- Honor and Forbearance for Oneself.

PTARIAN MAGIC

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

Ptarian Spells

Ranger Level	Spells
3rd	<i>cause fear</i>
5th	<i>dragon's breath*</i>
9th	<i>crusader's mantle</i>
13th	<i>banishment</i>
17th	<i>holy weapon</i>

* Xanathar's Guide to Everything

AVENGE THE OPPRESSED

At 3rd level, you swiftly act to punish those who oppress others. During the first round of combat, if a hostile creature you can see makes an attack roll against another creature, you can use your reaction to immediately move up to your speed and make a weapon attack against that creature. If this attack hits, the target takes an extra 1d8 damage of the weapon's damage type, and their triggering attack automatically misses.

BALANCE THE PLATINUM SCALES

At 7th level, when a creature you can see within 60 feet of you makes a saving throw, you can invoke The Will of the Justicemaker and tip the scales in favor of

balance. If the creature is friendly to you, it rolls 1d4 and adds the result to its saving throw. If the creature is hostile to you, it rolls 1d4 and subtracts the result from its saving throw.

DRAGON STRIKE

Starting at 11th level, you learn the following techniques. When you take the Attack action on your turn, you can make one additional special attack using one of these techniques. You have proficiency with these natural weapon attacks, and they have a range of 5 feet. You can use either your Strength or your Dexterity modifier for the attack and damage rolls (your choice.)

- **Maw.** Your teeth become as sharp as razors, as your face transforms into the muzzle of a dragon. This attack deals 1d8 piercing damage, and the target is grappled (escape DC equals 8 + your proficiency bonus + your Strength modifier). Until this grapple ends, the target is restrained, and you can use your bonus action on subsequent turns to deal 1d8 piercing damage to the target.
- **Tail.** A long, lizard-like tail sprouts from behind you. This attack deals 1d6 bludgeoning damage, and the target must make a Strength saving throw



or be knocked prone. If the target was already prone, it takes an additional 1d6 bludgeoning damage instead.

REBUKE OF JUSTICE

At 15th level, you can turn the tide on an incoming assault, punishing those who stand against you. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you can use your reaction to have the source of the effect to also become a target of the effect. You can do this a number of times equal to 1 + your Wisdom modifier (minimum of 1). You regain all expended uses after finishing a long rest.

Steve Fidler

NEW BAHAMUT SPELL

The following spell is available to the faithful of Bahamut.

DRAGON SPECTRE

2nd-level conjuration

Casting Time: 1 reaction, which you take when you are hit by an attack

Range: Self

Components: V, S, M (a dragon scale)

Duration: Concentration, up to 1 minute

Spectral dragon wings sprout from your back. Until the start of your next turn, you receive a +3 bonus to AC. Until the spell ends, you have a fly speed of 30 feet.



TIAMAT

The Avaricious, Bane of Bahamut, Creator of Evil Dragonkind, The Chromatic Dragon, The Dragon Queen, The Dark Lady

Tiamat (Wyrmskeeper)

Unlike priests of other faiths, the worshippers of Tiamat perform daily rites to their dark lady. Other priests gain their spells by praying daily, but followers of The Dragon Queen instead leave donations to her hoard. This is called The Tithing.

The Tithing. Each day at the end of their prayers, a follower of Tiamat must put a small amount of gold or gems into a cup. Upon finishing the ritual, the tithe disappears.

The Rite of Respect. There is no set date upon which a follower must perform this complicated rite, but it must be performed at least once a year. The ritual must be performed in the lair of a chromatic dragon and only perfection will save the priest from draconic wrath.

Temples and Shrines. In ages past, Tiamat had a number of large centers of worship all across Unther, with a smattering of smaller temples in other lands. Over the years, her foes have sought to destroy these temples. Some followers refuse to abandon these sites, trying to repair them.

Background Story Option

d4 Event

- 1 The first time I saw power, it was as my village was razed by the fury of a dragon. How could I do anything other than follow their queen?
- 2 Most people die when they face a dragon. Instead, the dragon who found me trying to steal from their horde was impressed by my gall. I was groomed and trained to be a Wyrmskeeper.
- 3 It was at a young age when the cult of the dragon wrapped their claws around my mind and heart. I no longer follow those fools, for Tiamat speaks directly to me herself.
- 4 I visited Unther. I saw the great temples and churches, laying in ruin. The five-headed dragon used to command respect. After witnessing such glory, I aim to restore her presence here on Toril.

Bryan Holmes



FIGHTER: CHROMATIC TYRANT

Those warriors that forge a special connection with Tiamat and invoke her dark blessings to conquer in her name, are able to unlock a tiny shard of her power, drawing on the five dragon aspects of the scaled goddess, to vanquish her foes. Too often, opposing dragons find themselves unable to affect their metallic counterparts with their elemental gifts. The Chromatic Tyrant chooses what she needs to get the job done.

CHROMATIC TYRANT FEATURES

Fighter Level Feature

3rd	Aspect of the Dragon
7th	Dragon Scales
10th	Dragon Flight
15th	Dragon Fear
18th	The Dragon Within

ASPECT OF THE DRAGON

Beginning at 3rd level, as an action, you can generate a visible aura with the color and elemental nature of a chromatic dragon of your choice. For 1 minute your weapon and unarmed attacks deal an additional 1d6 elemental damage of the appropriate type (see table below), and you are resistant to that damage type. For the duration, you may expend a Hit Die as a bonus action to change your aura to that of another dragon type. You may use this ability a number of times equal to your Constitution modifier (a minimum of once), regaining all uses after completing a long rest.

Dragon	Element
Red	Fire
Blue	Lightning
Black	Acid
Green	Poison
White	Cold

DRAGON SCALES

Starting at 7th level, when you suffer a critical hit, you may use your reaction to momentarily grow dragon scales and gain immunity to this critical hit. Once you use this feature, you cannot use it again until you finish a short rest.

DRAGON FLIGHT

Beginning at 10th level, when using your Aspect of the Dragon ability, you also sprout a pair of dragon wings from your back, granting you a flying speed equal to

your current speed. These wings manifest through any clothing or armor you are wearing, leaving the garments undamaged when the ability ends.

DRAGON FEAR

Beginning at 15th level, your connection to Tiamat grants you an intimidating presence. You gain proficiency in the Intimidation skill if you don't already have it, and your proficiency bonus is doubled for any ability check you make that uses that proficiency.

In addition, when you are using your Aspect of the Dragon ability, you may expend a Hit Die to generate a fear effect as per the spell, with the saving throw DC equal to 8 + your proficiency bonus + your Constitution modifier.

THE DRAGON WITHIN

Beginning at 18th level, you are able to manifest your Aspect of the Dragon ability a number of times per long rest equal to your Constitution modifier +2. The additional damage increases to 1d8, and your elemental resistance becomes elemental immunity, for the duration.

Micalh Watt



PALADIN: OATH OF DRACONIC MIGHT

Tiamat, The Dragon Queen and Dark Lady. If a single dragon is a terrifying presence, a five-headed dragon god is unfathomable and yet, she still commands legions; from the abishai and her cultists, to the powerful wyrms who bow to her might.

Her followers understand that true power is terrifying and there is no stopping it. Only through submitting to her will, and carrying out her divine plan, can you prove yourself useful to her and avoid her wrath.

TENETS OF DRACONIC MIGHT

Those who take the Oath of Draconic Might memorize their tenets while scarring their own bodies using fire, ice, electricity, and acid.

Show Power. Don't seek to push others under your heel through sweet words or bargaining. Show others your power by being more powerful than they are. Show them through acts of might.

Acquire. To overthrow those with power, requires power of your own. Acquire material wealth and magic items to supplement your own strength.

Submit. Draconic might is pure power. Submit to dragons, the children of Tiamat. They are your masters.

OATH OF DRACONIC MIGHT FEATURES

Paladin Level Feature

3rd	Oath Spells, Channel Divinity
7th	Draconic Aura (10 ft.)
15th	Blessing of Tiamat
18th	Draconic Aura (30 ft.)
20th	Draconic Power

OATH SPELLS

You gain domain spells at the cleric levels listed in the Draconic Might Oath Spells table. See the Sacred Oath class feature for how domain spells work.

Paladin Level Spells

3rd	<i>bane, cause fear</i>
5th	<i>dragon's breath*, suggestion</i>
9th	<i>fly, haste</i>
13th	<i>death ward, elemental bane*</i>
17th	<i>legend lore, maelstrom*</i>

* Xanathar's Guide to Everything

CHANNEL DIVINITY

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

Child of Tiamat. You can use your Channel Divinity

to fill your body with primordial power. As a bonus action, choose acid, cold, fire, lightning, or thunder. Your attacks deal 1d8 extra damage of the chosen type, and you gain resistance to that type of damage. This effect lasts a number of rounds equal to your paladin level.

Dragon Resistance. You can use your Channel Divinity to shrug off anything in your way. When you fail a saving throw, using your reaction, you can choose to succeed instead.

DRAGONIC AURA

Starting at 7th level, allies within 10 feet of you share the resistance granted by your Child of Tiamat ability.

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

BLESSING OF TIAMAT

Starting at 15th level, as a reward for your devotion to The Dragon Queen, she transforms your body into that of her children. You grow a tail, wings, and claws, gaining the following benefits:

- When you make an unarmed attack, you can deal 1d6 slashing damage instead of the bludgeoning damage normal for an unarmed strike.
- You briefly gain the ability to fly. You gain a flight speed equal to your base walking speed, but if you're still airborne at the end of your turn, you fall.
- When a creature of size Large or smaller makes a melee weapon attack against you and misses, or it moves out of your reach, you can use your reaction to force the target to make a Strength saving throw against your spell save DC. If it fails, its speed becomes 0 until the start of its next turn, and it is knocked prone.

DRAGONIC POWER

At 20th level, as an action, you gain the ability to transform into a dragon. You gain the following benefits for up to 1 minute:

- Your Child of Tiamat ability does not expend your use of Channel Divinity and can be used even if you have no remaining uses of Channel Divinity.
- When you trigger your Child of Tiamat ability, you can immediately exhale a breath weapon of the energy type chosen, in a 15-foot cone. Creatures within the cone must make a Dexterity saving throw against your spell save DC, taking 3d8 damage on a failed save, or half as much damage on a successful one.
- While flying you gain the ability to hover, no longer falling if aloft at the end of your turn.

After using this ability, you cannot use it again until you have completed a long rest.

Bryan Holmes

NEW TIAMAT SPELLS

The following spells are available to the faithful of Tiamat.

SLEEP OF DRAGONS

8th-level enchantment

Casting Time: 1 action

Range: Touch

Components: V, S, M (a thimble of dragon's blood)

Duration: Instantaneous

The target grows scales, covering their entire body, as they enter a deep rest for a year and a day. During this time, they do not need to eat, drink, or breathe, and they do not age. This effect can only end if you or the target are killed, if the target is touched by a fragment of dragon bone, or if you choose to end the effect as an action.

Unwilling targets must succeed on a Wisdom saving throw to avoid this effect. Creatures who do not need to sleep, or those that are immune to sleep or aging, have advantage on this saving throw.

Every 30 days, or whenever the target takes damage, it may repeat the saving throw, ending the effect on itself on a success.

TREASURE SENSE

1st-level divination

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

Your senses become heightened like those of a dragon. You are aware of any gems or coins in a 20-foot radius centered on you. A thin sheet of lead blocks this ability.



THE DROW PANTHEON

EILISTRAEE

The Dark Maiden, Lady of the Dance, Lady Silverhair

Eilistraee (Eilistraean)

Eilistraee, is the drow goddess of song, dance, hunting, swordplay, moonlight, and freedom from the oppressive culture that pervades drow society. She is often depicted dancing in the moonlight of the surface world, clad in nothing but her flowing silvery hair.

The Lady of the Dance teaches us that redemption can be achieved by those who seek it; you are never too far gone to work toward your own salvation. With her teachings, those exiled to the darkest depths may someday walk in the light again. Lady Silverhair also teaches us that even in the face of discourtesy, one should be kind. However, violence should be answered only with swift and unyielding violence in return; before such vile behavior can be allowed to continue.

Clergy. The priesthood of the Dark Dancer are held to high expectations as hunters, dancers, musicians, and warriors. For rituals, Eilistraean clergy wear little clothing, or sometimes none at all, in order to allow the light of the moon to bathe them fully. Elderly priests at the end of their life are said to hear Eilistraee call to them, at which point they travel deep into the woods and dance naked, the “Last Dance”, never to be seen again.

Temples and Shrines. Most places of Eilistraean worship are built at the mouths of caves, deep in dense forests. The clergy prefer locales that need as little modification as possible; the ideal setting is at an entrance to the Underdark with plentiful iron deposits, surrounded by thick woods, with an open clearing providing a view of the moon, nearby flowing fresh water, and a place to build a weaponsmith.

Background Story Option

d4 Event

- 1 Drow society has little room for kindness. When I was disowned, the clergy of the Dark Dancer took me into their fold, providing me with a warm and nurturing home like none I had ever known before.



- 2 I was a wandering musician, and one night, a scantily dressed man approached me on the roadside and offered me coin to play a few songs. My curiosity overwhelmed me, and I wound up spending my night playing music in a clearing, watching drow dance bare under the moonlight. I stayed at their temple for weeks, learning their music and their faith.
- 3 One night, I saw an old drow woman walking naked in the woods, carrying a sword in each hand. I was stunned that she did not notice me. She stopped in a clearing and began to dance the most beautiful, elegant dance I have ever seen. Before my very eyes, she turned into silver light and flickered away. Watching a Last Dance had a deep and lasting impact on me.
- 4 Though I was born in a traditional drow society, our house always worshipped Eilistraee in secret. It is our duty to spread her message of salvation to our brethren.

Ashley May

BARD: COLLEGE OF SWORD DANCING

Bards of this college have usually endured a life of struggle and melancholy, as the dark reality of life's evils has impacted them on a personal level. For drow, this usually means they have made the difficult journey out of the Underdark to the surface in order to escape the tyranny of their harsh society. Under the radiance of the moon, these bards find enjoyment in their freedom to express themselves; in dance, blade work, and song, which they combine in rituals to honor the Lady of Dance who gives them hope for a better future.

COLLEGE OF SWORD DANCING FEATURES

Bard Level Feature

3rd	Bonus Proficiencies, Bladed Weapon Fighter, Sword Dance +1
6th	Extra Attack
14th	Moonfire Weapon, Sword Dance +2

BONUS PROFICIENCIES

When you join this college at 3rd level, you gain proficiency with the longsword, scimitar, and medium armor.

BLADED WEAPON FIGHTER

Starting at 3rd level, when you take the Attack action to make a melee weapon attack with a bladed weapon, you can use your bonus action to make a second melee attack with another bladed weapon in your offhand.

You can add either your Strength or Dexterity modifier to the damage for the second attack, even if neither weapon is light.

SWORD DANCE

At 3rd level, you can use your bonus action to begin a sword dance while you wield a bladed weapon in each hand. For 1 minute, you nimbly weave your way through melee, attempting to skillfully avoid attacks, while landing weapon strikes with a flourish. While this feature is active, you gain a +1 bonus to your AC, melee weapon attacks, and melee weapon damage. This bonus increases to +2 at 14th level.

Once you use this feature, you must finish a short or long rest before you can use it again.

EXTRA ATTACK

Starting at 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

MOONFIRE WEAPON

At 14th level, you can use your action to imbue one melee weapon you're holding with moonfire. For 1 minute, the weapon sheds dim azure light in a 10-foot radius, and deals an extra 1d8 fire damage to any target it hits.

Once you use this feature, you must finish a short or long rest before you can use it again.

Scott Bean

CLERIC: SWORD DANCER DOMAIN

Followers of the Dark Maiden, led by high priestess Quile Veladorn, came to Undermountain and Skullport centuries ago, looking to escape from their dark brethren. Here they found a pit temple to Ghaunadaur, also known as Jubilex or the Elder Elemental God. They destroyed it utterly, filled in the ooze pit, and performed regular patrols out of Skullport, or 'promenades' as they eventually came to be known. In time they built a shrine atop it to their goddess, and established a permanent presence there.

Sword Dancers revel in the grace and freedom of their goddess's tenets, but combine this with a solemn duty to combat the darker, oppressive forces of drow society, where these encroach on the freedoms of others. In combat, the Sword Dancer blends the grace of movement with the precision of blade work to create an unparalleled dance of death, unmatched by all but the greatest sword masters.

SWORD DANCER DOMAIN FEATURES

Cleric Level Feature

1st	Domain Spells, Bonus Proficiencies, Unclad Grace
2nd	Channel Divinity: Revealing Moonlight
6th	Impressive Grace
8th	Divine Strike
17th	Battledance

DOMAIN SPELLS

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

Cleric Level Spells

1st	<i>silverhair, stalk</i>
3rd	<i>magic weapon, moonbeam</i>
5th	<i>blade dance, spellsong</i>
7th	<i>freedom of movement, mesmerizing dance</i>
9th	<i>commune, moonlight revelry</i>

BONUS PROFICIENCIES

You gain proficiency in the Performance skill, and you are proficient with all swords.

UNCLAD GRACE

While you are not wearing any armor, your Armor Class equals 10 + your Dexterity modifier + your Wisdom Modifier. You can still use a shield and gain this benefit. In addition, if you are naked and bathed in moonlight, you gain an additional +1 bonus to your Armor Class.

CHANNEL DIVINITY: REVEALING MOONLIGHT

Starting at 2nd level, you can use your Channel Divinity to invoke an area of bright moonlight.

As an action, you create an area of moonlight in a 30-foot radius centered on you. The moonlight is stationary and lasts for 10 rounds. The area of moonlight is considered bright light. Within this area, no magical darkness can be generated, and all creatures have advantage on their Perception and Investigation skill checks.

IMPRESSIVE GRACE

Starting at 6th level, you add your Dexterity modifier and your Charisma modifier to your Deception, Intimidation, Performance, and Persuasion skill checks.

DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon

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

BATTLEDANCE

Starting at 17th level, you do not provoke opportunity attacks when you move in combat. Additionally, when you take the Dash action, your next attack is made with advantage, provided you attack before the end of your next turn.

Micah Watt

NEW EILISTRAEE SPELLS

The following spells are only available to the faithful of Eilistraee.

BLADE DANCE

3rd-level enchantment

Casting Time: 1 action

Range: Touch

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

Duration: 1 minute

You touch a bladed melee weapon and cause it to hover and attack creatures of your choosing. For the duration, on each of your turns, you can use your bonus action to direct the weapon to move up to 30 feet and make one melee weapon attack against a creature you can see within the weapon's range. Make a melee spell attack. On a hit, the target takes the weapon's normal damage plus 1d6 force damage. The weapon can't move farther than 60 feet from you, or the spell ends. The spell also ends if you lose consciousness.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the weapon deals an extra 1d6 force damage for every two slot levels above 3rd.

MESMERIZING DANCE

4th-level enchantment

Casting Time: 1 action

Range: 20 feet

Components: S, M (a scrap of silvery cloth)

Duration: Concentration, up to 1 minute

You create a mesmerizing series of movements that capture and hold the attention of anyone within 20 feet of you. Each creature in the area that can see you, must make a Wisdom saving throw. On a failed save, the creature becomes charmed by you for the

duration. While charmed by this spell, the creature is incapacitated and has a speed of 0. You can maintain this effect through concentration. Each turn that you use your action to maintain concentration on this spell, creatures that enter the area must make a saving throw or be mesmerized, even if they had previously successfully saved.

The spell ends for an affected creature if you move more than 20 feet away from it, if it takes any damage, or if someone else uses an action to shake the creature out of its stupor.

Creatures immune to charm, and worshippers of Eilistraee, are not affected by this spell.

MOONLIGHT REVELRY

5th-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a sprinkling of holy water)

Duration: Concentration, up to 1 minute

You cause faint moonlight, and the far off sounds of fey revelry, to carry to all nearby creatures; enhancing or hindering them as you choose.

All creatures within 60 feet of you become either blessed or cursed as you choose. For the duration of the spell:

- Blessed creatures may roll 1d4 and add the total to attack rolls and saving throws.
- Cursed creatures must make a Charisma saving throw or be forced to roll 1d4 and subtract the result from all attack rolls and saving throws.



SILVERHAIR

1st-level abjuration

Casting Time: 1 bonus action

Range: Self

Components: V, S, M (a 2 inch length of silver wire)

Duration: 1 minute

You cause your hair to become shining silver, grow to ankle length, and weave itself around you in a complex, graceful pattern. For the duration of the spell you gain a divine blessing that reduces damage from weapon attacks by 1.

SPELLSONG

3rd-level evocation

Casting Time: 1 action

Range: Self

Components: V, S,

Duration: 10 minutes

You sing a melody that helps to maintain another spell you cast that requires concentration. The next spell you cast using a spell slot of 3rd level or lower that requires your concentration is maintained while you sing, without the need for your concentration. However, if you enter the area of a silence spell, or you're unable to sing for any reason, both spells end.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can use spellsong to maintain your concentration on a spell cast with a spell slot of that level or lower.

STALK

1st-level abjuration

Casting Time: 1 action

Range: 120 feet

Components: S, M (a pinch of ashes, blown in the direction of the target)

Duration: Concentration, up to 1 hour

You designate a target within range that you can see. While you maintain concentration on this spell, you are rendered nearly undetectable to this specific target; your Dexterity (Stealth) checks are made with a +10 bonus against the target's senses, and your scent and body heat become indiscernible to the target except by magical means. The spell ends if you lose concentration, if the target is out of sight for more than 1 minute, if you make an attack roll against the target, or cast a harmful spell on it.

At Higher levels. When you cast this spell using a spell slot of 2nd level or higher, you can designate an additional target for each slot level above 1st. You lose the spell's effect on a target that is out of sight for more than 1 minute without losing the effect on the others; however the spell's effect ends on all targets if you make an attack, or cast a harmful spell against any of the spell's targets.



GHAUNADAUR

That Which Lurks, The Elder Eye, The Lord of Slime, The Ancient One

Ghaunadaur (Falsewhisperers)

All creatures have a place in the world, and all are fit to wield power, but power must be claimed. Cull the weak, weed out the flawed, and strengthen the stock. Those who rebel against society do the most to grow and evolve it. Spread knowledge and fear of Ghaunadaur, and persuade others to sacrifice themselves for That Which Lurks. Give yourself freely in sacrifice.

Clergy. Priests of Ghaunadaur serve The Elder Eye with the utmost devotion, doing whatever pleases their chaotic god. Most often, this means sacrifices, but sometimes it means releasing abominations on the world to cause panic and fear. The Elder Eye appreciates willing sacrifices most, so the highest-ranking priests are quite adept at charming or coercing others into giving themselves up to The Eye.

Temples and Shrines. Most of the priests of Ghaunadaur gather in scattered cults throughout the Underdark, but a few exceptions exist in drow and aboleth cities. These dark and mysterious temples are sometimes visited by false worshippers, who have learned that they can sometimes be granted favors by That Which Lurks, even without giving themselves over to the chaos, though Ghaunadaur sometimes grants them power only to devour them an instant later at the height of their elation.

Background Story Option

d4 Event

- 1 It is my sworn duty since birth to work in service of The Elder Eye. I shall draw sacrifices to his altar until I can tempt no more, and then, I will lay myself on the altar and give up my existence to That Which Lurks.
- 2 A false believer sought to sacrifice me to Ghaunadaur for power, and I watched the pit of ooze open up and devour the heretic. I felt the madness nipping at my soul and I have devoted myself to Ghaunadaur ever since.
- 3 I stumbled upon the cultists of That Which Lurks in a deep tunnel of the Underdark, and they set a great abomination upon me. However, the abomination passed over me and instead shred one of their own to pieces. They gave me his tattered robes and welcomed me into the fold. How could I say no?
- 4 Sanity was a shackle upon my soul before I gazed into The Elder Eye and saw that which the world did not want me to see! I witnessed The Lord of Slime rise up from the primordial ooze at the dawning of existence! Hail to the Ancient One! MORE SACRIFICES FOR THE EYE!

Ashley May



DRUID: CIRCLE OF OOZE

Druids of the Circle of Ooze – or Ooze druids – are usually some of the more wretched, displaced, or outcast of their respective societies. Ghaunadaur offers a connection to a more primal state of consciousness – survive and consume.

Ooze druids believe all life began from the primal ooze, and eventually so it shall return. In connecting to this state, Ooze druids believe they can understand life, death, and the power inherent in controlling their eventual primal state.

CIRCLE OF OOZE FEATURES

Druid Level Feature

2nd	Combat Wild Shape, Ooze Forms
6th	Aberrant Physiology
10th	Multiply
14th	One with Ooze

COMBAT WILD SHAPE

When you choose this circle at 2nd level, you gain the ability to use Wild Shape on your turn as a bonus action, rather than as an action.

Additionally, while you are transformed by Wild Shape, you can use a bonus action to expend one spell slot to regain 1d8 hit points per level of the spell slot expended.

OOZE FORMS

The rites of your circle grant you the ability to transform into ooze forms, as well as the standard beast forms. Starting at 2nd level, you can use your Wild Shape to transform into an ooze with a challenge rating as high as 1 (you ignore the Max. CR column of the Beast Shapes table for oozes, but must abide by the other limitations for your beast shapes).

Starting at 6th level, you can transform into an ooze with a challenge rating as high as your druid level divided by 3, rounded down. If your ooze form has the split ability, your Wild Shape ends if any of the oozes are reduced to 0 hit points.

ABERRANT PHYSIOLOGY

Beginning at 6th level, you can alter your internal physiology in response to a critical hit, shifting vital organs away from the attack. As a reaction you may turn a critical hit into a normal hit. You regain the use of this ability after finishing a short rest.

MULTIPLY

At 10th level, when in your ooze form, you may use

an action to multiply, generating a temporary replica of your current shape. The new ooze has your form's current hit points and conditions. In all other ways, it acts like a summoned monster controlled by you. The temporary ooze lasts for 1 minute, or until it is reduced to zero hit points. You regain the use of this ability after completing a long rest.

ONE WITH OOZE

At 14th level, you can choose one damage type that one of your ooze shapes is resistant or immune to. You now have immunity to that damage type in your natural form, and in any Wild Shape form.

Micah Watt

SORCERER: OOZEBORN

In the depths of the Underdark, where not even the worshippers of Lolth dare to go, the name of Ghaunadaur is spoken. There the outcasts and rebels prepare for the day when they will no longer be considered as such. In pits of ooze and slime, they breed and grow a weapon—the Oozeborn.

OOZEBORN FEATURES

Sorcerer Level	Feature
1st	Malleable, Oozeblood
6th	Sticky Spells
14th	Illusionary Split
18th	Amorphous Regeneration

MALLEABLE

When you choose this origin at 1st level, your body has some traits like an ooze. You have resistance to non-magical bludgeoning damage. You can move through a space as narrow as 1 inch wide without squeezing. If you did not expend any movement on your last turn, you have advantage on any Dexterity (Stealth) checks made before your next movement.

OOZEBLOOD

Starting at 1st level, you know the *grease* spell and it doesn't count against the number of spells you know.

STICKY SPELLS

At 6th level, your spells can produce a slime-like substance beneath your targets. Whenever you hit a creature with a spell attack, or it fails a saving throw against a single target spell of yours, you may expend 2 sorcery points and the target is restrained until the end of its next turn.

ILLUSIONARY SPLIT

At 14th level, as a reaction, which you take when you take bludgeoning, piercing, or slashing damage, you can expend 1 sorcery point to cast *mirror image*. You can use this ability a number of times per day equal to your Charisma modifier (minimum of once).

AMORPHOUS REGENERATION

At 18th level, you can use your ooze nature to regenerate and regrow. When you take piercing or slashing damage, you may use your reaction to expend 4 sorcery points and regain hit points equal to your level + your Charisma modifier. Instead of regaining the hit points, you can instead regrow a single body part. You may use this ability outside of battle.

Ryan Langr

NEW GHAUNADAUR SPELLS

The following spells are only available to the faithful of The Elder Eye.

SLIMBURST

3rd-level conjuration

Casting Time: 1 action

Range: 100 feet

Components: V, S, M (a small jar of slime)

Duration: Concentration, up to 1 minute

You conjure an explosion of acidic slime, centered on a point within range. Each creature within a 20-foot-radius sphere centered on that point, must make a Dexterity saving throw. A target takes 6d6 acid damage on a failed saving throw, or half as much damage on a successful one.

While the spell is in effect, the area acts like difficult terrain, and any creature starting its turn in the area, or entering the area for the first time on its turn, takes 1d6 acid damage.

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

SLIMESPRAY

Conjuration cantrip

Casting Time: 1 action

Range: 15 feet

Components: V, S,

Duration: Instantaneous

You extend your hand toward a creature you can see within range and project a blast of acidic slime from

your palm. The creature must succeed on a Dexterity saving throw or take 1d12 acid damage.

This spell's damage increases by 1d12 when you reach 5th level (2d12), 11th level (3d12), and 17th level (4d12).

SLIMEWAVE

2nd-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a small jar of slime)

Duration: Concentration, up to 1 minute

You conjure a wave of acidic slime at a point within 60 feet, which rises up before crashing down onto a 10-foot by 10-foot area. Any creature within the area of effect when the spell is cast, must make a Dexterity saving throw or take 2d6 acid damage and be knocked prone. On a successful save the target takes half as much damage and isn't knocked prone.

While the spell is in effect, the area acts like difficult terrain, and any creature starting its turn in the area, or entering the area for the first time on its turn, takes 1d6 acid damage.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you deal an additional 1d6 damage for every two slot levels above 2nd.

WALL OF OOZE

4th-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a tiny portion of a gelatinous cube)

Duration: Concentration, up to 10 minutes

You create a wall of semi-solid ooze on the ground, at a point you can see within range. You can make the wall up to 40 feet long, 10 feet high, and 10 foot thick, or a ringed wall up to 20 feet in diameter, 20 feet high, and 5 foot thick. The wall vanishes when the spell ends. The wall's space is difficult terrain. Any creature touching the wall or passing through it takes 5d8 acid damage. A creature that starts its turn inside the wall also takes 5d8 acid damage.



KIARANSALEE

The Revenancer

Kiaransalee (Yathrinshee)

Necromancers see death as a tool to exploit, a resource. Followers of Kiaransalee understand that death is the inevitable end for all things. They see undeath as a way of having mastered the inevitable.

The Graverending. Celebrated on the eve of midwinter, each priest raises as many undead as they can, filling them with the pure rage of revenge for 24 hours. The undead sweep over the land to specifically attack the living.

Temples and Shrines. Deep under the frozen wastes of Vaasa lies a great cavern filled with thousands of skulls. This shrine is called the Vault of Gnashing Teeth. Other temples dedicated to her are built in the desecrated remains of other temples.

Background Story Option

d4 Event

- 1 In my dreams, I'm in a deep, dark cavern. Within it, is a dark-skinned woman seemingly made of shadows. She whispers to me to seek out the real meaning of death.
- 2 I lost someone important to me. I sought out those who said they could help, but none would do anything about it. They told me to move on and keep living. Until I met the priestess, the crone. She explained to me that death was only the beginning, a glimpse into the truth.
- 3 While hunting, I came across a rampaging beast and it nearly killed me. I crawled through the dark, through the mud, for what felt like miles. I blacked out, and straddling the line between life and death, allowed me to hear her song. The song of death, a song that brought me to the church.
- 4 I ran away from the drow, wandering tunnels in the Underdark for weeks. Eventually, the priestesses found me and gave me an option; did I want to die without ever having lived or die knowing that is when I'll truly be born. I've been with the church ever since.

Bryan Holmes

WARLOCK PATRON: KIARANSALEE

Kiaransalee was killed but returned as a god with vengeance, and undeath as her main purviews. Drow, due to the nature of their society, are often lured into seeking Kiaransalee as their patron. However, warlocks of other races may seek to form a pact with The Revenancer to unleash hateful stirrings within their hearts, in order to deliver vengeance upon their enemies.



KIARANSALEE FEATURES

Warlock Level Feature

1st	Vengeful Presence
6th	Soul of Vengeance
10th	Hard to Kill
14th	Revenancer's Revenge

EXPANDED SPELL LIST

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

Spell Level Spells

1st	<i>inflict wounds, ray of sickness</i>
3rd	<i>blindness/deafness, phantasmal force</i>
5th	<i>animate dead, bestow curse</i>
7th	<i>locate creature, phantasmal killer</i>
9th	<i>dominate person, enervation</i>

VENGEFUL PRESENCE

Starting at 1st level, Kiaransalee imbues you with a vengeful presence. As an action, you can inspire vengeance in allies within 30 feet of you. For 1 minute, you and allies within 30 feet of you that are hit by an attack, have advantage on your attacks against attackers who have dealt you damage since this feature was activated.

Once you use this feature, you must finish a short or long rest before you can use it again.

SOUL OF VENGEANCE

Starting at 6th level, your spells are more potent against enemies who've recently dealt you damage. Your spell save DC increases by 1 for enemies that have damaged you with an attack or spell since your last long rest.

HARD TO KILL

Starting at 10th level, when you're reduced to zero hit points without being killed outright, you drop to 1 hit point instead. Once you've used this feature, you must finish a long rest before using it again.

REVENANCER'S REVENGE

At 14th level, your thirst for revenge against those who've wronged you increases the effectiveness of your attacks against your chosen foe. You can use your action to mark a creature that you can see within 60 feet of you as your chosen enemy. For 1 minute, whenever you hit that creature with an attack, the creature takes an extra 2d6 necrotic damage.

Once you've used this feature, you must finish a short rest before using it again.

Scott Bean

WIZARD: TRUE DEATH ARCANE

TRADITION

No mere reanimator, your necromantic skills are frightful. As a follower of Kiaransalee, you acknowledge that you are on a path she has already walked; that you stand in the shadow of death itself, and only her whispered secrets can take you the rest of the way.

Melding faith and the arcane is never easy, but for control over the powers of death itself, the struggle is worth sticking with.

TRUE DEATH FEATURES

Wizard Level	Feature
2nd	Necromancer Adept, Necromantic Tongue
6th	Absorb Life
10th	Revenancer's Call
14th	Visions of Death

NECROMANCERS ADEPT

At 2nd level, when you cast a necromancy spell and do not use a higher-level spell slot to cast it, the spell is cast as though you had used a spell slot one level higher. You can use this ability a number of times equal to your Intelligence modifier (minimum of once). You regain all uses of this ability when you complete a long rest.

NECROMANTIC TONGUE

Starting at 2nd level, you are permanently under the effects of the *speak with dead* spell, however you can only use it to speak with undead creatures, and they only recall things that happened over a number of hours equal to their Intelligence score.

ABSORB LIFE

Starting at 6th level, whenever you reduce a creature (excluding undead) to zero hit points, you gain temporary hit points equal to your level.

Additionally, if you cast a spell that deals cold or necrotic damage whilst you have temporary hit points, you can deal extra damage equal to those temporary hit points. If you do, you immediately lose all of your temporary hit points.

REVENANCER'S CALL

Beginning at 10th level, you gain the Necromatic Summons ability, the ability to raise up the creatures you kill into zombies under your control. You get a number of Necromatic Summons points equal to half your wizard level. Whenever you reduce a creature, that isn't undead, to zero hit points, you can expend 1

Necromatic Summons point and raise it up as a zombie (MM p.316) under your control.

When you complete a short or long rest, all zombies under your control crumble to dust, and you regain all of your expended Necromatic Summons points.

VISIONS OF DEATH

At 14th level, you can take total and precise control of an undead creature animated by one of your spells or abilities. As an action, you can see through the creature's eyes and hear what it hears until the start of your next turn. During this time, you are deaf and blind with regard to your own senses.

The creature takes only the actions you choose. During this time the creature can use your reaction to make an opportunity attack if one is triggered.

Finally, while controlling a creature in this way, you can cast a spell with a range of touch, and the controlled creature delivers the spell as if it had cast the spell. If the spell requires an attack roll, you use your attack modifier for the roll. After delivering the spell, the creature immediately disintegrates.

Bryan Holmes



NEW KIARANSALEE SPELLS

The following spells are only available to the faithful of Kiaransalee.

HAUNTED REVERIE

3rd-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

Choose an elf or other creature which does not need sleep, within range. The target must succeed on a Wisdom saving throw or it becomes incapacitated and is drawn into a reverie filled with nightmares, taking 2d6 psychic damage at the start of each of its turns. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

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.

CURSE OF THE REVENANCER

6th-level necromancy

Casting Time: 10 minutes

Range: Self

Components: V, S, M (an object that was owned by your target)

Duration: 24 hours

You curse an object connected with your target, affecting them throughout the duration as they feel a cold pall creep over them. The target must succeed on a Wisdom saving throw or be cursed. While cursed, any creature killed by the target that isn't an undead, rises up as an uncontrolled skeleton or zombie for the duration of the curse.

At Higher Levels. If cast this spell using a spell slot of 7th level, the duration is 1 month. If you use an 8th level spell slot, the duration becomes 1 year. If you use a 9th level spell slot, the spell lasts until dispelled.



TSAT 030505

LOLTH

The Spider Queen, Queen of Spiders, Demon Queen of Spiders, Queen of the Abyss, Queen of the Demonweb Pits, Weaver of Chaos, the Hunted, Mother of Lusts, Dark Mother of All Drow, Lady of Spiders

Lolth (Lolthite)

Love is gentle, love is kind, and love is frail and useless. Fear, however, is like steel; strong and sharp. It is always better to be feared than to be loved. Build your web and make sacrifices of outsiders, slaves, and men who blaspheme against the Spider Queen. Teach your children to worship The Dark Mother and see that your family provides at least one priestess to her cause. Drink the blood of your enemies, eat their still beating hearts, and let the cries of their children bring you peace and comfort.

Clergy. The Lolthite clergy is almost entirely comprised of women, though there are a few exceptions. These priestesses often function as powerful political and religious leaders within their communities, and are known for being cut-throat, in order to secure more personal power and to appease their goddess. Among her clergy are two orders of crusaders, the exclusively male Militant Myrlochar, and the exclusively female Handmaidens of the Spider Queen.

Temples and Shrines. Noble drow houses maintain their own private temples to Lolth, overseen by the matriarch of their family. Major cities host grand temples used for training clergy, and also host large gathering areas used for matters of public ceremony, calls to war, and so on. Though temples may vary greatly in size, they all follow the same general design, with dark inner chambers used for worship and spellcasting, featuring black stone statuettes of the Spider Queen. Additional antechambers are devoted to specific purposes like war planning, libraries, treasuries, and so on.

Background Story Option

d4 Event

- 1 Since my youth, I watched the machinations of noble houses, plotting against one another and against their own family members. I learned to play the game from a young age, and I will serve my goddess well, by taking whatever power I can hold onto.
- 2 As a child, I watched another child tormenting a spider on its web. I could not stand it, so I grabbed a stick and beat the child terribly. When a priestess of Lolth arrived, she took me away, and told me I was beloved by Lolth. I never saw the other child again.

3 I fell into the web of a giant spider once, and I was certain I would die. I struggled in vain until it set upon me, and I froze under its many-eyed gaze. To my surprise, the spider turned and let me be. When the spider priestesses found me the next day, they believed that I had been spared by Lolth, but we know not for what purpose.

4 I was born in a drow house, under a city of Lolth's rule. There was never any option for me besides fealty to our Lady of Chaos.

Ashley May

DRUID: CIRCLE OF THE SPIDER

Druids of the Circle of the Spider embrace the Spider Queen's totemic icon – the arachnid – with a zeal and fervor that borders on the disturbing – at least to outside observers.



Circle of the Spider druids embrace the essence of arachnids – patient, industrious hunters that strike rapidly and mercilessly, drawing their prey away to dark places to extract what they need – be it material or less...tangible.

Circle of the Spiders druids are found anywhere spiders dwell - so everywhere - unseen and always watching....

CIRCLE OF THE SPIDER FEATURES

Druid Level Feature

2nd	Combat Spider Shape, Spider Forms
6th	Web Walking
10th	Venom Immunity
14th	Arachnid Mastery

COMBAT SPIDER SHAPE

When you choose this circle at 2nd level, you gain the ability to use Wild Shape on your turn as a bonus action, rather than as an action, if you are taking an arachnid form.

Additionally, while you are transformed by Wild Shape and in spider form, you can use a bonus action to expend one spell slot when you hit with a bite attack, to deal an additional 1d8 points of poison damage per level of the spell slot expended.

SPIDER FORMS

The rites of your circle grant you the ability to transform into spider forms as well as the standard beast forms. Starting at 2nd level, you can use your Wild Shape to transform into a spider or swarm of spiders with a challenge rating as high as 1 (you ignore the Max. CR column of the Beast Shapes table for spiders, but must abide by the other limitations for your beast shapes).

Starting at 6th level, you can transform into a spider with a challenge rating as high as your druid level divided by 3, rounded down. Starting at 18th level, you may use your Wild Shape to transform into a drider.

WEB WALKING

Beginning at 6th level, you gain a climb speed equal to your base walking speed, and you ignore movement restrictions caused by webbing. If you are subject to spells or effects that reduce your movement, or impose the grappled or restrained condition, you have advantage on any saving throws or ability checks to escape or free yourself from these effects or conditions.

Additionally, you learn the *web* spell and it counts as a druid spell for you.

VENOM IMMUNITY

At 10th level, you are immune to poison and the poisoned condition, and diseases of all types.

ARACHNID MASTERY

At 14th level, you become connected to arachnids on a primal level. Spiders and arachnids are automatically friendly towards you unless magically controlled by another creature – such as through summoning spells. If a spider controlled by someone else attacks you, it must make a successful Wisdom saving throw against your druid spell save DC. On a failure it is freed from its control and considers you an ally. On a successful save, it continues its attack and is immune to this effect for the next 24 hours.

In addition, you can use the *beast sense* spell at will. When cast this way, the spell only effects arachnids.

Micah Watt



PALADIN: OATH OF THE ARACHNE

Paladins who swear this oath are champions of Lolth's church. They inspire fear in drow and enforce the church's doctrines. This often leads to Arachne paladins acting as enforcers; hunting and purging nonbelievers from drow society by delivering them as sacrifices at the altar, and then feeding their remains to the spiders.

TENETS OF THE ARACHNE

Influence Fear to Gain Advantage. Spread fear through a show of force and strength. Fear exposes weaknesses that can be used to gain advantage.

Convert or Destroy Unbelievers. All drow must revere Lolth. Convert them to the faith or they must be destroyed.

Cull the Weak. Those who show weakness or disloyalty aren't fit to be Lolth's faithful. Cull them from the cluster.

Revere Arachnids. Arachnids are Lolth's favored creatures – cultivate admiration for them.

OATH OF THE ARACHNE FEATURES

Paladin Level	Feature
3rd	Oath Spells, Channel Divinity
7th	Aura of Arachnophobia (10 ft.)
15th	Lolth's Champion
18th	Aura of Arachnophobia (30 ft.)
20th	Yochlol Transformation

OATH SPELLS

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

Paladin Level	Spells
3rd	<i>cause fear</i> , <i>poison smite</i>
5th	<i>spider climb</i> , <i>web</i>
9th	<i>fear</i> , <i>stinking cloud</i>
13th	<i>dominate beast</i> , <i>freedom of movement</i>
17th	<i>dominate person</i> , <i>spider plague</i>

CHANNEL DIVINITY

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

Ethereal Jaunt. You use your Channel Divinity and for 1 minute, your skin becomes pale with light blue patches like the color of a phase spider. During this time, you can use a bonus action to magically shift from the Material Plane to the Ethereal Plane or vice versa.

Toxic Blade. You use your Channel Divinity to cause a bladed weapon you're holding to secrete a neurotoxic

venom for 1 minute. A creature hit with the blade must make a Constitution saving throw or become poisoned for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

If you drop the blade or become unconscious, this effect ends.

AURA OF ARACHNOPHOBIA

Starting at 7th level, you project an aura that takes advantage of an enemy's fear of you. A creature within 10 feet of you that starts its turn frightened of you, must make a Wisdom saving throw or take psychic damage equal to your paladin level, as it perceives spiders crawling all over its body, until the end of its turn. The creature takes half as much damage on a successful saving throw. The aura doesn't extend through total cover or function if you're incapacitated.

The range of this aura increases to 30 feet at 18th level.

LOLTH'S CHAMPION

At 15th level, you are immune to poison damage and the poisoned condition. In addition, you know the *poison spray* cantrip.

YOCHLOL TRANSFORMATION

At 20th level, you can use your action to transform into a yochlol. This effect works the same as the *shapechange* spell with the same duration, but without the need for material components or the ability to assume other forms.

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

NEW LOLTH SPELLS

The following spells are only available to the faithful of Lolth.

POISON SMITE

1st-level evocation

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

The next time you hit a creature with a weapon attack before the spell ends, your weapon inflicts an extra 1d6 poison damage, and the target must make a Constitution saving throw. On a failed save, the creature is poisoned for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

At Higher Levels. When you cast this spell using a

spell slot of 2nd level or higher, the poison damage increases by 1d6 for each slot level above 1st.

SPIDER PLAGUE

5th-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 hour

You summon three fiends that appear as giant spiders (MM p.328) in unoccupied spaces that you can see within range. The spiders are friendly to you and your companions. Roll initiative for the spiders as a group, which have their own turns. The spiders obey any verbal commands that you issue them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, you summon one extra giant spider for every slot level above 5th.

Scott Bean.



MALYK

The Dark Mage

Malyk (Malykian)

Chaos can never be contained. When order demands that magic be contained or snuffed out, there can be no other course but rebellion. To pray to Malyk is to commit blasphemy against Lolth and betray drow society, but any society that would see its most powerful founts of magic be executed, deserves nothing less than destruction. However, Malyk sees no shame in outwardly professing loyalty to Lolth while worshipping him in secret; if anything, the duplicity of the act is all the sweeter.

Clergy. There are no formal priests of Malyk, and no organized hierarchical church. Instead, elder members of the cult induct younger members in quiet, clandestine ceremonies, teaching them words of invocation to pray to their chaotic god, and instructing them in how to perform proper sacrifices. Everything surrounding Malykian worship is kept secret, as they are constantly under threat of being purged by worshippers of Lolth.

Non-Drow Followers. Though Malyk may appeal most to drow men and low-born women, he does not necessarily limit his gifts only to drow. Any sorcerer may make sacrifices in an attempt to draw his favor.

Background Story Option

d4 Event

- 1 As a child, I saw the inherent inequalities in drow society. It was a society that didn't deserve to exist. The cult of Malyk feels the same way I do, and I feel at home among others who want to see it burn.
- 2 I came across some secret texts of dubious origin that claim Malyk was once a drow lich. I began to pray to him to secure my own path toward lichdom.
- 3 I did not find Malyk, as much as Malyk's worshippers found me. An ill-timed surge of wild magic caught the eye of cultists who enthusiastically brought me into the fold, believing me to be gifted by Malyk himself.
- 4 The midwife who delivered me knew I had raw, wild magic coursing through my veins from the beginning. My parents began to worship Malyk in secret, making sacrifices in his name, in order to provide a better life for me.

Ashley May



CLERIC: MAGICBREAKER

DOMAIN

Clerics of the Magicbreaker domain embrace the aspect of Malyk as a power of wild magic, and mastery of the arcane as a means of fueling their ambitions of chaos and rebellion. Clerics of the Magicbreaker domain revel in blunting their opponents magic, or turning it against them.

MAGICBREAKER FEATURES

Cleric Level	Feature
1st	Domain Spells, Magic Secrets
2nd	Channel Divinity: Wild Magic
6th	Unweave
8th	Potent Spellcasting
17th	Arcane Backlash

DOMAIN SPELLS

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

Cleric Level	Spells
1st	<i>chaos bolt, expeditious retreat</i>
3rd	<i>alter self, invisibility</i>
5th	<i>counterspell, dispel magic</i>
7th	<i>arcane eye, confusion</i>
9th	<i>animate objects, telekinesis</i>

MAGIC SECRETS

At 1st level, you gain proficiency with the Arcana skill, and learn two additional cantrips of your choice from any spell list. These count as cleric cantrips for you, but they do not count against the number of cleric cantrips you know.

CHANNEL DIVINITY: WILD MAGIC

Starting at 2nd level, you can use your Channel Divinity to reduce the control other casters have over their magic. As an action, you create a 30-foot radius sphere of wild magic centered on a point within 100 feet that you can see. The sphere lasts for 1 minute. Any creature casting spells of 1st level or higher must make a Charisma saving throw versus your spell save DC, or generate a random wild magic effect (as per the Wild Magic Surge table). You and a number of creatures of your choice, up to your Wisdom modifier (minimum 1), are immune to this effect, but not any wild magic effects that are generated.

UNWEAVE

Starting at 6th level, you become more adept at dispelling and countering spells. Whenever you cast *dispel magic* or *counterspell*, you add your proficiency bonus to any ability check that is a part of the casting of that spell.

POTENT SPELLCASTING

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

ARCANE BACKLASH

At 17th level, as an action, you can cause an opponent to suffer a magical backlash. The target is surrounded by a visible aura of crackling arcane energy that lasts for 1 minute. Each time the target attempts to cast a spell, they must succeed on a Charisma saving throw or the spell fails, and the spell slot is spent. On a successful save the effect ends. You regain the use of this ability after finishing a long rest.

Micah Watt

WIZARD: CHAOS MAGE ARCANE TRADITION

Chaos mages are often rebellious and free spirited drow who secretly worship Malyk. Before studying wizardry, a chaos mage may have witnessed the effects produced when spells are cast within wild magic areas in the Underdark, and wished to harness the unpredictable power to further their own ends. These wizards learn spellcasting techniques that produce wild magic effects; these techniques alter the normal verbal, somatic, and material components used to cast spells. Wizards who choose this arcane tradition often seek to spread chaos throughout the Underdark and beyond.

CHAOS MAGE FEATURES

Wizard Level	Feature
2nd	Affinity for Chaos, Wild Magic
6th	Manipulate Chaos
10th	Controlled Chaos
14th	Spell Empowerment

AFFINITY FOR CHAOS

Starting at 2nd level, you are attuned to the chaos of unpredictable events. Whenever you are required to roll initiative, you can add your proficiency bonus to the roll.

WILD MAGIC

Starting at 2nd level, when you choose this arcane tradition, you can tap into the raw forces of wild magic to cause unpredictable magical effects. Once per turn when you cast a spell, you can roll a d20. If the result is less than 1 + your Intelligence modifier, your spell has created a wild magic effect. Roll 1d100 and consult the Wild Magic Surge table in the Player's Handbook. Your wizard spell functions normally and produces a random magical effect as determined by the table. If you roll a 99 or 100 on the table, you regain the use of your Arcane Recovery feature instead of sorcery points. If the magical effect is a spell that normally requires concentration, it doesn't require concentration in this instance.

MANIPULATE CHAOS

Starting at 6th level, you can influence the random outcomes of your damaging spells. You can reroll any 1s when determining damage caused by your wizard spells.

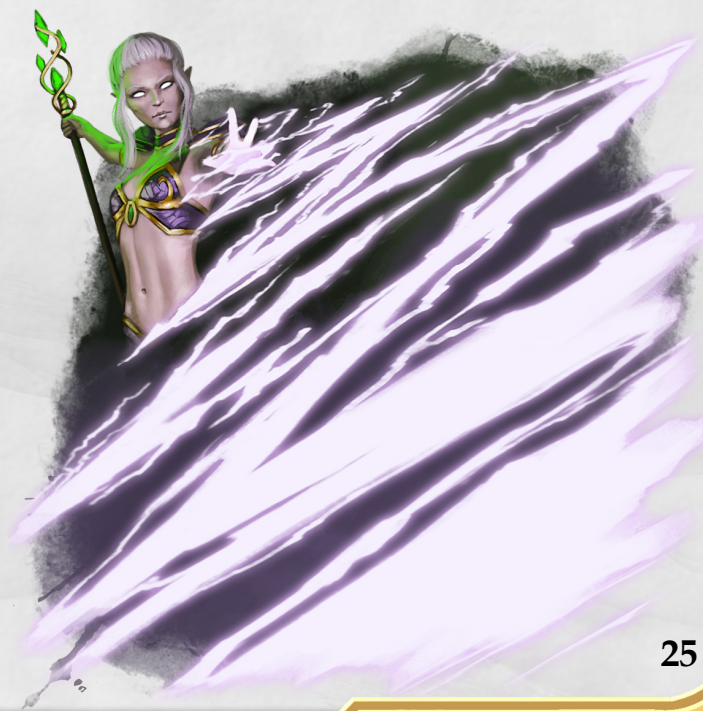
CONTROLLED CHAOS

Starting at 10th level, you can attempt to manipulate chaos in your favor. Whenever you roll on the Wild Magic Surge table, you can roll twice and choose either result.

SPELL EMPOWERMENT

Starting at 14th level, your spells are more difficult to resist, and you're more effective at manipulating the outcome of the random variables of your spells. You can reroll any 1s or 2s when determining the damage caused by your spells, and your spell save DC increases by 1.

Scott Bean



SELVETARM

Champion of Lolth, Thane of Lolth, the Spider That Waits, the Spider Demon, Prince of Aranea, Lord of the Venomire

Selvetarm (Selvetargtlin)

The Champion of Lolth waits at the edge of his web, ever watching, guarding. He teaches us to never give or receive quarter, for to be shown mercy is to be shamed. It is the highest hope to die in battle against overwhelming odds. To fight is the ultimate expression of power, and one's life cannot truly be valued until it has burnt out.

Clergy. Priests and followers of Selvetarm alike, are known as selvetargtlin. Their clerical order is made up almost exclusively of men, though some women with a taste for bloodshed do join the temple. Though selvetargtlin train in military combat to the highest degree, they typically do not enjoy positions of military power in drow society; their war-crazed god is considered distasteful, and their ways inferior, to the intellectual strategies employed by the drow military.

Holy Days. Ceremonies of Selvetarm are seldom held openly. In some cities, selvetargtlin are not even legally allowed to worship their god directly. Instead, they must worship him as a servant of Lolth, under threat of execution for heresy at the hands of Lolth's priestesses. Still, some celebrate The Assault of the Promenade on Nightal 20, remembering the attack Selvetarm led on Eilistraee's most holy temple. Though the attack failed and Selvetarm was killed (albeit later resurrected), the glory of battle and bloodshed remains a highlight in the selvetargtlin history books.

Background Story Option

d4 Event

- 1 As a child, I always visited the temples of Lolth with my mother. However, when I was old enough, she showed me that our family kept Selvetarm in secret. The responsibility for leading the family's worship of our Spider That Waits, has fallen onto me.
- 2 When I bested a drow warrior, I showed mercy, but he lashed out at me as though I had deeply insulted him. He screamed to invoke Selvetarm's name before I killed him. I could not stop thinking of the event and began to look into the ways of the selvetargtlin.
- 3 I once fought and slayed a demon, but the overwhelming pressure of its demonic essence swept over me, and drove me mad with bloodlust. I later awoke in the care of selvetargtlin priests, who believed I'd been blessed by their god.
- 4 Both of my parents were selvetargtlin, and the love of battle was taught to me from a young age. I will lay in wait for my moment of glory to arrive.

Ashley May



BARBARIAN: PATH OF THE

SELVETARGETLIN

Barbarians who follow this primal path, channel their rage into an expression of war fueled by hatred. These barbarians are often faithful followers and warriors in the church of Lolth, who are angered by those who don't show proper respect for the Spider Queen. Matriarchs within the church often tolerate Selvetargtlins, since they can be used to unleash vengeance and destruction upon the unfaithful.

PATH OF THE SELVETARGETLIN FEATURES

Barbarian Level	Feature
3rd	Venomous Rage
6th	Spider Constitution
10th	Ensnaring Web
14th	Ensnaring Attack

VENOMOUS RAGE

When you choose this path at 3rd level, you garner a sliver of the Spider Demon's aspect, as your canine teeth grow into venomous fangs while you rage. On each of your turns for the duration, you can use your bonus action to bite a creature within 5 feet of you. On a hit, the target takes 1d4 + your Strength modifier piercing damage and it must make a Constitution saving throw (DC equals 8 + your proficiency bonus + your Constitution modifier) or be poisoned until the end of its next turn. When your rage ends, you suffer one level of exhaustion.

SPIDER CONSTITUTION

At 6th level, you are resistant to poison damage and immune to the poisoned condition, while you are raging. If you are already poisoned when you enter your rage, the effect is suspended for the duration.

In addition, your bites count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

ENSNARING WEB

At 10th level, while you're raging and have at least one hand free, you can use your action to make a ranged weapon attack, to shoot webs from your free hand at a target you can see within 30 feet of you. You are proficient with this attack, and on a hit, the target is grappled. While the target is grappled, you can use your bonus action on each of your subsequent turns to pull the creature up to 10 feet toward you. The creature can use its action to make a Strength (Athletics) check (DC equals 8 + your proficiency bonus + your Constitution

modifier) to break free.

In addition, while raging, you can use your ensnaring web to make an opportunity attack when a creature leaves your reach. You don't have disadvantage on the roll for making a ranged attack in melee when using your ensnaring web for an opportunity attack.

ENSNARING ATTACK

At 14th level, when using your Ensnaring Web to pull a grappled creature toward you, you can make a melee weapon attack as part of the same bonus action if you pull the creature to within 5 feet of you.

Scott Bean



PALADIN: OATH OF THE ENSLAVED

Those that take the sacred Oath of the Enslaved — usually disenfranchised drow warriors or those seen as expendable by their matron tyrants — are warriors who have found themselves forced into the hells of combat by greater powers or authorities. In a way, unlike other oaths, this is one forced on them; sworn under threat of eternal imprisonment or utter annihilation. These Slave Knights have no choice but to put their lives on the line out of hopes of attaining freedom in the murky, bloodstained future. The drow god, Selvetarm, is considered by many to be the first being to take this oath. It drove him mad to do so, and all others after him, likewise lose their sanity on their quest for freedom.

TENETS OF ENSLAVEMENT

Forced Servitude. You will serve your masters in their every endeavor, regardless of your choices.

Insanity. You will give in to the berserk spirits that claim you.

Freedom. Through violence you yearn for freedom, to break your chains, to slaughter those that would put you back in them.

OATH OF THE ENSLAVED FEATURES

Paladin Level	Feature
3rd	Oath Spells, Channel Divinity
7th	Aura of Enslavement (10 ft.)
15th	Rampage of the Chained Knight
18th	Aura of Arachnophobia (30 ft.)
20th	Mad Slave of the Mad Tyrant

OATH SPELLS

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

Paladin Level	Spells
3rd	<i>ensnaring strike, entangle</i>
5th	<i>crown of madness, web</i>
9th	<i>fear, slow</i>
13th	<i>grasping vine, shadow of moil</i>
17th	<i>negative energy flood, planar binding</i>

CHANNEL DIVINITY

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

Chains of the Dark Tyrant. As an action, you can cause spectral webbing to manifest from the weave, and attempt to restrain a creature that you can see within

30 feet of you. The target must make a Dexterity saving throw or be restrained by the webbing for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

The Poison of Rage. As an action, you present either your holy symbol, or a weapon you are holding, to a creature that you can see within 30 feet. The creature must succeed on a Charisma saving throw against your spell save DC, or it goes mad until the end of its next turn. A creature that has gone mad will use its action to move towards the closest creature to it and make a melee weapon attack against that creature, attacking unarmed if it has no weapons to use. Creatures that are immune to being charmed cannot be affected by this feature.

AURA OF ENSLAVEMENT

Starting at 7th level, you emit a malevolent aura while you're not incapacitated. The aura extends 10 feet from you in every direction, but not through total cover. Whenever a creature standing inside your aura takes damage, you can use your reaction to reduce the creature's movement by 10 feet until the end of its next turn.

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

RAMPAGE OF THE CHAINED KNIGHT

At 15th level, your raging resistance against your bonds, translates directly to overwhelming combat prowess. Whenever you are grappled or incapacitated, at the beginning of your turn, you can make a single weapon attack against one creature within reach.

MAD SLAVE OF THE MAD TYRANT

Upon reaching 20th level, you can take on a similar form to that of the first Slave Knight, the drow god Selvetarm. Using your action, you undergo this transformation and gain the following benefits for 1 minute:

- You sprout eight arms from your back, each holding a mimicry of the weapon in your main hand. When you take the attack action, you can make an additional attack with one of these arms as a bonus action.
- Creatures affected by your Poison of Rage Channel Divinity feature make two attacks against the closest creature to them, instead of one.
- When you reduce a creature to zero hit points, you can make one additional attack against a creature of your choice within reach.

This effect ends early if you are incapacitated or die. Once you use this feature, you can't use it again until you complete a long rest.

Marquis Hartis



VHAERAUN

The Masked Lord, The Masked God of Night, The Shadow, The Masked Mage, The Lord of Shadow, Shadow Lord

Vhaeraun (Vhaeraunian)

The Masked God of Night steps from the shadows to take back his stolen birthright, a royal lineage stolen from him because he was born a 'lesser'. Lolth's matriarchy must be smashed in order for all drow to live as equals. Once drow men and women stand on equal footing, only then can we reign supreme over the inferior races.

Clergy. The priesthood of Vhaeraun is primarily, but not exclusively, male; female devotees tend to be a free-thinking sort who agree that degrading half of their race weakens all of their race. That being said, men tend to be the primary voices within the church. Empathy and cooperation are encouraged by the Vhaeraunian clergy more so than in any other aspect of drow society.

Temples and Shrines. Because of their unpopular message, Vhaeraunian houses of worship tend to be small, often times housing only a small fraction of their actual followers in any given locale. They endure constant harassment from Lolth-aligned houses and factions, with little protection by law enforcement for the 'uppity menfolk'.

Non-Drow Followers. Vhaeraun draws few followers from other races, simply because the views of equality and unity do not extend beyond the drow; the whole intent of the Shadow Lord is that once his people are equal and unified, they'll be able to subjugate everyone else. That said, non-drow followers do exist, in the strangest of circumstances.

Background Story Option

d4 Event

- 1 When I was a child, my parents committed a crime. For that crime, my mother was punished with what equated to a slap on the wrist for a member of a noble house. My father, on the other hand, was publicly executed. I refuse to see this inequality continue to tear at drow families.
- 2 The clear delineation between the roles of men and women in drow society leaves no room for those who fall outside the boundaries, or dance between them. A system that cannot recognize all of its people, is a system that needs to be replaced.
- 3 In the darkest moment of my life, I cried out, and plead for help from every deity of the Dark Seldarine. I prayed to Lolth, I sobbed for Eilistraee, but it was Vhaeraun who answered my call in my hour of need. Ever since, there is but one god I will pray to.

- 4 Drow society is a woman's world, and by our civilization (if you can call it that), some are born 'lesser'. I was born a drow, and like every other of our blood, I believe that we are equal. If I have to spill that blood to prove it, I will.

Ashley May



MONK: WAY OF SELF

Though these monks look to Vhaeraun as an example of arrogance, they do not worship him in the strictest of senses, for they only seek to better themselves. The motto of this philosophy is 'all you need is within', and those who walk the Way of Self truly believe that they have the potential to become the most powerful of beings; if they can just actualize this potential. Though focused primarily on their own needs, they can sometimes exist in society, or come to the aid of others, if they believe it will further their own ends.

WAY OF SELF FEATURES

Monk Level	Feature
3rd	Self-Interested Magic
6th	Confident Esteem
11th	Vested Self-Interest
17th	Incorporeal Strike

SELF-INTERESTED MAGIC

Starting when you choose this tradition at 3rd level, you can use your ki to duplicate the effects of certain spells. As an action, you can spend 2 ki points to cast *detect thoughts*, *enthrall*, or *suggestion*, without needing material components. By spending 3 ki points, you cast *invisibility*. Additionally, you gain the *vicious mockery* cantrip if you don't already know it.

CONFIDENT ESTEEM

At 6th level, you have advantage on Wisdom (Insight) checks, and on Wisdom saving throws against the charmed and frightened conditions. You are also immune to spells and magical effects that would move you against your will.

VESTED SELF-INTEREST

At 11th level, you have learned how to protect yourself against attacks, at the expense of other creatures. When you are hit by a single target weapon or spell attack, you may use your reaction to expend 3 ki points and redirect that attack to another creature within 5 feet of you. If the attack roll would succeed against the new target, they take the damage. Otherwise you take half and they take half.

INCORPOREAL STRIKE

At 17th level, you can call on the power of Vhaeraun to deliver a special incorporeal punch. As an action, you can expend 4 ki points to become incorporeal. Until the start of your next turn, you can move through other creatures and objects as if they were difficult terrain. If you end your turn inside an object, you take 1d10 force damage and are shunted to the nearest unoccupied space. Until the start of your next turn, the first attack you make on a creature deals force damage, and the target must a Constitution saving throw (DC equals 8 + your proficiency bonus + your Wisdom modifier). On a failed save, the creature is poisoned and takes an additional 3d6 necrotic damage. While poisoned in this way, the target takes 3d6 necrotic damage at the start of each of its turns, as its internal organs bleed. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. On a successful save, the target takes half damage, and is not poisoned. Constructs and undead automatically succeed on their saving throw against this ability.

Ryan Langr



PALADIN: OATH OF MASKS

The Oath of Masks is taken up primarily by drow followers of Vhaeraun. Its ranks consist mostly of male drow who have broken free of the matriarchy but are not entirely posed as an enemy to Lolth. Instead, these paladins act as agents of Vhaeraun's will, seeking to bolster the dominance of drow as a race above all others.

Strength is a primary tenet of the Oath of Masks, but so is the wisdom of knowing where you are weak and applying less direct methods of achieving your goals, and unseating those who hold power over you.

TENETS OF MASKS

A paladin who takes this oath has the tenets of masks burned into their every action.

Your Strength Above All Others. You are strong, and it simply isn't enough to be strong. You must show your strength, even in the face of those you'd call friend.

Know Your Strengths. When your strength is not enough, employ wisdom and indirect methods to unseat your competition.

Drow Superiority. All drow are strong, and drow are stronger than all others.

OATH OF MASKS FEATURES

Paladin Level	Feature
3rd	Oath Spells, Channel Divinity
7th	Aura of Command (10 ft.)
15th	Baleful Poison
18th	Aura of Command (30 ft.)
20th	Half-Mask of Shadow

OATH SPELLS

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

Paladin Level	Spells
3rd	<i>command</i> , <i>silent image</i>
5th	<i>invisibility</i> , <i>mind spike</i> *
9th	<i>enemies abound</i> *, <i>hypnotic pattern</i>
13th	<i>compulsion</i> , <i>shadow of moil</i> *
17th	<i>dominate person</i> , <i>seeming</i>

* Xanathar's Guide to Everything

CHANNEL DIVINITY

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

Bladebend. You can use your Channel Divinity to

alter a weapon mid-strike, ensuring it undercuts the defenses of the target. As a reaction, which you take when you see a creature within 60 feet of you make a weapon attack, you can make their weapon appear to become impossibly deft and nimble. You must declare the use of this ability before the attack roll is made. On a hit, the attack deals maximum damage to the target.

Darkfire. You can use your Channel Divinity to manifest darkfire, a magical flame unique to spellcasters of the Dark Seldarine. As an action, a harmless flame envelops one of your empty hands. This fire produces heat but can't ignite anything being worn or carried by a creature. It is invisible to creatures who do not possess darkvision and is seen as being brighter than a normal flame by creatures that do have darkvision, shedding bright light in a 30-foot radius and dim light for an additional 30 feet. In addition to providing heat, the flame can be used to perform a special melee weapon attack with which you are proficient. This attack has a reach of 15 feet, and uses your Charisma modifier for both attack and damage rolls. On hit, the target takes fire damage equal to $1d8 + \text{half your Paladin level} + \text{your Charisma modifier}$, and the flame is immediately extinguished.

AURA OF COMMAND

At 7th level, your ability to convey information to allies becomes supernatural. You and friendly creatures within 10 feet of you that know at least one language, can communicate telepathically.

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

BALEFUL POISON

Starting at 15th level, divine knowledge of a potent mixture is granted to you. When dealing additional damage with your Divine Smite feature, you can choose to introduce this mixture to the strike. You roll $d12$ s in place of the additional damage dealt by your Divine Smite feature, and the damage type becomes poison instead of radiant. In addition, the target must make a Constitution saving throw against your spell save DC or become poisoned for 1 minute. If your attack was a critical hit, the target automatically fails this saving throw. You can use this ability a number of times equal to your Charisma modifier (minimum of 1). You regain all expended uses of this ability after completing a long rest.

HALF-MASK OF SHADOW

At 20th level, you can assume the form of a half-mask, one of Vhaeraun's own manifestations. Using your action, you undergo a transformation. For 1 minute, you gain the following benefits:

- You can move through objects and other creatures as if they were difficult terrain. If you end your

movement inside an object, you take $1d10$ force damage.

- You can cast *fear* at will, without expending a spell slot or requiring any components.
- You ignore disadvantage from all sources when making a weapon attack, and creatures can't benefit from resistance to any damage caused by your weapon attacks.

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

Steve Fidler



ZINZERENA

The Hunted, The Princess of the Outcasts

Zinzerena (Zinzerenian)

The only 'fair fight' is the one that you win. Be mindful of outward appearances and what you project toward others; your enemy should not know your anger, your hatred, or your strength, until there is nothing that they can do to defend themselves. There is nothing wrong with gloating, so long as you make the time, rather than wasting precious seconds.

Clergy. The priesthood of Zinzerena are illusionists and assassins before they are people of the cloth. Their worship seldom takes form not in ceremonies and prayer, but instead by sowing the seeds of anarchy among drow society. She's a popular goddess among drow commoners, and those disillusioned by the establishment.

Temples and Shrines. Because worship of Zinzerena takes place primarily in secret, she has no temples, and her shrines must be hidden away. Small shrines to the Princess of the Outcasts are often tucked behind loose bricks behind buildings, or affixed to the undersides of bridges. These serve as places to pray and make offerings, but also places that marks can be listed for any assassin who wishes to take up the job.

Non-Drow Followers. Though Zinzerena may mostly appeal to drow with magical aptitude and a penchant for trickery, she does not necessarily limit her gifts only to drow. Any assassin or illusionist can make appeals to her.

Background Story Option

d4 Event

- 1 I wasn't raised to fight, I was raised to win. Drow society is ruthless, and I believe the Princess of the Outcasts will give me the upper edge.
- 2 It was purely by accident that I knocked a brick loose and discovered a shrine to Zinzerena. I'd never even heard of The Hunted Goddess before. Ever since, I felt driven to pursue her teachings and message.
- 3 I was an innocent bystander as I watched a drow assassin carry out their work with unparalleled efficiency, and when their eyes met mine, I was certain I would die. The assassin simply flicked the blood from their blade, returned it to its sheath, and fled. I cannot help feeling that Zinzerena whispered to them, and that she has another purpose planned for me.
- 4 I was born with magic in my veins. Within hours of my birth I was spirited away in secrecy to protect me from a family that would see me as a curse. I was raised in shadows, and I have always walked in the footsteps of my goddess, The Hunted, for my life mirrors her own.

Ashley May



PALADIN: OATH OF DECEPTION

The Oath of Deception is at once an embrace of the traditional paladin ideals and a rejection of them. While extremely loyal, principled, and zealous in their mission, for the Oath of Deception paladin that loyalty stretches to only a few people. 'Secrets are security' is the primary mantra of this Oath, and these paladins protect secrets at all costs; even hunting down and eliminating anyone who threatens to discover or reveal those secrets. Illusion magic aids them in this endeavor.

TENETS OF DECEPTION

Paladins of this Oath are dedicated to protecting their secrets, and the secrets of those to whom they are loyal.

Security. Secrets are security. Secrets are safety. No matter the secret, revelation and blackmail are to be opposed.

Freedom. Secrets are an individual right. Persuasion and intimidation are only used to keep secrets.

Deception. Deception is a powerful tool. Deception can tease out secrets, but only when absolutely necessary.

Silence. The punishment for a revealed secret is death.

OATH OF DECEPTION FEATURES

Paladin Level	Feature
3rd	Oath Spells, Channel Divinity
7th	Aura of Deception (10 ft.)
15th	Protector of Secrets
18th	Aura of Deception (30 ft.)
20th	Impenetrable Presence

OATH SPELLS

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

Paladin Level	Spells
3rd	<i>silent image, wrathful smite</i>
5th	<i>blindness/deafness, silence</i>
9th	<i>major image, secrets lost</i>
13th	<i>greater invisibility, Leomund's secret chest</i>
17th	<i>seeming, modify memory</i>

CHANNEL DIVINITY

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

Silencing Strike. As a bonus action, you can use your Channel Divinity to imbue one weapon that you are holding with silencing energy for 1 minute. On a hit, the target must make a Constitution saving throw against your spell save DC. On a failed save, the creature cannot speak until the start of your next turn.

You can end this effect on your turn (no action required). If you are no longer holding or carrying this weapon, or if you fall unconscious, the effect ends.

Anti-Compulsion. As a bonus action, you can use your Channel Divinity to remove mind-controlling effects. Any creature of your choice within 30 feet of you, who is charmed, can repeat their saving throw to end the condition.

AURA OF DECEPTION

Starting at 7th level, you and any creatures within 10 feet of you, have advantage on Charisma (Deception) checks. Any check to identify magical illusions within 10 feet of you, are made with disadvantage.

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

PROTECTOR OF SECRETS

At 15th level, you are immune to the effects of the *zone of truth* spell.

When you miss with an attack while your Silencing Strike is active, you may reroll the attack, but you must use the second roll. You can use this ability a number of times equal to your Charisma modifier (minimum of 1). Once you have used this ability, you cannot use it again



until you have finished a short or long rest.

IMPENETRABLE PRESENCE

At 20th level, you are under the effects of a permanent *mind blank* effect, as per the spell. Additionally, when you finish a long rest, you may choose up to four people in addition to yourself, to be immune to scrying effects. The effect lasts for 24 hours, or until you end the effect as an action.

Ryan Langr

WIZARD: CONSPIRITOR MAGE ARCANES TRADITION

Conspirator mages are those who learn their magic for the purpose of deceit, manipulation, and above all else, survival. Taking cues from the schools of illusion and enchantment, conspirator mages addle the minds, senses, and the very reality of their victims. And they do so while hidden. Conspirator mages are afraid of open confrontation and hide beneath facades as slaves, servants, and commoners. It is said that Zinzerena will teach certain drow that worship her, these secrets of arcane magic, as a way to spread her influence and to trick the gods even further.

CONSPIRITOR MAGE FEATURES

Wizard Level	Feature
2nd	Muddled Reality, Paranoid Survivor
6th	False Ally
10th	Hidden Manipulator
14th	All Friends are Foes

MUDDLED REALITY

Starting when you choose this arcane school at 2nd level, your spells leave lasting, warping effects in the minds of your targets. When an enchantment spell you've cast on a creature ends, or when a creature succeeds on an Intelligence check against one of your illusion spells, you can use a reaction to cast the same spell on the creature again.

When you use this feature, you can't cast spells other than cantrips until the end of your next turn.

PARANOID SURVIVOR

At 2nd level, your paranoia has become a key character trait in your continued survival. You add your Intelligence modifier to your passive Wisdom (Perception) checks, and you cannot be surprised.

FALSE ALLY

At 6th level, creatures see you as an ally during the first round of combat. Any hostile creature within 30 feet of you must make a Charisma saving throw against your spell save DC. On a failed save, they see you as an ally, and will not directly target you with weapon attacks or spells. This benefit ends if you make an attack roll or cast a spell against one of these creatures, or when the first round of combat ends.

HIDDEN MANIPULATOR

At 10th level, you can add your Intelligence modifier to Dexterity (Stealth) checks. Additionally, your location is not revealed when you cast a spell while hidden.

ALL FRIENDS ARE FOES

At 14th level, you add the *enemies abound* spell to your spellbook if it was not already there. When you cast this spell, you can affect a number of creatures equal to your Intelligence modifier (minimum of 1), and creatures affected by the spell make their saving throws at disadvantage to end its effect. You can cast this spell once without expending a spell slot, and you cannot cast it again using this feature until you have completed a long rest.

Marquis Hartis

NEW ZINZERENA SPELL

The following spell is only available to the faithful of Zinzerena.

SECRETS LOST

3rd-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a cracked magnifying glass)

Duration: Permanent

The Faithful of Zinzerena use this spell as a means of foiling interrogation after the fact. You cause a single target within range to forget any information they received from a single other creature — which must be named as part of the spell — in the last hour. The target recalls any interactions, but simply has no memory of the information exchanged. Physical evidence of information; such as notes or the like, are unaffected. The target can make a successful Wisdom saving throw to avoid this effect.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the time period that has passed since receiving information increases by 1 hour for each slot level above 3rd.



THE DWARVEN PANTHEON

ABBATHOR

Great Master of Greed, Trove Lord, Wyrms of Avarice, The Avaricious

Abbathor (Abbathori/Abbathorians)

He is the glimmer in the gold miner's eye, the pang of greed in a merchant's heart, and the drive of the thief to take the risk. Abbathorian worship revolves around the accumulation of wealth (albeit not at the expense of dwarves), and either hiding it away, or sacrificing it to The Trove Lord himself. Worshippers of Abbathor are not vocal in their practice, and keep their holy symbols hidden, as it is an affront to the Grand Master of Greed to invoke his name openly.

Holy Days. Rather than following a strict calendar, Abbathorian holy days fall on solar eclipses and volcanic eruptions, celebrating any time the sky is darkened and enshrouding shadows let creep. Once a year, the clergy sacrifices an enemy of the dwarves, such as an orc or a giant. Devotees of Abbathor fill the corpse's opened ribcage with gold and jewels, before it is set alight, in an act known as "buying grace".

Temples and Shrines. Aefarn, the House of Gold, is the primary center of worship of the Abbathori clergy, and the fortified vault containing most of the faith's wealth. Smaller shrines to Abbathor are often tucked behind false rock walls or in the back of bear caves, hiding away the glorious splendor of their bejeweled altars.

Non-Dwarven Abbathori. Abbathor is well known to inspire greed in the hearts of dwarves, humans, halflings, and gnomes alike. The primary dogma teaches that one does not steal from the dwarven people, nor conspire against fellow worshippers of Abbathor in one's pursuit of enrichment. Some non-dwarven Abbathori may question if they are held to the same restrictions, and answers from an almost entirely dwarven clergy may be taken with a grain of salt. It is important to remember that Abbathor wanted to be a protector of dwarves before the role was given to someone else, and any slight against his chosen people will be seen as a slight against Abbathor.

Background Story Option

d4 Event

- 1 At a point of deep poverty in my life, I saw the splendor of the priests called the Hands of Greed, and chose to pursue a faith that would reward me.
- 2 In my youth I worked for a merchant who bought grace from Abbathor, and I was so impressed with his success that I took up the practice as well.
- 3 There was never a time in my life I didn't feel the urge to take what wasn't mine. It wasn't until I spent a night in jail with a cleric that I learned my path was divine.
- 4 I was born and raised among the stout folk, and knew of Abbathor's influence all my life.

Ashley May



BARBARIAN: PATH OF THE HOARDER

There is no such thing as 'too much' for those on the Path of the Hoarder. Driven by Abbathor's lust for treasure, those that follow this path seek treasure for both themselves, and the will of their greedy master. With access to the hoard of the Wyrms of Avarice, those that follow this path have access to a handful of powerful relics, as long as they keep filling the troves with more treasure.

Abbathor teaches that it is an affront to proclaim his name or crest; the scarlet underclothes and holy symbols of his clergy are often hidden under fine armor, or a thief's dark garments. Those who walk the Path of the Hoarder do not openly represent their devotion in their day-to-day lives, but erupt into zealous greed when their rage is unleashed. No coin or gem is safe within the view of the frothing hoarder.

PATH OF THE HOARDER FEATURES

Barbarian Level	Feature
3rd	Eruption
6th	Tax of the Morndinsamman
10th	Blessing of the Avaricious
14th	Lustrous Vault

ERUPTION

When you rage wielding a weapon that does bludgeoning damage, your blows deal internal trauma to your foes. When you choose this path at 3rd level, choose one of the following options:

- The first creature you hit on each of your turns with a bludgeoning weapon, must make a Constitution saving throw or lose their bonus action and reaction

until the end of their next turn. The DC equals $8 + \text{your proficiency bonus} + \text{your Constitution modifier}$. If you score a critical hit while raging and using a bludgeoning weapon, the target receives disadvantage on their saving throw and will be stunned instead until the end of their next turn. Additionally, your attacks made while raging can no longer damage a creature's equipment. This ability can be used a number of times equal to your Constitution modifier (a minimum of once), and you regain any expended uses when you finish a long rest.

- Your attacks cause vibrations which damage the insides of a creature but leave the outer flesh or armor of the creature intact. The first time you strike a creature with a melee weapon that does bludgeoning damage on your turn, that creature takes additional bludgeoning damage from the attack equal to half of your barbarian level. If the creature willingly moves before your next turn, it takes an additional 1d8 thunder damage from the stress on their body.

TAX OF THE TROVE LORD

At 6th level, when you declare a Reckless Attack, you may pay a tax of 100 gp worth of treasure, coins, or other items which vanish from your person. Until the start of your next turn, your Reckless Attacks do not grant advantage on attacks made against you.

Additionally, at 10th level, you can pay 1000 gp worth of treasure, coins, or other items which vanish from your person, in order to gain a critical success on a single death saving throw. The tax must be paid before making the roll. Once you use this feature, you can't use it again until you finish a long rest.

BLESSING OF THE AVARICIOUS

At 10th level, you may attune to more magical items than normal. You may attune to 1 additional magic item, to a maximum of 4.

LUSTROUS VAULT

At 14th level, as an action you may gain access to Abbathor's vault for 1 minute. Once the vault is open, as a bonus action, you may reach through a golden portal, and pull a projection of a weapon (or tool) from the holy vault of Abbathor himself. You are proficient with the weapon, which you must throw as part of this action, or else it will vanish. The weapon has a normal range of 30 feet and a long range of 60 feet, and uses your Strength modifier for the attack and damage rolls. You may add your rage bonus to the damage roll. After the attack has been made, the weapon vanishes, returning to Abbathor's vault.

While it may seem unlikely that all of these legendary items or artifacts would be kept within Abbathor's vault, it is important to remember that some may be

highly detailed reproductions and skilled forgeries. Abbathor does not frown on having exquisite, yet fake, treasures in his vault, at least as placeholders until he can collect the real thing. For this reason, items that may normally have specific attunement guidelines, can be thrown by a Hoarder without meeting these requirements. Once you have used this ability you cannot use it again until you have completed a long rest.

d20 Item Summoned Effect

- 1 **Flame Tongue** (longsword) 1d8 slashing + 2d6 fire damage
- 2 **Mace of Disruption** (mace) 1d6 bludgeoning damage. When you hit a fiend or an undead with this magic weapon, that creature takes an extra 2d6 radiant damage.
- 3 **Dancing Sword** (shortsword) 1d6 piercing damage. The sword makes a second attack immediately afterwards before vanishing
- 4 **Sword of Sharpness** (scimitar) 1d6 slashing damage. When you attack a creature with this weapon and roll a 20 on the attack roll, that target takes an extra 14 slashing damage. Roll another d20. If you roll another 20 on the die, you lop off one of the target's limbs (determined by the DM).
- 5 **Frost Brand** (greatsword) 2d6 slashing damage + 1d6 cold damage.
- 6 **Berserker Axe** (hand axe) 1d6 + 1 slashing damage. When you summon this weapon, you must succeed on a DC 15 Wisdom saving throw, or the axe is thrown at the nearest creature instead (determined by the DM where appropriate).
- 7 **Blackrazor** (greatsword) 2d6 + 3 slashing damage. If you reduce a creature to 0 hit points this turn you gain 20 temporary hit points.
- 8 **Defender** (longsword) 1d8 + 3 slashing damage or you may elect to forgo the attack and give yourself a +3 bonus to AC until the start of your next turn.
- 9 **Vorpal Sword** (greatsword) 2d6 + 3 slashing damage. When you attack a creature that has at least one head with this weapon and roll a 20 on the attack roll, you cut off one of the creature's heads. The creature dies if it can't survive without the lost head. A creature is immune to this effect if it is immune to slashing damage, doesn't have or need a head, has legendary actions, or the DM decides that the creature is too big for its head to be cut off with this weapon. Such a creature instead takes an extra 6d8 slashing damage from the hit.
- 10 **Fragarach** (longsword) 1d8 + 3 slashing damage, ignoring any immunities or resistances the target has.
- 11 **Wave** (trident) 1d6 + 3 piercing damage. When striking a creature that has an innate swimming speed, the creature must succeed on a DC 15 Wisdom saving throw or it is charmed by you for 1 minute. The creature will attempt to aid you (and preserve its own life) to the best of its abilities. If the target takes any damage, it can repeat the saving throw, ending the effect on itself on a success.
- 12 **Dagger of Venom** (dagger) 1d4 + 1 piercing damage. On a hit, the target creature must make a DC 15 Constitution saving throw or take 2d10 poison damage and become poisoned for 1 minute.
- 13 **Hammer of Thunderbolts** (maul) 2d6 + 3 bludgeoning damage. On a hit, each creature within 300 feet of the target creature is affected by the *thunderclap* spell and must succeed on a DC 17 Constitution saving throw or be stunned until the end of your next turn.

d20 Item Summoned Effect

14 **Backbiter Spear** (spear) 1d6 + 1 piercing damage. If you miss an attack against a creature, the spear turns around and flies towards you. Make a second attack with the spear, you take 1d6 + 1 piercing damage from the attack on a hit. Either way, the spear vanishes as normal after making the second attack.

15 **Whelm** (warhammer) 1d8 + 3 bludgeoning damage. Each creature of your choice on the ground within 30 feet of the target creature, must succeed on a DC 15 Constitution saving throw or become stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

16 **Shaping Hammer** (warhammer) 1d8 + 3 bludgeoning damage. When this strikes a creature wearing or carrying a manufactured metal object, such as a suit of metal armor or a metal weapon, the object glows red-hot until the end of the creature's next turn, and any creature in physical contact with the object takes 2d8 fire damage, and an additional 2d8 fire damage if they do not doff or drop the object by the end of their turn.

17 **Anvil of Songs** 5d6 thunder damage.

18 **Brutal Pick** (warpick) 1d8 + 3 piercing damage. Any non-magical metal worn by the target creature, produces an unprocessed ore which adheres to the creature. While encased in this ore, a creature takes 2d6 damage any time they move, until the ore is removed. As an action, the ore can be removed by another creature. Equipment is not damaged by this effect.

19 **Axe of the Dwarvish Lords** (battleaxe) 2d8 + 3 slashing damage. On a hit, summon an earth elemental in an empty space next to the target. The earth elemental is hostile to all creatures, and will attack the closest creature to it. The earth elemental remains for 1 minute, and you can only summon a single earth elemental at a time with this effect.

20 Select any one weapon from the list.

Isaac May



CLERIC: OPPORTUNITY DOMAIN

The dwarven god Abbathor teaches that greed, wit, and shortcuts should be taken at every opportunity, for taking an opportunity is to be granted opportunity. Clerics who follow this doctrine are without fail, looking to secure any advantages they can in life. If this forces them to be seen as unsavory, untrustworthy, or without honor, so be it; the riches they build will overwhelm the opinions of naysayers, and the many disadvantaged out there.

OPPORTUNITY FEATURES

Cleric Level	Feature
1st	Appraiser, Equivalent Exchange
2nd	Channel Divinity: Perfect Opportunity
6th	Opportune Spell
8th	Potent Spellcasting
17th	A Life of Advantages

DOMAIN SPELLS

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

Cleric Level	Spells
1st	<i>expeditious retreat, identify</i>
3rd	<i>enhance ability, mirror image</i>
5th	<i>haste, nondetection</i>
7th	<i>Mordenkainen's private sanctum, Leomund's secret chest</i>
9th	<i>legend lore, mislead</i>

APPRAISER

At 1st level, you can tell the value an object at a glance; if it is worth less than 100gp, and with 10 minutes of study if it is worth more.

EQUIVALENT EXCHANGE

At 1st level, you can use a creature's greed to empower your spells. As a part of casting a spell with a casting time of 1 action that allows a saving throw, and which targets 1 creature, you can spend a number of gp equal to 10 times the spell's level. Gold spent in this way is magically transported into the creature's pockets if it has any, or otherwise forms a small pile on its head. As a result of doing this, the target creature has disadvantage on the spell's saving throw.

CHANNEL DIVINITY: PERFECT OPPORTUNITY

Starting at 2nd level, you can channel the divine opportunity-seeking mind of Abbathor.

As an action, you raise your holy symbol and become imbued with divine opportunity. Until the end of your next turn, you have advantage on all ability checks, attack rolls, and saving throws. This advantage cannot be negated by any means.

OPPORTUNE SPELL

At 6th level, when you make an opportunity attack, you can instead cast a cantrip with a casting time of 1 action.

POTENT SPELLCASTING

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

A LIFE OF ADVANTAGES

Upon reaching 17th level, your ability to find opportunity in any situation has become divine in its surety. As a free action, you can take an opportunity attack, or cast a cantrip during your turn. Additionally, you can take an opportunity attack, or cast a cantrip, on a creature who meets any of the following criteria:

- A creature moves to a space within 5 feet of your own.
- A creature within 10 feet of you misses an attack roll.
- A creature within 30 feet of you fails a saving throw against a spell you did not cast.

Marquis Hartis



BERRONAR TRUESILVER

The Revered Mother, Mother of Safety

Berronar Truesilver (Berronite)

The bride of Moradin and matriarch of the Morndinsamman, Berronar's calm authority is considered the ideal that every dwarven mother wishes to model herself after. However, her unifying force and skills at negotiation are respected even far from hearth and home, as many feel the dwarven people and their pantheon would've collapsed long ago without her guiding wisdom.

Clergy. The priests of Berronar are known as 'faenor', meaning 'those of the home', and their title is deeply woven into everything they do. The faenor serve as guardians of dwarven settlements, as well as archivists of tradition, lore, and the histories of clans. They are expected to be patient and kind teachers and healers, though like any maternal figures, there are limits to their patience.

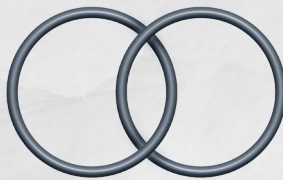
Temples and Shrines. A temple to Berronar is built to such exacting specifications, that it's said any priest can walk in the front door blindfolded and find everything they need without so much as stubbing their toe. They say that all temples are built alike so that travellers from far and wide can always feel 'at home' within the temple, no matter how far away their home might actually be.

Background Story Option

d4 Event

- 1 My parents were architects of a temple of Berronar, and as a child, I spent all of my time at the construction site. When we visited another temple under construction, I childishly announced that they used the wrong number of bricks on the floor. The head priest burst out in laughter and decided that I should be given special tutoring, since I was such an attentive child.
- 2 When a good friend of mine was with child, I visited her to bring a gift and check in on her and found her being taken care of by the faenor while her husband was away at war. The priests and priestesses of the faenor impressed me deeply with their dedication and kindness, seeming like a tight knit family.
- 3 My favorite tavern was run by a dwarven barmaid everyone called "Mama". One day, I asked Mama about the two silver rings she kept on the wall behind the bar, more finely polished than the mugs we drank from, and with a shine in her eyes, she told me all about Berronar Truesilver.
- 4 I lost my mother at a young age, and the temple and faenor helped raise me, teaching me with stern guidance and unending love. I have always been a follower of the Revered Mother.

Ashley May



CLERIC: HEARTH DOMAIN

The faenor protect with axe and shield as much as they record the deeds of their people. Guarding of life and knowledge is sacred under the hearth domain. Those of the hearth must be the best examples of dwarven virtue and maintain the status quo. For the hearth is all important and tradition must be upheld.

HEARTH DOMAIN FEATURES

Cleric Level Feature

1st	Bonus Proficiencies, Rush of the Faenor
2nd	Channel Divinity: Homeward Bound
6th	Dedicated Rush
8th	Divine Strike
17th	Mother's Mercy

DOMAIN SPELLS

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

Cleric Level Spells

1st	<i>jump, shield</i>
3rd	<i>enlarge/reduce, magic weapon</i>
5th	<i>life transference, thunder step</i>
7th	<i>dimension door, stoneskin</i>
9th	<i>dawn, far step</i>

BONUS PROFICIENCIES

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

RUSH OF THE FAENOR

At 1st level, your goddess inspires you to protect those in need. On your turn, as part of your Dash action, you may move up to your full speed towards a creature within range of your movement. You charge into that creature and attempt to barrel it over. You must make a Strength (Athletics) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check (targets choice). If you succeed, the target is knocked back 10 feet and knocked prone, and you occupy its square.

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

CHANNEL DIVINITY: HOMEWARD BOUND

Starting at 2nd level, you can use your Channel Divinity

feature to pull back an ally. As an action, choose one ally you can see within 30 feet of you. If willing, that ally is teleported to an unoccupied square within 5 feet of you. The next time that ally is attacked, the attack is made at disadvantage.

DEDICATED RUSH

Starting at 6th level, when you use your Rush of the Faenor feature, you can also make one melee attack as part of that action.

DIVINE STRIKE

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

MOTHER'S MERCY

When you are reduced to zero hit points, select an ally within 60 feet that you can see. If there is no ally within range you fall unconscious as normal. If there is an ally within range you remain conscious despite being at zero hit points and you teleport to an unoccupied square within 5 feet of that ally.

Any damage you take while in this state triggers a death saving throw made at advantage. If you pass three death saving throws, you regain 1 hit point and Mother's Mercy ends. If you fail three saving throws, you die as normal. If you end your turn more than 5 feet away from your ally, you fall unconscious and start making death saves as normal. Any restoration of hit points during Mother's Mercy ends the effect. After you use this ability, you can't use it again until you finish a long rest.

Isaac May

PALADIN: OATH OF HOSPITALITY

'Family first, others second, self last' - such is the way of those of The Oath of Hospitality. While fiercely loyal to the security and traditions of their family, paladins who take The Oath of Hospitality are taught that there is always room for guests. Not only can many things be learned from welcoming outsiders, but powerful allies can be made. However, since family comes first, and even enemies may be welcomed under certain conditions, once a guest has betrayed their welcome, they are quickly exiled or dispatched.

TENETS OF HOSPITALITY

Paladins of this Oath are dedicated to protecting their family and traditions, while also making sure every

creature has a place at the hearth and table.

Tradition. Family traditions must be upheld without fault, and where appropriate, must be spread and taught to others.

Welcoming. Every creature is welcome. Old divisions and current disputes must be put aside while hospitality is shared. Death is the consequence for betraying this sacred truce.

Generosity. Ownership is communal. Family first, others second, self last.

OATH OF HOSPITALITY FEATURES

Paladin Level Feature

3rd	Oath Spells, Channel Divinity
7th	Aura of Hospitality (10 ft.)
15th	Traveling Hospitality
18th	Aura of Hospitality (30 ft.)
20th	Hearth and Home

OATH SPELLS

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

Paladin Level Spells

3rd	<i>goodberry, sanctuary</i>
5th	<i>continual flame, prayer of healing</i>
9th	<i>tongues, create food and water</i>
13th	<i>fire shield, Mordenkainen's private sanctum</i>
17th	<i>greater restoration, bonds of Berronar</i>

CHANNEL DIVINITY

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

Flame Strike. As an action, you can use your Channel Divinity to imbue one weapon that you are holding with the fire of Berronar. For 1 minute, when you hit a creature with that weapon, you can add your Charisma modifier (minimum of 1) fire damage to the attack, and your weapon attacks are treated as magical for the purpose of overcoming resistance and immunity to damage from nonmagical attacks.

You can end this effect on your turn (no action required). If you are no longer holding or carrying this weapon, or if you fall unconscious, this effect ends.

Healing Warmth. As an action, you can use your Channel Divinity to warm and heal allies. Up to three other creatures of your choice within 30 feet of you gain 2d6 temporary hit points, and resistance to cold damage for 1 minute.

At 15th level, the temporary hit points increase to 4d6.

AURA OF HOSPITALITY

Starting at 7th level, you and any creature within 10 feet of you, have advantage on saving throws against poison and poison effects. The first time a creature makes a death saving throw while in this aura, they do so with advantage. They cannot gain this advantage again until they finish a long rest.

At 18th level, the range of this aura increases to 30 feet, and creatures regain the use of this ability after a short rest.

TRAVELING HOSPITALITY

At 15th level, you can extend the truce of hospitality outside your home. When you roll for initiative, you may choose one creature you can see within 120 feet to bring under your truce bond. For 1 minute, whenever that creature attacks you or up to 5 other creatures of your choice, they must make a Wisdom saving throw against your spell save DC. On a failure, they take 1d6 psychic damage, and their attack roll is made at disadvantage. On a success, they take no damage and resolve the attack as normal.

HEARTH AND HOME

At 20th level, when you heal a creature using any source, you may add your Charisma modifier to the amount healed, and when you roll a 1 on any healing die, you may reroll that die and must use the second roll. If the target is within 5 feet of you, they can roll any healing dice twice.

NEW BERRONAR SPELL

The following spell is only available to the faithful of Berronar.

BONDS OF BERRONAR

5th-level abjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (2 small magnets)

Duration: Concentration, up to 1 minute

You target two creatures you can see within range. For the duration, these creatures cannot attack or cast spells that target, or would damage, another creature, and they cannot move to within 10 feet of each other. At the start of each of their turns, an affected creature may make a Charisma saving throw to ignore the effects of this spell until the end of their turn.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, you can target an additional two creatures for every two slot levels above 5th.

Ryan Langr



CLANGEDDIN

The Father of Battle, Lord of the Twin Axes, The Giantkiller, The Goblinbane, The Wyrmslayer, The Rock of Battle.

Clangeddin Silverbeard (Clangeddi/Clangeddians)

There is no finer moment in a dwarf's life than when they are thrust fully into battle, when their heart beats like a war drum, and when the blood, and sweat, and dust, dull the senses to anything beyond the enemy that lies before them. There is no finer death than to fall in battle, but a life should never be discarded carelessly; always go down swinging, and when you've no strength left in your limbs, bite and gnaw until the darkness takes you. Should you survive, prepare to do it again.

Clergy. The Clangeddi priesthood are called 'alaghor', meaning 'those who demonstrate valor in battle'. Though people of other races and beliefs may picture Clangeddi devotees as little more than bloodthirsty berserkers, other worshippers of the Morndinsamman pantheon know their worth. Alaghor are recognizable on sight on the battlefield for wearing silver helmets and stylized gorgets, designed to appear like grand silverbeards. However, they are often heard coming first, singing their low and droning songs known as 'ehontar', or 'songs to strike fear in the hearts of the craven'.

Holy Days. There are few universal holy days for Clangeddians, but instead, local holy days are celebrated. In any given town, on the anniversary of a great battle, old and wizened warriors will sit in public spaces, holding weapons anointed with their own blood. They strip their sleeves, show their scars, tell great tales of the battles they fought, and sing songs for their fallen brothers and sisters.

Background Story Option

d4 Event

- 1 When I was a cheeky young brat, a Clangeddi priest once told me, the only good giant god is a dead giant god. I balked at the idea; after all, the 'all-mighty Clangeddin' hasn't killed any giant gods. The priest insisted he hasn't killed any yet, but he has eternity ahead of him still. I found this devotion to be oddly inspiring.
- 2 My favorite day of the year growing up, was when my grandma would sit in the town square with her battleaxe on her lap, and tell everyone about the battle she fought when she was a lass. The rest of the year, she was a sweet old lady who baked bread, but on that day, everyone respected her as a warrior. I wanted to be just like her.



- 3 I was on the losing side of a battle, sure to be trampled under the oncoming army, when I heard a cacophony of voices, so low they rumbled the earth under my feet more than the hooves of the enemy's horses. The alaghor came, chanting their ehontar, and I felt as though Clangeddin lifted me up by his own hands, and shielded me that day.
- 4 Ehontar were my lullabies, and crossed axes hung above my cradle. I've lived my whole life to die for The Father of Battle, but I won't join him at his table yet.

Ashley May

CLERIC: BATTLEBRAND DOMAIN

Clangeddin exemplifies the righteous martial struggle in existence and war as a way of life. He is the patron and exultant leader of dwarvenkind in war.

Clangeddin encourages valor in battle, weapon-mastery and training, and wisdom in war. He favors planning and strategy over risk or chance and favors offensive over defensive actions - particularly against traditional foes such as orcs, goblins, and the particularly hated race of giants.

Battlebrands are a dichotomous mix of tactician and leader, as well as irrepressible personal combatant. They are generals that strategize and execute troop deployment but are rarely found far from the fray themselves.

BATTLEBRAND DOMAIN FEATURES

Cleric Level Feature

1st	Bonus Proficiencies, Twin Axes
2nd	Channel Divinity: Silverbeard
6th	Channel Divinity: Turn Strike
8th	Divine Strike
17th	Invincible Will

DOMAIN SPELLS

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

Cleric Level Spells

1st	<i>divine favor, shield of faith</i>
3rd	<i>magic weapon, rockburst</i>
5th	<i>axe storm of Clangeddin, crusader's mantle</i>
7th	<i>death ward, stoneskin</i>
9th	<i>destructive wave, razor edge</i>

BONUS PROFICIENCIES

At 1st level, you gain proficiency with smith's tools and martial weapons.

TWIN AXES

At 1st level, you gain the Dual Wielder feat.

CHANNEL DIVINITY: SILVERBEARD

Starting at 2nd level, you can use an action to transform your beard into shimmering silver, or grow a long shimmering silver beard if you do not have one. For 1 minute you gain a +1 bonus to AC from the effect, and gain advantage on Charisma checks made to interact with dwarves. At 10th level this protective effect increases to a +2 bonus to AC.

CHANNEL DIVINITY: TURN STRIKE

Starting at 6th level, you can use your Channel Divinity to reduce the severity of incoming damage from a single source. When a creature hits you with an attack, you can use your reaction to halve the attack's damage.

DIVINE STRIKE

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

Alternatively, if you are wielding two axes, you instead gain an additional 1d6 radiant damage to the first strike with each axe on your turn. When you reach 14th level the extra damage increases to 2d6 for each axe.

INVINCIBLE WILL

At 17th level, each time you take damage, you can reduce the total amount of damage you take by an amount equal to your Wisdom modifier.

Micah Watt



PALADIN: OATH OF THE SILVER AXE

The Oath of the Silver Axe is a vow to be ever ready for battle, and to wage war on adversaries with superior wisdom, tactics, skill, and a ruthless efficiency as befitting the prowess of dwarvenkind.

TENETS OF THE SILVER AXE

War. Conflict is inevitable. To bring war to the enemies of the dwarvenkind is the highest calling.

Strategy. War is a precise undertaking, not a wild action. Battles can be won with personal prowess, but wars are won in the use of superior strategy.

Honor. Act with honor in all things, especially war. Honor separates dwarvenkind from the savage, warlike races.

Implacable Will. Be wise and resolute in prosecution of battle. Once committed to a course, see it through to the end.

OATH OF THE SILVER AXE FEATURES

Paladin Level	Feature
3rd	Oath Spells, Channel Divinity, Fighting Style
7th	Aura of Military Precision (10 ft.)
15th	Clangeddin's Blessing
18th	Aura of Military Precision (30 ft.)
20th	War Herald.

OATH SPELLS

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

Paladin Level	Spells
3rd	<i>divine favor, shield of faith</i>
5th	<i>magic weapon, rockburst</i>
9th	<i>axe storm of Clangeddin, crusader's mantle</i>
13th	<i>death ward, stoneskin</i>
17th	<i>destructive wave, razor edge</i>

FIGHTING STYLE

At 3rd level, you can choose to exchange the Fighting Style selected at 1st level for Two-Weapon Fighting as your fighting style option.

CHANNEL DIVINITY

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

Silverbeard. You can use an action to transform your beard into shimmering silver, or grow a long

shimmering silver beard if you do not have one. For 1 minute you gain a +1 bonus to AC from the effect, and gain advantage on Charisma checks made to interact with dwarves. At 10th level this protective effect increases to a +2 bonus to AC.

Foebane. As an action, you present your holy symbol and call forth a mighty challenge to your traditional enemies, using your Channel Divinity to empower it. All orcs, goblins, and giants within 30 feet of you that can see or hear you, must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes damage.

A turned creature must spend its turn trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can only use the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

AURA OF MILITARY PRECISION

Starting at 7th level, all allies within 10 feet of you act with military precision and tactics. All allies are considered to be adjacent to each other for the purposes of spell ranges, feats, or race and class abilities, though their actual positions do not change.

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

CLANGEDDIN'S BLESSING

Starting at 15th level, you may reroll a result of 1 on an attack roll you make with an axe, or an attack against an orc, goblin, or giant. Regardless of the outcome, you must use the second roll. Lucky, and other such feats and abilities, cannot be used with this feature.

WAR HERALD

At 20th level you can undergo a transformation to become Clangeddin's War Herald. Your skin takes on the sheen of silver, and your eyes glow white with holy light. Using your action you undergo a transformation. For 1 minute you gain the following benefits;

- All damage rolls against you are reduced by your Charisma modifier (minimum 1).
- You can make one additional attack when you take the Attack action.
- You gain advantage on all Wisdom and Charisma saving throws.
- Once you use this feature you can't use it again until you finish a long rest.

Micah Watt



NEW CLANGEDDIN SPELLS

The following spells are only available to the faithful of Clangeddin.

AXE STORM OF CLANGEDDIN

3rd-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S, M (shards of a broken axe blade)

Duration: Concentration, up to 1 minute

Until the spell ends, your speed is doubled, all attacks of opportunity taken against you are at disadvantage, and you gain an additional attack when you take the Attack action on your turn if you are wielding at least one axe.

When the spell ends, you are unable to take reactions until the end of your next turn.

RAZOR EDGE

5th-level enchantment

Casting Time: 1 action

Range: Touch

Components: V, S, M (a whetstone)

Duration: Concentration, up to 1 minute

One edged (slashing damage) weapon that you touch, becomes supernaturally sharp. Until the spell ends, attacks with that weapon score a critical hit on a roll of 19 or 20.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, you may affect one additional weapon for each slot level above 5th.

ROCKBURST

2nd-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a fist sized rock)

Duration: Instantaneous

You target a point within 60 feet of you, causing a section of rock to shatter, and spray razor sharp shards in a 10-foot-radius sphere centred on that point. If there is no rock at that point, the material component of a fist sized rock flies from your hand to serve as the target, but in this case it is consumed. Any creature in the area must make a Dexterity saving throw, or suffer 3d8 slashing damage. A successful saving throw halves the damage.

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

DEEP DUERRA

Queen of the Invisible Art, Axe Princess of Conquest.

Deep Duerra (Norothor)

Virtually unknown on the surface, the clerics of Deep Duerra are known as the Norothor. Their goal is to expand duergar territory as far as possible. This is done by her faithful; psionically controlling duergar leadership and subtly shifting their plans over time.

The great protection against psionic intrusion afforded to the Norothor, make them excellent points of contact with illithids on behalf of the duergar, a fact that has not escaped notice by illithids.

The Rallying. On Midwinter Eve, the Norothor lead the revelries. The event celebrates the territory conquered by the duergar, as well as plans for the next territory to be acquired.

The Melding. All Norothor join minds on the 5th of Mirtul, reaching out and contacting their psionic goddess, seeking instructions and inspiration from the visions shared by her.

Temples and Shrines. Within any duergar city, there is almost certainly a temple dedicated to Deep Duerra. Her largest center of worship is deep under the surface nation of Turmish in the city of Underspires.

Background Story Option

d4 Event

- 1 As a soldier, I tried hiding my powers on the battlefield. That precaution wasn't enough, when the Norothor picked me up and began my training. What a fool I was.
- 2 A drow ambush nearly wiped us all out that day. There were thirty slavers, and thrice that number of slaves. I was the only one to walk away from that mess; leaving only their corpses in my wake.
- 3 My talents allowed me to rise quickly within our little trading outpost. I hadn't even really become an adult yet, and I was at the top of the food chain. At least, that's what I thought, until I met my true peers.
- 4 Mother and father were both Norothor. My brothers and sisters were all Norothor. I am Norothor. Deep Duerra has blessed our family, made us strong, and tasked us with ensuring the duergar stay true to the path of greatness she has set out for them.

Bryan Holmes



DRUID: CIRCLE OF THE ILLITHIDS

The Circle of Illithids is a secret group dedicated to infiltrating, destroying, and capturing illithids. While they may occasionally act as ambassadors, especially if they're duergar, such instances are almost always a ruse. Dedicated to psionic mastery of nature and mental fortitude, they are some of the most effective creatures in resisting illithids. While the circle consists primarily of duergar, any race who hates illithids is welcomed into the circle.

CIRCLE OF THE ILLITHIDS FEATURES

Druid Level Feature

2nd	Bulwarked Mind, Psionic Training
6th	Devourer Form
10th	Psionic Mastery
14th	Impenetrable Mind

BULWARKED MIND

When you choose this circle at 2nd level, you gain proficiency in Intelligence saving throws and have resistance to psychic damage.

PSIONIC TRAINING

Starting at 2nd level, you have limited training in psionics. Once per long rest, you may cast a prepared spell that's level is less than your Intelligence modifier (minimum of 1) without any components or expending a spell slot.

DEVOURER FORM

At 6th level, when you use your Wild Shape ability, you may choose to take the form of an intellect devourer. This Wild Shape form of the intellect devourer does not initially have access to Devour Intellect or Body Thief. You gain access to Devour Intellect at 9th level, and Body Thief at 12th level.

PSIONIC MASTERY

At 10th level, you can use your Psionic Training feature twice per long rest and may do so while using your Wild Shape ability.

IMPENETRABLE MIND

Starting at 14th level, you are permanently under the effect of the *mind blank* spell.

Ryan Langr

SORCERER: PSIONIC BLOODLINE

Your innate magic comes from the power of your mind. There are many who claim these powers run deep in your blood due to the gith, or because of aberrations, but in truth it's a rare talent that emerges seemingly at random.

Those with psionic powers are often treated exceptionally well, as these abilities have shown time and time again that they might resemble magic, but they are functionally different.

PSIONIC BLOODLINE FEATURES

Sorcerer Level	Feature
1st	Mind Weave, Psionic Discipline
6th	Improved Discipline, Force of Will
14th	Levitation
18th	Super Discipline

MIND WEAVE

Your mind twists and bends the invisible fibers that arcanists often manipulate for their spells, allowing you to cast spells with your mind. Having sharpened your mind, Intelligence becomes your primary spellcasting ability. Also, you are proficient with Intelligence saving throws and add your Intelligence modifier to your initiative rolls.

PSIONIC DISCIPLINE

Starting at 1st level, you choose two psionic disciplines. You cannot choose the same one twice.

Discipline	Talent
Psychokinesis (Str)	Mind Thrust - As an action, you can shove a target within 20 feet. The target must succeed on a Strength saving throw or be pushed up to 5 feet away from you.
Psychoportation (Dex)	Far Reach - As a bonus action, you can move any object weighing up to 10 lbs within 30 feet of you, that isn't being worn or carried, directly to your hand.
Psychometabolism (Con)	Psionic Healing - As a bonus action, expend a spell slot. You gain temporary hit points equal to twice the level of the spell slot expended.

Discipline

Metacreativity (Int)

Clairsentience (Wis)

Telepathy (Cha)

Talent

Ectoplasmic Trinket - As an action, you create a non-magical trinket that can fit in your hand and that lasts until you dismiss it or create another.

Future Glimpse - As a reaction, which you take when another creature within 30 feet of you makes an attack, an ability check, or a saving throw, you can add 1d4 to the roll.

Mindlink - You form a telepathic bond with a willing creature when you finish a short rest. You can communicate telepathically with the target as long as you can see them. You do not need to share a language. This ability lasts until your next short rest.

IMPROVED DISCIPLINE

At 6th level, choose one of your two psionic disciplines. The chosen discipline improves as below:

- **Mind Thrust** - The target is pushed and does not get a saving throw. The target moves directly away from you by a number of feet equal to your Constitution modifier times five (minimum 5 feet). If the target would be pushed into danger, it is allowed a Strength saving throw, stopping at the safest location nearest the danger.
- **Far Reach** - The distance that you can move objects with this ability increases to 30 feet, plus a number of feet equal to your Dexterity modifier times 5 (minimum 5 feet).
- **Psionic Healing** - Your healing applies to you and one other creature you touch.
- **Ectoplasmic Trinket** - You can create a number of trinkets equal to your Intelligence modifier.
- **Future Glimpse** - You can use this ability to add or subtract 1d4.
- **Mindlink** - Mindlink lasts until your next long rest.

Instead of improving an existing power, you can choose to gain a new power from the disciplines table.

FORCE OF WILL

At 6th level, whenever you cast a spell that deals force or psychic damage, you can add your Intelligence modifier to one damage roll of that spell.

Additionally, whenever you use a metamagic ability on a spell, any attempts to use dispel magic or counterspell on that spell are made with disadvantage.

LEVITATION

Starting at 14th level, you gain a fly speed of 30 feet (hover).

SUPER DISCIPLINE

At 18th level, you can choose to apply Improved Discipline to all of your disciplines permanently, or you can choose one discipline already improved by that ability and improve it as below:

- **Mind Thrust** - The target can be pushed in any direction, including directly up.
- **Far Reach** - In addition to moving any object with this power, you can also manipulate any object within sight as though you were standing adjacent to that object.
- **Psionic Healing** - Your healing applies to you and up to four other creatures within 10 feet of you.
- **Ectoplasmic Trinket** - You can create a non-magical copy of any object you've seen as an ectoplasmic trinket, provided it is no larger than you.
- **Future Glimpse** - As a reaction, you can impose advantage or disadvantage on any roll. You can do this a number of times equal to your Wisdom modifier (a minimum of once). You regain all uses of this ability when you finish a short or long rest.
- **Mindlink** - You can telepathically communicate with any willing creature you can see.

Bryan Holmes

NEW FEAT: PSIONIC ADEPT

Choose one ability score. You gain the following benefits:

- Increase the chosen ability score by 1, to a maximum of 20.
- You gain the psionic discipline (see Psionic Bloodline) associated with that ability score. At 11th level, this ability score gains the benefit of Improved Discipline

NEW METAMAGIC: PSIONIC WEAVE

The following metamagic can be chosen just like any other.

PSIONIC WEAVE

When you cast a spell that has a casting time of instantaneous, you can expend 3 sorcery points to allow the spell to function in a dead magic zone or an *antimagic field* or other effect that prevents magic from functioning.

NEW DEEP DUERRA SPELLS

The following spells are only available to the faithful of Deep Duerra.

INTELLECT FORTRESS

2nd-level abjuration

Casting Time: 1 reaction, which you take when you are targeted by a spell or an ability effect.

Range: Self

Components: V, S

Duration: 1 round

You can erect a mental shield to reduce the impact of incoming mental attacks. Until the end of your next turn you have advantage on Intelligence, Wisdom, and Charisma saving throws, and are immune to effects that reduce or drain these statistics.

TOWER OF IRON WILL

4th-level abjuration

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

You erect an invisible magical barrier around your mind. For the duration you are immune to the charmed and stunned conditions and cannot be put to sleep or rendered unconscious. You have advantage on saving throws against all divination spells, and spells and abilities that sense or alter emotions or read thoughts.



DUGMAREN BRIGHTMANTLE

Gleam in the Eye, Wandering Tinker, Errant Explorer

Dugmaren (Dugmaran)

To live like the Errant Explorer, always searching for innovation and ways of improving the crafts of their fellows, is the highest calling of Dugmaren's followers. The path of the Wandering Tinker might lead away from the mountains, but it promises adventure and knowledge to those who choose to tread it.

Clergy. The most creative and free thinkers of the dwarven communities make up Dugmaren's flock. They are infatuated with knowledge, seeking it for no other reason than to have and understand it. Dugmaran priests do not discriminate between different avenues of knowledge. To them, a long lost method of weaving is as valuable as finding a crucial flaw in the design of a fortification. In this case, the weaving method might be preferred, as the Dugmaran priests strongly favor creation over destruction.

Holy Days. On Greengrass and Highharvestide, the clergy spend several hours in solitude, entering into deep, introspective meditation. After completion, they convene with their fellow Dugmarans to discuss what discoveries and innovations have been made since the last instance of the holy day.

Temples and Shrines. Temples to the Errant Explorer resemble libraries more so than they do a holy place of worship. It's a space built for experimentation and studies, featuring several workshops housing dozens of abandoned experiments, as well as rows and tables of tomes meant to aid those looking to discover new ways of invention - or perhaps learn about an old one.

Background Story Option

d4 Event

- 1 As a child, through a combination of rope, weights, and an advanced pulley system, I was able to create a crane system for my father to use after he hurt his back. Soon after, I was offered a place of study with the Wandering Tinker's clergy.
- 2 I studied so often and for so long at the library of the Dugmaren temple that the clergy there began offering me food and refreshments. Soon after, it was a workshop and bed; then priest's robes.
- 3 A priest of Dugmaren once spotted me cooking a recipe my mother taught me, and pleaded that I write it down for him. Only later did I find out my mother's bat-gut stew was a long lost traditional meal of our ancestors, revered for its health benefits.
- 4 I spent my youth gathering stories from everyone I met. I wish to continue that; gathering the experiences of others so my own knowledge might improve. Among the Dugmaren, that calling is understood.

Anne Gregerson

BARD: COLLEGE OF INNOVATION

The path of discovery is vast, unexplored, and reaches far beyond the protective walls of the mountains. The followers of Dugmaren Brightmantle believe that ideas of innovation are not found solely within the dwarven culture itself. Exploring the world around the mountains, where dwarves so often make their homes, is vital for progressing their craft. Knowledge, even that obtained from other cultures, is a crucial element in creating that which is new and good.

COLLEGE OF INNOVATION FEATURES

Bard Level	Feature
3rd	Wayfinder, Empower Weapon
6th	Innovative Design
14th	Superior Knowledge

WAYFINDER

Starting at 3rd level, you are able to find your way towards nearby places of civilization. If you are searching for an area and you don't know where it's located, such as a castle or a village, you may expend one use of your Bardic Inspiration to have a faint trail of light appear on the ground. This trail shows the easiest and most direct route to the location, and is visible only to you. To make the trail, you must know the name of the area you're looking for, and it must be on the same plane of existence as you.

The trail itself leads to the main entrance of the specified location, assuming it has one, but it doesn't lead to specific items or people. The trail remains for a number of hours equal to the result of your Bardic Inspiration roll, before it fades away.

EMPOWER WEAPON

Also at 3rd level, using experimental magic, you can briefly improve the efficiency of a weapon. As an action, you can expend one use of your Bardic Inspiration to infuse a weapon you are touching with powerful arcane charges. The amount of charges within the weapon equals your Charisma modifier (minimum 1) and a charge is expended whenever the weapon successfully hits a target. A successful attack with a charged weapon deals an additional amount of thunder damage equal your Bardic Inspiration die. The charges last for 1 minute.

INNOVATIVE DESIGN

At 6th level, your travels have taught you different ways of enchantment and magic usage. Over the course of a short rest, you can infuse a weapon with arcane power, making it magical for the purposes of overcoming resistances and immunities. This magic



disappears if you are no longer holding the weapon, turning the weapon back into its non-magical state, or when you use this feature again.

SUPERIOR KNOWLEDGE

Starting at 14th level, when you make an Intelligence check to recall information, you can expend one use of your Bardic Inspiration. Add twice the number rolled on your Bardic Inspiration die to your ability check. You may use this ability after you roll the die, but before the outcome is determined.

In addition, your study of other cultures allows you to quickly identify the origin of certain styles of weaponry, clothing, and tools. If you are able to study an item — such as a weapon or a piece of clothing — for at least 1 minute, you can tell what culture it comes from without having to make an ability check.

Anne Gregerson

CLERIC: ARCANE ARTISAN DOMAIN

Arcane Artisans are the intellectuals of dwarven society, seeking to research nearly every field of knowledge imaginable, collecting extensive archives, and curating libraries within dwarven holds. They also experiment and tinker, seeking to expand upon specialized knowledge, often at significant risk. Unlike the secretive followers of Dumathoin, Arcane Artisans seek to gather knowledge for the purposes of sharing as widely as possible, and are teachers or instructors of obscure knowledge and skills.

Arcane Artisans are often drawn to the adventuring life seeking new information, experiences, and perspectives, and to recover lost dwarven lore.

ARCANE ARTISAN DOMAIN FEATURES

Cleric Level	Feature
1st	Domain Spells, Bonus Proficiencies, Magical Aptitude
2nd	Channel Divinity: Momentary Insight
6th	Channel Divinity: Force Activation
8th	Weapon Augmentation
17th	Divine Inspiration

DOMAIN SPELLS

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

Cleric Level Spells

1st	<i>identify scribe</i>
3rd	<i>locate object, share knowledge</i>
5th	<i>counterspell, flash of genius</i>
7th	<i>create or break attunement, locate creature</i>
9th	<i>animate objects, legend lore</i>

BONUS PROFICIENCIES

At 1st level, you gain proficiency with one Intelligence based skill, or any tool of your choice. At 4th, and every 4 levels thereafter (8th, 12th, 16th, and 20th), you may select another skill or tool proficiency.

MAGICAL APTITUDE

At 1st level, you are able to use, and attune to, any magic item regardless of race, class, or other restrictions. You can still only be attuned to three items at one time.

CHANNEL DIVINITY: MOMENTARY INSIGHT

Starting at 2nd level, you can use your Channel Divinity to add a +10 bonus to any skill or tool ability check. You may use this ability after you roll the die, but before the outcome is determined.

CHANNEL DIVINITY: FORCE ACTIVATION

Starting at 6th level, you can use your Channel Divinity to use a charged magic item without expending any charges. The number of charges you can simulate is equal to your Wisdom modifier (minimum of 1). If an ability requires more charges to activate, you must expend the charges normally. Additionally, using this ability causes magical instability and generates a wild surge as per the Wild Magic Sorcerer.

WEAPON AUGMENTATION

At 8th level, you may select a weapon to augment using your magical, or esoteric technical knowledge (mechanical or alchemical augmentation). This process takes 10 minutes. You must select the specific weapon and imbue it with one of the following additional damage types; radiant, fire, cold, acid, or the same type as the base weapon. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 damage of the chosen, imbued type.

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

After a long rest you may change the specific weapon augmented and/or the damage type.

DIVINE INSPIRATION

At 17th level you are able to use your Channel Divinity an additional 2 times between long rests.

Micah Watt

NEW DUGMAREN BRIGHTMANTLE SPELLS

The following spells are only available to the faithful of Dugmaren Brightmantle.

CREATE OR BREAK ATTUNEMENT

4th-level abjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a broken chain link)

Duration: Special

You may cast this spell in one of two ways;

Create Attunement. You may select a willing creature within range in possession of a magic item that requires attunement, but is not currently attuned to by any creature. By casting this spell you create a connection between the creature and the item, attuning the creature to the item over the course of 1 minute. The creature must maintain contact with the item for the duration in order to complete the attunement. This spell fails if the creature is already attuned to its maximum number of items.

Break Attunement. You cause a creature within range to make an Intelligence saving throw or lose attunement to one magic item it's attuned to. You may select a specific item if you can see it, otherwise a random item is selected.

FLASH OF GENIUS

3rd-level enchantment

Casting Time: 1 action

Range: Self

Components: V, S, M (a lit candle)

Duration: Up to 1 minute

By casting this spell you momentarily draw upon divine knowledge. The next ability check you make within 1 minute is resolved as if you had rolled a 20 on your ability check die roll.

SCRIBE

1st-level transmutation

Casting Time: 1 minute

Range: Touch

Components: V, S, M (the medium to be written on)

Duration: Permanent

By casting this spell and touching both a source of written work, and an appropriate medium to receive it (paper, parchment, a blank book etc), you can instantly duplicate up to 10 'pages' worth of material (each

page being no more than 1 foot by 1 foot of text). The new copy is as robust as if was written in ink, and is a permanent copy of the original works. This spell will not copy spellbooks or magical writings, and does not alter the original source in any way.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can copy an additional 10 'pages' of material for each slot level above 1st.

SHARE KNOWLEDGE

2nd-level enchantment

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 hour

By casting this spell and touching a creature, you impart some of your knowledge temporarily. You may select a single Intelligence based skill you are proficient in, and for the duration of the spell, the affected creature is treated as being proficient in that skill.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you may affect another creature for each slot level above 2nd.



DUMATHOIN

Keeper of Secrets Under the Mountain, The Secret Keeper, The Mountain Shield

Dumathoin (Dumathan)

The Keeper of Secrets Under the Mountain carried out the silent duty of burying veins of silver and gold deep beneath the mountain, preparing the place for the arrival of the shield dwarves. This mute god oversees the dwarven dead, and protects them in the stillness and peace of the afterlife.

Clergy. The ever-vigilant Dumathan priesthood are known as the 'talhund', meaning 'hidden gifts', though long ago they were known as 'delvesons'. They carry the sacred duty of protecting the mountains from those who would strip mine them, without respecting the land or The Silent Keeper's blessing. Their other duties involve overseeing mining operations, seeking out new mineral and precious gem sources, and helping to protect their territory from the horrors of the Underdark. Lastly, they serve as the undertakers of their communities, silently seeing that fallen dwarves are properly prepared for their final journey.

Temples and Shrines. Temples of Dumathoin are found in the lowest caverns, carved directly into the stone. You will find no blocks or bricks, as the walls, pillars, and even the altars are chiseled from the surroundings, without being cut away. These temples are always built in the midst of large precious metal deposits, leaving veins of gold and silver running through the walls and floors. The metals that are removed with the stone that is chipped away from the structure, are smelted into fine offerings housed within the temple itself, standing as a testament to Dumathoin's blessing in all its forms.

Holy Days. New moons are considered holy, and the days before and after them are known as The Deepstone Triad. On these days, followers make offerings of precious gemstones for sacrifice to their god. Similar ceremonies may be held upon the discovery of new mines.

Background Story Option

d4 Event

- 1 One of my earliest memories was watching talhunds crush precious gems to dust on an altar as they prayed to Dumathoin for his protection. The ceremony struck me deeply, and I have been a follower of Dumathoin ever since.

- 2 While working as a miner in a cave, I accidentally cracked into a tunnel which was lined with the most beautiful veins of gold. I could not bring myself to break into them, and instead followed them to a Dumathan temple. I could feel the silent call.
- 3 A dear dwarven friend of mine fell in battle and asked me to take them home with their dying breath. It took days to travel to the temple, deep underground, in the harshest of environments. After watching the talhunds prepare the body, I stayed within the beautiful temple to learn more about their stalwart faith
- 4 I was born to miners, and swung a pickaxe as soon as I was old enough. A respect for Dumathoin's gifts was instilled in me from the very start of my life.

Ashley May



BARD: COLLEGE OF THE SECRET KEEPER

The Secret Keeper is a rather gentle sounding title for an elite cadre of operatives whose purpose is to ensure dangerous secrets are not revealed to the wrong forces. The Secret Keepers pursue this goal with unmatched zealotry, using any and all means necessary to silence

those who would imperil the world with forbidden knowledge.

Secret keepers employ deception and magic, often presenting as travelling sages or loremasters, and seek to stifle dangerous secrets with obfuscation and misinformation surrounding the information itself, as well as discrediting sources, and the occasional assassination.

COLLEGE OF INNOVATION FEATURES

Bard Level Feature

3rd	Slander & Lies, Secrets Kept
6th	Sneak Attack
14th	Nondescription

SLANDER & LIES

Beginning at 3rd level, your ability to mislead and lie is unmatched. You may expend a Bardic Inspiration die to gain the die as a bonus to a Charisma (Deception) check you make, or as a reaction to impose disadvantage on creatures attempting a Wisdom (Insight) check to determine your intent, motives, or penetrate your falsehoods.

SECRETS KEPT

Starting at 3rd level, you are trained to resist attempts to interrogate you or divine information about you. You have advantage on Wisdom saving throws against enchantment and divination spells.

SNEAK ATTACK

At 6th level, you know how to strike subtly and exploit a distracted foe. Once per turn, you deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon.

You do not need advantage on the attack roll if 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.

The extra damage is the same type as the attack used, and increases to 2d6 at 9th level, 3d6 at 12th level, 4d6 at 15th level, and 5d6 at 18th level.

NONDESCRIPTION

Beginning at 14th level, you are surrounded by an enchantment that makes details about you very difficult to recall, obscuring and confusing creature's attempts to recall their interactions with you. Each creature that comes within 10 feet of you must make a Wisdom saving throw (DC equals 8 + your proficiency bonus + your Charisma modifier). On a failed save the creature only vaguely recalls you and any conversation (if any), remembering only general details about you such as race, gender, height, weight, and general appearance. On a success the creature is unaffected by this ability. You may suppress this ability at will, but cannot selectively apply it to specific creatures.

Micah Watt

CLERIC: DELVER DOMAIN

Delvers oversee mining operations, see to the safety and administration of miners and isolated clan holds, and sponsor expeditions deep into the earth to discover the secrets held by their Lord. Delvers also serve as bankers and officials in dwarven society, and keep and maintain records of both the secret and known variety. Finally they administer the dwarven dead, ensuring the vast underground tombs of the dwarves are maintained and the rites of the dead performed.

DELVER DOMAIN FEATURES

Cleric Level	Feature
1st	Bonus Proficiencies, Secret Knowledge
2nd	Channel Divinity: Shatter Illusion
6th	Channel Divinity: Uncover Secret
8th	Weapon Augmentation
17th	Divine Inspiration

DOMAIN SPELLS

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

Cleric Level	Spells
1st	identify, illusory script
3rd	Dumathoin's rest, zone of truth
5th	meld into stone, nondetection
7th	stonefall, crypt ward
9th	passwall, stoneseeing

BONUS PROFICIENCIES

At 1st level you gain proficiency with mining tools. You also gain proficiency in the Perception and Investigation skills.

SECRET KNOWLEDGE

At 1st level, you may draw on Dumathoin to receive a flash of insight or lore when attempting a skill check for the following skills: Arcana, History, Insight, Investigation, Nature, Perception, or Religion. You may add +10 to the d20 roll after you roll the die, but before the outcome is determined. You regain the use of this ability after finishing a long rest.

CHANNEL DIVINITY: SHATTER ILLUSION

Starting at 2nd level, you can use your Channel Divinity to break illusions. As an action, you cause all illusory magic within 30 feet of you to be subject to the dispel magic effect. If the illusions are not dispelled you are not made aware of their existence.

CHANNEL DIVINITY: UNCOVER SECRET

Starting at 6th level, you can use your Channel Divinity to discern any hidden doors or compartments. As an action you expend your Channel Divinity and automatically know the location of the nearest secret or concealed door, compartment or hidden object (not in the possession of a creature), out to a range of 100 feet. This ability penetrates all substances and barriers, but fails if there are no eligible targets within range. The ability does not disclose the nature of the concealment, mechanisms to open the door or compartment, or any traps, just the presence and location of the concealment. If there are two or more equally distant concealments, a random one is revealed.

DIVINE STRIKE

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

REVELATION

At 17th level you have *truesight* out to a range of 30 feet.

Micah Watt

NEW DUMATHOIN SPELLS

The following spells are only available to the faithful of Dumathoin.

CRYPT WARD

4th-level abjuration

Casting Time: 1 action

Range: 100 feet

Components: V, S, M (dwarven bones)

Duration: Until dispelled

Although originally designed to ward dwarven tombs from grave robbers, this spell can be used to protect any space that has dwarven bones present. You set up a protective ward in a single room or area of no greater than 100 feet per side. Any creature that opens a closed or sealed container of any type within the affected area, must make a Charisma saving throw or take 3d6 psychic damage and becomes stunned until the end of its next turn. A successful save halves the damage and isn't stunned. Dwarves have advantage to this saving throw.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the warded area increases by an additional 100 foot on each side for each slot level above 4th.

DUMATHOIN'S REST

2nd-level abjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (powdered silver)

Duration: Concentration, up to 1 minute

You create a warded area in the shape of a 30 foot cube, centered on a point within range. All undead creatures that enter the area for the first time, must make a Charisma saving throw or become incapacitated for the duration. The spell ends for any affected undead creature whenever it takes damage or is affected by a harmful spell or effect.

Additionally, any spells that are cast within the area of effect that animate dead creatures (such as an animate dead spell) requires the caster to make a successful Charisma saving throw, or the spell fails.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the duration is concentration, up to 10 minutes. If you use a spell slot of 4th level or higher, the duration is concentration, up to 1 hour. If you use a spell slot of 5th level or higher, the duration is 24 hours. If you use a spell slot of 6th level or higher, the spell lasts until it is dispelled. Using a spell slot of 5th level or higher grants a duration that doesn't require concentration.

STONEFALL

4th-level evocation

Casting Time: 1 action

Range: 100 feet

Components: V, S, M (a pinch of gravel)

Duration: Instantaneous

You select a point within range, causing rocks to fall in a 30-foot-tall cylinder with a 20-foot radius, centered on that point. When you cast this spell, it has one of two effects based on if you are aboveground or underground;

Aboveground. Coin sized hail stones strikes all creatures in the area requiring them to make a Dexterity saving throw. Each creature takes 6d6 bludgeoning damage on a failed saving throw, or half as much damage on a successful one. The hail stones disappears at the end of the turn.

Underground. If the underground space has a ceiling within the area of effect, it collapses. The resulting falling stone requires creatures caught in the area to make a Dexterity saving throw. Each creature takes 8d6 bludgeoning damage on a failed saving throw, or half as much damage on a successful one. The debris does not disappear, and the area is considered difficult terrain. The movement of the rock above may block tunnels, or open up new areas or passages if the volume of shifted material is sufficient (DM's discretion).

STONESEEING

5th-level divination

Casting Time: 10 minutes

Range: 1 mile

Components: V, S, M (a gem worth 100gp)

Duration: Concentration, up to 10 minutes

You may select a point up to 1 mile away to see and hear through, so long as you have an unbroken line of stone or rock between you and it. You must be familiar with the location, or it must be an obvious location that you are unfamiliar with (such as behind a door, around a corner or in a cavern up ahead etc).

When you cast this spell, you can see and hear from the chosen point as if you were in its place.

The spell creates no sensory effects, and cannot be detected by truesight or the like, but is detectable as a spell effect with the use of detect magic.

At Higher Levels. When you cast this spell using a spell slot of 6th level, the duration is concentration, up to 1 hour. If you use a spell slot of 7th level, the duration is concentration, up to 6 hours. If you use a spell slot of 8th level, the duration is concentration, up to 12 hours. If you use a spell slot of 9th level, the duration is concentration, up to 24 hours.

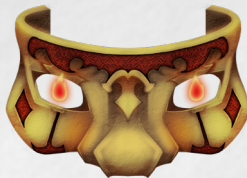


GORM GULTHYN

Fire Eyes, the Golden Guardian, The Sentinel, Lord of the Bronze Mask, the Eternally Vigilant

Gorm Gulthyn (Gormian, The Vigilant)

Gormian dogma teaches that one must never waver in their duty to defend and keep safe, the young, the elderly, the infirm, and all of the children of the Morndinsamman. Devotees of Gorm Gulthyn, often called “The Vigilant”, take inspiration from his ever-watchful eyes burning behind a stern bronze mask, as guidance to never blink in their guardianship.



The Vigilant often serve in their communities by joining militias, helping to maintain fortifications, or providing food, medicine, and aid to their local guard. Gorm's followers who find themselves unable to serve in defense of their homelands will often hold vigils on battlements, praying for blessings upon their protectors, and keeping watch for threats.

Clergy. Clerics of Gorm Gulthyn are known as barakor, meaning ‘those who shield’. A novice barakor will receive a sacred charge assigned to them by their church, which may vary from protecting the elderly, to being the bodyguard of a high-ranking clan member. Highly ranked barakor have more options to decide from regarding who they will protect, and will often become the private guard of clan leaders.

Temples and Shrines. Temples of Fire Eyes are often rather simple, spartan structures, made of carved stone, with little additional decor. Many temples house armories and may also contain defensive equipment for nearby towns to fortify themselves against attack. The one feature that all Temples of Fire Eyes have in common, is a central altar containing the remains of barakor who've fallen in Gorm's service, or ‘paid Gorm's greatest price’, regardless of the rank or status of the charge they died protecting.

Background Story Option

d4 Event

- 1 As a child, I was protected by a barakor who paid Gorm's greatest price, and when I grew up, I took up the duties of the vigilant to carry on their memory.
- 2 I attended a Gormian wedding and was intrigued by the practice of the betrothed; exchanging shields and swearing to protect one another. I spoke with the wedding's officiant after the ceremony and began studying the faith in earnest.
- 3 A dying barakor asked me with their last breath to return their remains to a Temple of Fire Eyes. The journey was difficult, but when I arrived, I found myself moved by the solemn respect of the barakor for their fallen kin. I remained at the temple to study their ways, and joined their faith.

- 4 As a child I would sit with the village elders, keeping vigil over our town, and listen to Gormian sermons. I have known no other god's blessings, the way I have understood the Lord of the Bronze Mask since my youth.

Ashley May

CLERIC: GUARDIAN DOMAIN

Clerics of the Guardian domain are assigned a sacred duty to protect a charge, whether it is a specific place, or dwarven folk, these dwarves are ever vigilant in fulfilling their duties. Adventuring guardians are often tasked with recovering dwarven artifacts or liberating captured dwarven strongholds from the clutches of their enemies.

GUARDIAN DOMAIN FEATURES

Cleric Level Feature

1st	Bonus Proficiencies, Defensive Posture
2nd	Channel Divinity: Warrior's Wisdom
6th	Channel Divinity: Circle of Defense
8th	Divine Strike
17th	Avatar of the Divine Guardian

DOMAIN SPELLS

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

Cleric Level Spells

1st	<i>alarm, blessed watchfulness</i>
3rd	<i>alert allies, spiritual weapon</i>
5th	<i>glyph of warding, spirit guardians</i>
7th	<i>fire eyes of Gorm, guardian of faith</i>
9th	<i>dispel evil and good, wall of stone</i>

BONUS PROFICIENCIES

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

DEFENSIVE POSTURE

Starting at 1st level, when you take the Attack action to make a weapon attack on your turn, you can subtract up to half your Wisdom modifier (rounded down) from your weapon attack rolls, and add the same amount as a bonus to your AC, until the start of your next turn.

CHANNEL DIVINITY: WARRIOR'S WISDOM

At 2nd level, using a bonus action, you can use your Channel Divinity to gain insight and improve your battle prowess. For 1 minute, you can add your Wisdom

modifier to your attack rolls whenever you take the Attack action to make a weapon attack.

CHANNEL DIVINITY: CIRCLE OF DEFENSE

At 6th level, you can use your Channel Divinity to grant you and nearby allies a bonus to defense, while robbing nearby enemies the advantage of invisibility. For 1 minute, you and allies within 15 feet of you gain a +2 bonus to AC, while invisible enemies within the affected area are surrounded by a golden radiance, revealing their location and canceling the benefit of invisibility.

DIVINE STRIKE

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

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

AVATAR OF THE DIVINE GUARDIAN

At 17th level, you can transform into a stalwart warrior of Gorm. You gain a +2 bonus to your Strength and Constitution scores for 1 minute. This feature can increase those scores above 20.

In addition, you can't be grappled or moved against your will for the duration.

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

Scott Bean



PALADIN: OATH OF THE WATCHFUL GUARDIANS

Dwarves who swear the Oath of the Watchful Guardians, are given a charge to protect to the best of their abilities. These dwarves display unwavering loyalty to their faith and duties.

TENETS OF THE WATCHFUL GUARDIANS

Always be Vigilant. Always remain alert and ready to face threats against your charge.

Defend Dwarvenkind. Do not hesitate to help whenever you see dwarves in need of protection.

Duty and Honor. Never break your oath. Always fulfill your duties honorably and to the best of your abilities.

Stand your Ground. Be prepared to pay Gorm's 'greatest price', in performance of your duties.

OATH OF THE WATCHFUL GUARDIANS FEATURES

Paladin Level Feature

3rd	Oath Spells, Channel Divinity
7th	Aura of Watchfulness (10 ft.)
15th	Sacred Guardian
18th	Aura of Watchfulness (30 ft.)
20th	Avatar of the Divine Guardian

OATH SPELLS

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

Paladin Level Spells

3rd	<i>blessed watchfulness, shield of faith</i>
5th	<i>alert allies, spiritual weapon</i>
9th	<i>crusader's mantle, magic circle</i>
13th	<i>fire eyes of Gorm, stoneskin</i>
17th	<i>circle of power, dispel evil and good</i>

CHANNEL DIVINITY

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

Frenzied Guardian. As a bonus action, you enter a frenzied state that increases your battle prowess. For 1 minute, whenever you take the Attack action on your turn to make a melee weapon attack, you can use a bonus action to make an extra melee weapon attack with the same weapon. However, at the end of the duration, you suffer one level of exhaustion.

Insightful Investigator. You gain a heightened investigative sense. As an action, you gain a +5 bonus to Intelligence (Investigation) checks for 10 minutes.

AURA OF WATCHFULNESS

Starting at 7th level, you exude an aura of vigilance. Neither you nor any of your allies within 10 feet of you, can be put to sleep against your will by any means, while you are conscious. In addition, you and affected creatures are immune to being stunned.

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

SACRED GUARDIAN

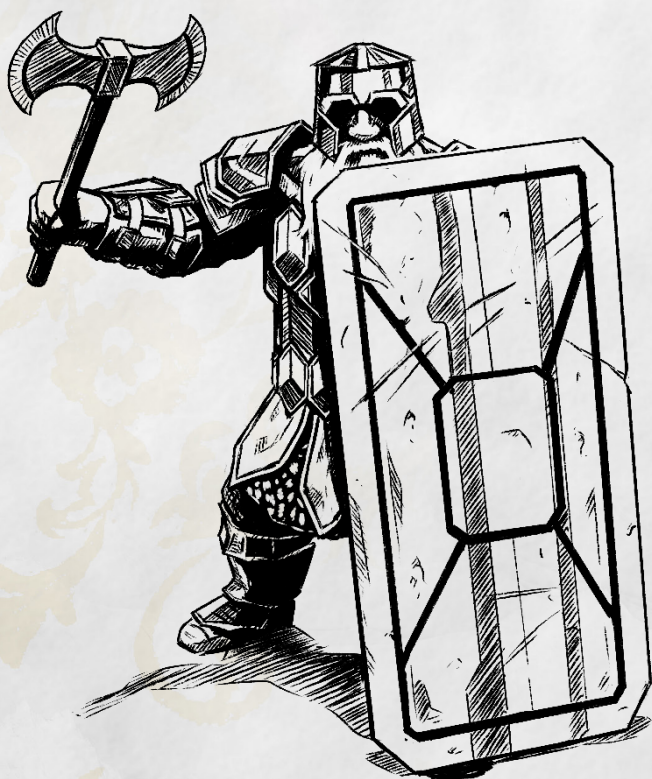
Beginning at 15th level, you are always under the effects of the *blessed watchfulness* spell.

AVATAR OF THE DIVINE GUARDIAN

At 20th level, you can become an avatar of divine vigilance, as your eyes emit a fiery, golden glow. For 1 minute, you gain the following two benefits:

- You gain *truesight* out to a range of 30 feet.
- When a creature hits you with an attack, your eyes flare, forcing it to make a Constitution saving throw or be blinded until the start of its next turn.

Scott Bean



NEW GORM GULTHYN SPELLS

The following spells are only available to the faithful of Gorm Gulthyn.

ALERT ALLIES

2nd-level abjuration

Casting Time: 1 action

Range: Self (300-foot radius)

Components: V, S,

Duration: 4 hours

Once while the spell is in effect, you can send a mental alert to up to four allies within range. The allies become aware of danger in your general direction. This spell will awaken sleeping allies within range and alert them to danger. Once the alert is sent, the spell ends.

BLESSED WATCHFULNESS

1st-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S,

Duration: 4 hours

The target gains a +5 bonus to passive Wisdom (Perception) scores for the duration.

FIRE EYES OF GORM

4th-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (holy symbol)

Duration: Concentration, up to 1 minute

As part of the action used to cast this spell, and by using your action on subsequent turns, you can make a ranged spell attack by shooting fiery red rays from your eyes at a target within range. On a hit, the target takes 4d8 fire damage.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the fire damage increases by 1d8 for every two slot levels above 4th.

HAELA BRIGHTAXE

Lady of the Fray, Luckmaiden

Haela Brightaxe (Haelan)

Blessed are the warriors who wade through mountains of corpses, lifted up by the Lady of The Fray. If there is battle, a Haelan feels compelled to join in. No risk is too great for those cherished by the Luckmaiden.

Clergy. The priests of Haela Brightaxe are called kaxanar, a title meaning 'bloodmaiden'. Though Haelan clergy are mostly women, men are not excluded from their ranks, and still carry the kaxanar title. Their morning prayers involve the practice of scarification on their forearms, often in geometric shapes, but some kaxanar have been known to carve lewdness or profanities into their flesh.

Holy Days. On the day of Greengrass, Haelans celebrate their most important ritual, the Time of Spawning, which focuses on gathering all of the weapons they have collected from their fallen enemies, and chanting incantations while ceremonially shattering the weapons. Other holidays include Commemoration of The Fallen, when Haelan worshippers celebrate all souls who have fallen in the protection of Moradin's children, and Axe Held High, a day when the kaxanar gather on the surface and stare at the sun until they see Haela Brightaxe's greatsword.

Temples and Shrines. Haelan temples are built wherever conflict is found and are often constructed over the top of the smoldering remains of ruined towns or fortresses. These temples are known to contain armories, but more remarkably, they contain traps, wards, and explosives, to ensure that a Haelan temple will go up in flames before it could ever fall into enemy hands.

Background Story Option

d4 Event

- 1 I came out of a blood-blinded rage to stories from my dwarven companions who watched an arrow miraculously fracture of its own accord before it could reach my neck. Truly, I must be blessed by the Luckmaiden herself.
- 2 As a child, I asked a kaxanar what the scars on her arm meant, and she said; "You'll know when you're older." I began studying Haelan dogma out of curiosity, but I was a young adult before I learned those words were the furthest thing from divine.
- 3 A dear friend of mine was honored at the Commemoration of The Fallen, in spite of not being a dwarf themselves, and I became intrigued by the faith.

- 4 I was born at a temple on a duergar battlefield to a screaming bloodmaiden, who barely noticed she was in labor while cutting down her enemies. Becoming a kaxanar myself was a foregone conclusion.

Ashley May

BARBARIAN: PATH OF THE KAXANAR

To those that walk the Path of the Kaxanar, nothing is more wonderful than the destruction of their enemies. Raw power runs through their scars, ritualistic markings which turn rage into joy. They will take the greatest risks, knowing that if luck is on their side, victory will be as well.

PATH OF THE KAXANAR FEATURES

Barbarian Level Feature

3rd	Hysteria
6th	Time of Spawning
10th	The Thrill of Battle
14th	Luck of the Fray



HYSTERIA

Starting at 3rd level, the Kaxanar has gone through a process of ritual scarring which awakens the flesh to new resistances. When you enter your rage, you immediately gain temporary hit points equal to 1d6 + half your barbarian level. Each time you reduce a creature to zero hit points while raging, you gain temporary hit points equal to 1d6 + half your barbarian level.

TIME OF SPAWNING

At 6th level, you seek to destroy the weapons of your enemies while using your Reckless Attack. When using your Reckless Attack feature, you may forgo your attack and instead use your action to attempt to disarm a creature within reach, of one weapon they are holding. The creature must make a Strength saving throw, DC equals 8 + your proficiency bonus + your Strength modifier. On a failed save, you disarm them of their weapon, flinging it 15 feet away in any direction you choose. If the save fails by 5 or more, the weapon is destroyed. This ability can be used a number of times equal to your Constitution modifier (minimum of once). You regain all uses of this ability after completing a long rest.

THE THRILL OF BATTLE

At 10th level, you share in joyous destruction with your allies. When you begin your rage, or reduce a creature to zero hit points, a number of creatures of your choosing within 10 feet of you, also receive the benefits

of Hysteria. You can affect up to your Constitution modifier (minimum of 1) allies with this feature.

LUCK OF THE FRAY

At 14th level, you gain a pool of four d20s after you finish a long rest. Any time you are required to roll a d20 in combat you may instead decide to roll any number of these dice as well. You must choose to roll 1 or more of these dice before the required combat related roll, and you may pick any one of them for the result of that roll. You cannot use Luck of the Fray on a roll in which you have disadvantage. Once rolled, these dice are not replenished until you finish a long rest.

Isaac May

PALADIN: OATH OF FORTUNE

Those who take the Oath of Fortune believe it is chaos and uncertainty that molds the world. The powers of the gods are what keeps this chaos from becoming overwhelming, and their grace is felt whenever fortune crosses your path. Instances of luck or fortune are moments the gods have grasped and blessed with their divinity. This sort of divine luck is felt by the paladins of Haela Brightaxe when they willingly throw themselves into peril by combatting the evil monsters that are found all over the Realms. To survive these battles, risks must be taken, and it is in risk that fortune is found.

TENETS OF FORTUNE

The tenets of the Oath of Fortune value those who seize opportunities as they present themselves, and who are not afraid to take chances if it can lead to glory on the battlefield.

Favor the Bold. Fortune never seeks out those who do nothing with their lives. Taking chances is the only way to experience true fortune.

Modest. Be humble in victory and gracious in defeat.

No Cheating. A wager made is a wager honored. One should never cheat, and take any losses they experience as reminders of the fickle nature of fortune.

Vanquish Evil. Fighting monsters of wickedness and clearing the Realms of their presence, is the highest calling one can strive for.

OATH OF FORTUNE FEATURES

Paladin Level	Feature
3rd	Oath Spells, Channel Divinity,
7th	Aura of Fortune (10 ft.)
15th	Second Chances
18th	Aura of Fortune (30 ft.)
20th	Luck of the Victor

OATH SPELLS

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

Paladin Level	Spells
3rd	<i>bless, chaos bolt</i>
5th	<i>augury, enhance ability</i>
9th	<i>magic circle, protection from energy</i>
13th	<i>locate creature, freedom of movement</i>
17th	<i>legend lore, skill empowerment</i>

CHANNEL DIVINITY

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

Blessing of Luck. As an action, you target a creature you can see and hear you, and imbue them with good fortune. For the next 10 minutes, the target creature has advantage on one attack roll, ability check, or saving throw. If the blessing has not been expended by the end of the 10 minutes, it fades away, and you roll a d100. On a roll of 90 or higher, you regain your expended use of your Channel Divinity. You can target yourself with this ability.

Good Graces. As an action, you become eerily good at nearly everything. For the next 10 minutes, you may add 1d6 to any ability check you make.



AURA OF FORTUNE

Starting at 7th level, those under your protection find themselves luckier than most. When a creature within 10 feet of you is hit by an attack, you can use your reaction to give the attacking creature disadvantage on the attack roll.

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

SECOND CHANCE

Starting at 15th level, your good fortune extends beyond the boundaries of life. When you fall unconscious as a result of dropping to zero hit points, you can use your reaction to give yourself a second chance at life. Roll a d100. If the roll is 50 or higher, you drop to 1 hit point instead. If the roll is 90 or higher, you regain hit points equal to your paladin level + your Charisma modifier. If you roll a 100, you regain hit points equal to half your current hit point maximum. Once you've used this feature, you can't use it again until you finish a short or long rest.

LUCK OF THE VICTOR

At 20th level, your fortune shines brightly for all others to see. As an action, your good luck radiates out from you, granting you the following benefits for 10 minutes:

- You have advantage on ability checks and on saving throws against effects caused by dragons, monstrosities, and undead with an evil alignment.
- When you attack a creature resistant to acid, cold, fire, lightning, necrotic, poison, or radiant damage, your attacks ignore the resistance.

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

Anne Gregerson



LADUGUER

The Exile, The Gray Protector, Master of Crafts, The Slave Driver, The Taskmaster, The Harsh

Laduguer (Ladugurite)

Since his ejection from the Morndinsamman, Laduguer viewed other dwarven gods as layabouts who prized their traditions over progress. Under his guidance, the duergar have forged a sternly militant society based on obedience to one's leaders, the holding of slaves, and the constant pursuit of magic weapon innovation. Laduguer teaches extreme xenophobia to his followers as a matter of course; the followers of the taskmaster limit their contact with outsiders to brief, necessary trade, or slave raids.

There are no Ladugurite holidays, as breaking from one's strict work regiment is a danger to duergar society.

Clergy. The Thuldor are the ranking members of Laduguer's clergy. Bearing a title meaning 'those who endure', the Thuldor often function as both religious and secular leaders in a society that sees little division between the two.

Temples and Shrines. Because the Thuldor practice the depth of their worship by devoting at least one hour a day to the crafting of magical weapons, their temples often contain artificer workshops and organized troves of ingredients. Many temples also house stables for Steeders; massive riding-spiders, which has earned them Lolth's ire.

Non-Duergar Followers. Non-duergar Ladugurites are rare, but not unheard of, and typically looked down upon by their fellow clergy. They justify themselves by behaving as slaves to Laduguer himself, and often adorn themselves with chains and shackles. Though they will never achieve roles of leadership within duergar society, they consider it their duty to extend his reach and domination over others beyond the Underdark.

Background Story Option

d4 Event

- 1 Though brought up under the teachings of Deep Duerra, I believed in the duergars potential to shackle more than just illithids, and became a devotee of her father instead.
- 2 As I raised in power and influence among the duergar, I realized that dedicated service as a Thuldor would be required to reach my full potential.

- 3 Though once a slave, I won freedom from my duergar masters through bloodshed and determination. Now, I serve only one master, and extend my own control.
- 4 I grew up under the toil of Ladugurite teachings and following them was the obvious course for my life.

Ashley May



CLERIC: DOMINATION

DOMAIN

The Thuldur clerics draw divine inspiration from The Taskmaster, guiding them to spread his reach and control to all those they encounter. It is their goal to inflict pain, break spirits, and entrap those who would resist their divine power. In a test of wills, one is unlikely to outlast Those Who Endure.

DOMINATION DOMAIN FEATURES

Cleric Level Feature

1st	Bonus Proficiencies, Mind-Numbing Pain
2nd	Channel Divinity: Shackle
6th	One Who Endures
8th	Potent Spellcasting
17th	Taskmaster's Cage

DOMAIN SPELLS

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

Cleric Level Spells

1st	<i>bane, command</i>
3rd	<i>crown of madness, silence</i>
5th	<i>summon lesser demons, fear</i>
7th	<i>compulsion, dominate beast</i>
9th	<i>geas, modify memory</i>

BONUS PROFICIENCIES

When you choose this domain at 1st level, you gain proficiency with whips and nets.

MIND-NUMBING PAIN

At 1st level, if a creature you can see within 60 feet has taken damage since your last turn, you may use your bonus action to impose disadvantage on their saving throws against your enchantment spells, until the end of your turn. You can use this feature a number of times equal to your Wisdom modifier (a minimum of once).

You regain all expended uses when you finish a long rest.

CHANNEL DIVINITY: SHACKLE

Starting at 2nd level, you can use your Channel Divinity to restrict another creature's movement.

As an action, you present your holy symbol and invoke the name of your deity. All creatures of your choice within 30 feet of you must make a Wisdom saving throw. The target succeeds automatically if it is immune to being charmed. On a failed save, the target cannot move or take the Dash, Disengage, or Hide action on their next turn.

ONE WHO ENDURES

Starting at 6th level, you gain immunity to the charmed condition.

POTENT SPELLCASTING

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

TASKMASTER'S CAGE

Starting at 17th level, as an action, you may conjure a black iron cage at a location you choose within 120 feet. The cage can be up to 20 feet on each side, with ½ inch diameter bars spaced ½ inch apart. Any creature that is completely inside the cage's area is trapped. Creatures only partially within the area, or those too large to fit inside the area, are pushed away from the center of the area until they are completely outside the area.

Because of the narrowness of the bars, attacks made through or into the cage, are made at disadvantage.

A creature inside the cage can't leave it by nonmagical

means. If the creature tries to use teleportation or interplanar travel to leave the cage, it must first make a Charisma saving throw. On a success, the creature can use that magic to exit the cage. On a failure, the creature can't exit the cage and the spell's components are used and the spell slot is spent. The cage also extends into the Ethereal Plane, blocking ethereal travel. The cage lasts for one hour or until you choose to dismiss it as an action, or you use this feature to create a new cage. The cage is unaffected by dispel magic and similar spells. Once you have used this feature, you cannot use it again until after you have completed a long rest.

Ashley May

WIZARD: CHAINS ARCANES TRADITION

The disciples of Laduguer have developed a school of arcane magic that reflects the harsh truths of the duergar existence. People are weak and simple, often to the point of not understanding what is best for them. Some wizards of the chains use their control as a self-serving means of advancement, while others seek to teach their targets harsh lessons 'for their own good'. All beings must endure chains at some point, for it is only in breaking free of them that one is made strong.

CHAINS FEATURES

Wizard Level	Feature
2nd	Chains of Many Forms, Slavery Lash
6th	Armor of Chains
10th	Grasping Chains
14th	Life of Chains

CHAINS OF MANY FORMS

Beginning when you take this school at 2nd level, the gold and time you must spend to copy any spell that creates difficult terrain or causes any of the following conditions - charmed, grappled, restrained, or prone - is halved.

SLAVERY LASH

Starting at 2nd level, as a bonus action, you are able to manifest a barbed chain of force in your hand, which you can wield as a weapon. You are proficient with this weapon, and it has the following properties; one-handed, finesse, light, reach 10 feet, and deals 1d4 slashing damage, or 2d4 against creatures that are grappled or restrained.

ARMOR OF CHAINS

At 6th level, you've learned to weaponize the ever-present chains you feel. Casting a spell forms spectral



chains around your body. When you cast a spell of 1st level or higher, you may add your Constitution modifier (minimum of 1) to your AC until the start of your next turn. This cannot stack with the *shield* spell.

GRASPING CHAINS

At 10th level, when a spell you cast would impose a condition on a target creature, you can instead choose to replace the condition with the restrained condition. The target creature rolls the saving throw at disadvantage.

LIFE OF CHAINS

At 14th level, you have accustomed yourself to living in chains, and are resistant to their effects. You have resistance to slashing damage, and have advantage on all ability checks and saving throws against effects that would reduce your movement speed.

Ryan Langr

NEW LADUGUER SPELLS

The following spells are only available to the faithful of Laduguer.

BINDING CHAINS

5th-level abjuration

Casting Time: 1 action

Range: 30 feet

Components: V, M (a chain)

Duration: Concentration, up to 1 minute.

You target one creature on the ground that you can see within range, and force them to make a Dexterity saving throw. Four spectral chains fly out of the ground and lash at the target. On a failure, the creature takes 5d6 slashing damage and is restrained. On a success, the creature takes half as much damage, is not restrained, and the spell ends. When a creature is restrained, you may use your bonus action to deal an additional 3d6 bludgeoning damage to the creature. A creature may repeat the saving throw at the end of each of its turns, ending the effect on itself, and ending the spell, on a success.



MARTHAMMOR DUIN

Finder-of-Trails, the Watcher over Wanderers, the Watchful Eye, the Hammer, the Finder, the Wanderer.

Marthammor Duin (Duinan)

Our Finder-of-Trails, Marthammor Duin, teaches us to always look for what lies beyond the horizon. The safety and comfort of your clan's holdings may feel inviting, but they can become like shackles on the legs for the wandering heart. Seek new paths, gain new wisdom, and teach others all that you have learned. They say when a freak bolt of lightning streaks across a clear sky, Marthammor is encouraging his followers, "Go, and look over there!"



Clergy. The clergy of Marthammor Duin are known as 'volamtar', meaning 'blazers of fresh trails', and they live up to their name. The volamtar are responsible for the marking and maintenance of woodland trails that guide travelers to and from dwarven strongholds. Their regular patrols along these routes focus on fighting back dangerous predators and healing any wounded travelers they may come across.

Holy Days. Though Duinan worshippers are prone to extensive celebrations, their largest falls on Shieldmeet, once every four years. On the festival day, and the nine days to follow, Duinan followers hold great revelries open to all, including non-dwarves. A key element of worship during Shieldmeet involves burning boots and shoes in honor of the Watcher Over Wanderers. As such, shoemakers often prepare for months, in order to meet the demand of dwarves needing to buy new travel-wear after Shieldmeet has concluded.

Background Story Option

d4 Event

- 1 When I was little, I watched in confusion as my mother burned my first pair of baby boots in a big bonfire. I didn't know why she did it if it made her cry, but she told me that she wanted the Watchful Eye to always look out for me.
- 2 I was lost on a twisted trail one night, when I came across a jolly old dwarf who agreed to show me the way to the next town. We walked and talked for hours, and between his traveling tales, he told me of Marthammor Duin. Long after we parted ways, I continued to pursue knowledge of the Finder-of-Trails
- 3 As I lay bleeding on a woodland path, I was certain I would die. I watched a streak of lightning cut across a cloudless sky and in moments, a party of volamtar arrived at my side to mend my wounds. They believed their god led them to me, and after seeing such a miracle, I am inclined to agree.
- 4 My father was a wandering gambler, and my mother gave birth to me in the back of a wagon rolling down a volamtar-marked path. I was born to ramble, and ramble I shall, under the blessing of Marthammor

Ashley May

CLERIC: EXPLORER DOMAIN

While dwarves are not normally known for their wanderlust, clerics of the Explorer domain take to travel with the same fervor that their contemporaries have for craft. To followers of Marthammor Duin, exploration and discovery are a holy pilgrimage, regardless of the destination. Travel is a journey of countless implacable steps, their steadfast stride eating up the miles inexorably to their chosen destination.

Explorers tend to serve their communities as scholars, advisors, guides, and guardians of travelers, often leading expeditions, or administering waystations of far flung outposts. They serve as trackers, and will search out lost or endangered travelers to render aid.

EXPLORER DOMAIN FEATURES

Cleric Level Feature

1st	Bonus Proficiencies, Natural Explorer
2nd	Channel Divinity: Warrior's Wisdom
6th	Channel Divinity: Circle of Defense
8th	Divine Strike
17th	Avatar of the Divine Guardian

DOMAIN SPELLS

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

Cleric Level Spells

1st	<i>jump, longstrider</i>
3rd	<i>lesser restoration, Marthammor's intuition</i>
5th	<i>Leomund's tiny hut*, Marthammor's thunderbolts</i>
7th	<i>freedom of movement, locate creature</i>
9th	<i>greater restoration, passwall</i>

* Called *Marthammor's shelter* by the faithful

BONUS PROFICIENCIES

At 1st level, you gain proficiency with navigator's tools. You also gain proficiency in the Survival skill.

NATURAL EXPLORER

At 1st level, you are particularly familiar with one type of natural environment and are adept at traveling and surviving in such regions. Choose one type of favored terrain: arctic, coast, desert, forest, grassland, mountain, swamp, or the Underdark. When you make an Intelligence or Wisdom check related to your favored terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in.

While traveling for an hour or more in your favored terrain, you gain the following benefits:

- Difficult terrain doesn't slow your group's travel.
- Your group can't become lost except by magical means.
- Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger.
- If you are traveling alone, you can move stealthily at a normal pace.
- When you forage, you find twice as much food as you normally would.
- While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.

You choose additional favored terrain types at 6th and 10th level.

CHANNEL DIVINITY: RELENTLESS MARCH

Starting at 2nd level, you can use your Channel Divinity to allow yourself and your companions to travel on, long after fatigue should have set in. As an action, you create a wave of rejuvenating energy in a 20-foot radius, that negates any levels of exhaustion caused by natural environmental effects or from lack of sleep. It does not remove exhaustion from other sources (such as a Berserker Barbarian's Frenzy ability) nor does it substitute for a long rest.

CHANNEL DIVINITY: WEATHER SHIELD

Starting at 6th level, as an action, you can use your Channel Divinity to create a 10-foot-radius immobile, translucent dome, centered on you. Falling rain, hail or snow cannot penetrate the barrier, and winds are rebuffed, the air inside becoming still. The weather shield does not block magical effects; so snow, rain or similar effects generated by a spell or spell-like ability, will penetrate the dome.

Within the barrier, the temperature remains at a comfortable 80° F (27° C) and all creatures gain resistance to lightning and cold damage.

The weather shield lasts up to 1 hour, and you can use an action to end the effect

DIVINE STRIKE

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

JUGGERNAUT

At 17th level you cannot gain levels of exhaustion from any source, and you have advantage on all Constitution saving throws and all Constitution ability checks.

RANGER: TRAILBLAZER

Trailblazers revere 'the Hammer,' who watches over travelers. These dwarves' hunger for freedom, and long to experience new wonders and cultures outside dwarven halls. They often guide and protect those who're lost in the wilderness. They also aspire to learn and experience customs from across the realms; from remote locales to sprawling cities. They are wanderers, seeking the freedom to find their own trails, and to help guide and protect others while experiencing the world's wonders.

TRAILBLAZER FEATURES

Ranger Level	Feature
3rd	Wanderer in the Storm, Thunderbolt Attack
7th	Wanderer's Mobility
11th	Mobile Attacker
15th	Evasion

TRAILBLAZER MAGIC

Starting at 3rd level, you learn an additional spell when you reach certain levels. The spell counts as a ranger spell for you but doesn't count against the number of ranger spells you know.

Ranger Level	Spells
3rd	<i>expeditious retreat</i>
5th	<i>misty step</i>
9th	<i>haste</i>
13th	<i>freedom of movement</i>
17th	<i>passwall</i>

WANDERER IN THE STORM

At 3rd level, you have resistance to lightning and thunder damage.

THUNDERBOLT ATTACK

At 3rd level, you can charge your weapon strikes with electrical energy. Once per turn when you hit a creature with a weapon attack, you can deal an extra 1d8 lightning or thunder damage.



WANDERER'S MOBILITY

At 7th level, you can use a bonus action to take the Disengage action on your turn.

MOBILE ATTACKER

At 11th level, when you take the Disengage action, you can make one melee weapon attack as part of the same action.

EVASION

At 15th level, 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.

Scott Bean

NEW MARTHAMMOR DUIN SPELLS

The following spells are only available to the faithful of Marthammor Duin.

MARTHAMMOR'S INTUITION

2nd-level divination

Casting Time: 1 action

Range: Self

Components: V, S,

Duration: Instantaneous

You gain a flash of momentary insight, revealing the *closest* creature within 1000 feet that is a traveler (defined as away from their home location by more than a mile), and in need of aid (defined as wounded, in physical danger or in emotional distress, or under threat). The spell gives you the distance and direction to the creature but does not reveal the creature type, or its specific need or circumstance. The spell does not give any information concerning the path to the creature, or any hazards.

If there are no travelers in need within range, the spell indicates this.

MARTHAMMOR'S THUNDERBOLTS

3rd-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a magnet)

Duration: Instantaneous

You generate twin bolts of lightning from your hands or eyes (your choice), which streak forth to strike up to two targets in range. A ranged spell attack is required to strike a hostile target (willing creatures may be hit automatically). When struck, each bolt either deals 3d6 lightning damage or heals the target for 1d8 points of damage, your choice. A critical hit doubles the damage or healing, but creatures that are automatically struck cannot be critically hit.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, each bolt deals an additional 1d6 damage or 1d8 healing, for each slot level above 3rd.



MORADIN

The Soul Forger, Dwarffather, All-Father

Moradin (Moradinite)

The All-Father forged the dwarven race from metals and gems, in the flames that burned at the heart of the world. Some even call him the Soul Forger, believing that he breathes the spark of life into every dwarf himself. As such, he is respected and acknowledged by all dwarves, even if they prioritize the worship of another god. Moradin is a stern but fair judge, and an uncompromising defender of the dwarves, whom every clan leader wishes to emulate.

Clergy. Moradinite clergy are known as ‘sonnlinor’, meaning ‘those who work stone’, referring to priests found working hard-to-reach veins that have been rendered inaccessible by other mine shafts. Aside from these everyday tasks, the sonnlinor were also charged with fighting back orcs and all followers of Gruumsh. They were also responsible for appraising the craftsmanship of their fellow dwarves and evaluating young dwarves to determine their future vocations. Among the Moradinite clergy, there is also an elite military order known as the Hammers of Moradin, who often lead the defense of dwarven holdings.

Holy Days. Hammer 1st is the holiest day in the calendar for Moradinites, as they state that on that day in the Year of Thunder (1306 DR), dwarven childbirths suddenly increased many-fold. This is seen as a blessing from the All-Father that would solidify the place of dwarves in history, and in the world at large. Furthermore, local sonnlinors have the power to announce any day as a holy day in order to celebrate local events.

Background Story Option

d4 Event

- 1 I expected the sonnlinor to evaluate me and determine my future vocation, like all of my peers. I wanted to make a good impression. Apparently I followed them around and stayed underfoot to the extent that they decided I would serve Moradin directly.
- 2 I always honored the All-Father, but it wasn't until my life was saved by an elite band of the Hammers of Moradin who protected my village from an orcish raid, that I began to devote myself fully to the Soul Forger.
- 3 I learned of the Soul Forger and his protection as I worked among dwarves in the mines. Between the rhythmic sounds of picks and hammers, their hymns echoed down caverns deep, and I felt them begin to bore into my own soul. I took a job as a miner, and I left the mines as an adopted child of the dwarf-father.
- 4 My mother believes firmly that I was conceived on Hammer 1st, and that I was a blessing of the All-Father, even more so than any other baby. We've always kept the Soul Forger in our home and hearts.

Ashley May



CLERIC: STEELHEART DOMAIN

Clerics of the Steelheart domain seek to emulate the virtues of dwarven culture—patience, endurance, reliability and loyalty. Steelheart clerics act as spiritual advisors and guides for dwarven holds, advising in craft, trade and the law, and as military officers in times of war against traditional foes.

STEELHEART DOMAIN FEATURES

Cleric Level Feature

1st	Domain Spells, Bonus Proficiencies, Endurance
2nd	Channel Divinity: Blessing of the Divine Forge
6th	Channel Divinity: Adamant Benediction
8th	Divine Strike
17th	Steelskin

DOMAIN SPELLS

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

Cleric Level Spells

1st	<i>Moradin's blessing, shield of faith</i>
3rd	<i>heat metal, magic weapon</i>
5th	<i>meld into stone, Moradin's curse</i>
7th	<i>stone shape, stoneskin</i>
9th	<i>Moradin's wrath, soulforge</i>

BONUS PROFICIENCIES

At 1st level when you select this domain, you become proficient in heavy armor and one set of tools of your choice.

ENDURANCE

Also at 1st level, you can reroll any failed Constitution check or saving throw. You must take the second result. Once you use this feature, you must finish a long rest before you can use it again.

CHANNEL DIVINITY: BLESSING OF THE DIVINE FORGE

Starting at 2nd level, as an action, you can brandish your holy symbol and imbue the weapons of allies with a blessing from Moradin's own forge. All weapons carried by allies within 30 feet are considered adamantine and magical for 1 minute.

CHANNEL DIVINITY: ADAMANT BLESSING

Starting at 6th level, you can use an action to brandish your holy symbol and imbue the armor of allies with a blessing from Moradin's own forge. All metal armor worn by allies within 30 feet is considered adamantine until the effect ends, reducing the first critical hit received to a normal hit. The effect lasts for 1 minute, or until a specific suit of armor negates a critical hit, at which time it reverts to normal.

DIVINE STRIKE

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

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

STEELSKIN

At 17th level you gain resistance to bludgeoning, piercing, and slashing damage from normal and magically crafted or created weapons.

Micah Watt

PALADIN: OATH OF THE SOULFORGE

Moradin embodies the spirit of the dwarven race—tough, patient, enduring, with an eye for beauty and strength in craft and community.

Paladins of the Oath of the Soulforge seek to be exemplars and ambassadors of the dwarven peoples of Faerûn, chiefly among the clans, but also among the non-dwarven races. These paladins believe that the ancient glory of the dwarves can be reclaimed and that the clans can reach new heights of craft, construction, and prominence in the world. They almost zealously promote the dwarven ideals of hard work, community, bravery, and persistence. A Soulforge paladin is a stalwart ally but an implacable enemy.

TENETS OF THE SOULFORGE

Heart of Steel. Steel is hard, but flexible, tempered by fire to be stronger still. In your heart be steadfast, strong and true. Through hardship and trial, you are tempered.

Hands of Stone are Unyielding and Patient. In your craft and artisanship, be as stone.

Mind of Mithril. True metal is light, sharp, and above



all rare. Be swift of thought, sharp and decisive, and not afraid to think uniquely.

Soul of Fire. Fire is passion, all-consuming and cleansing. Fire tempers steel and destroys lesser things. In your commitment to the dwarven race and ideals be unquenchable.

OATH OF THE SOULFORGE FEATURES

Paladin Level Feature

3rd	Oath Spells, Channel Divinity
7th	Aura of Stability (10 ft.)
15th	Hardened Soul
18th	Aura of Stability (30 ft.)
20th	Avatar of the Sacred Forge

OATH SPELLS

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

Paladin Level Spells

3rd	<i>Moradin's blessing, shield of faith</i>
5th	<i>heat metal, magic weapon</i>
9th	<i>meld into stone, Moradin's curse</i>
13th	<i>stone shape, stoneskin</i>
17th	<i>Moradin's wrath, soulforge</i>

CHANNEL DIVINITY

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

Exultation of Dwarvenkind. As an action, you brandish your holy symbol and bolster yourself and your allies with inspiring visions of ancient dwarven glories. You may select a number of creatures equal to your Charisma modifier within 30 feet. Each gains a d4 that can be added to any one ability check, attack roll, or saving throw within the next 10 minutes. The creature can wait until after it rolls a d20 before deciding to use the die but must decide before the DM says whether the roll is successful. Once the die is rolled, it is lost. A creature can have only one such die at a time (except dwarves, see below), and it can't benefit from Bardic Inspiration while under the effects of this ability.

You and any affected ally that is a dwarf may gain two d4s instead of one, but they can't be expended on the same d20 roll.

A creature can benefit from this feature only once per long rest.

Earth's Embrace. As an action, you present your holy symbol and speak a prayer censuring your earthbound foes. Each enemy within 30 feet of you that is in contact with the ground — must be earth, stone, or a structure

that sits directly on such — must make a Strength saving throw. On a failed save, the creature is grappled for 1 minute or until it takes any damage as the earth itself reaches up to grab it. As an action, a grappled creature can attempt to break free by making a Strength (Athletics) or Dexterity (Acrobatics) check against your spell save DC.

Creatures of elemental earth (gargoyles, xorn, etc.) are immune to this feature as are creatures that aren't in contact with the ground (flying or swimming creatures for example).

AURA OF STABILITY

Beginning at 7th level, you can't be knocked prone or moved against your will if you are in contact with earth, stone, or a structure that is. In addition, all allies within 10 feet gain advantage on checks to resist being knocked prone or moved against their will if they are in contact with earth, stone, or a structure that is.

At 18th level, the aura's radius granting allies advantage to resist being knocked prone or moved against their will increases to 30 feet.

HARDENED SOUL

Starting at 15th level, you are immune to attacks or effects that reduce your abilities (e.g., a shadow's Strength Drain) or those that reduce your hit point maximum (e.g., the Life Drain ability of wights and wraiths).

AVATAR OF THE SACRED FORGE

At 20th level, you can assume the form of an Avatar of the Sacred Forge, a stone skinned warrior garbed in shining mithril arms and armor. Using your action, you undergo a transformation. For 1 minute you gain the following benefits:

- You gain resistance to all damage.
- Any carried weapons are treated as magic and silver, and they can't be dropped, disarmed, or damaged unless you so choose.
- You gain advantage on all Constitution saving throws.
- Once you use this feature you can't use it again until you finish a long rest.

Mical
Watt



NEW MORADIN SPELLS

The following spells are only available to the faithful of Moradin.

MORADIN'S BLESSING

1st-level divination

Casting Time: 1 action

Range: Self

Components: V, S, M (a handful of steel shavings and forge ash)

Duration: Up to 1 week

You invoke Moradin's blessing on the next craft or construction activity that you undertake. For a single craft, the caster has advantage on all skill checks related to the craft and assembly of the focus task. It only relates to checks that directly affect the tasks and only tasks that the caster alone finishes. For example, it would apply to an Intelligence (Arcana) check for the caster to identify the best mystical components for a crafted item, but not to a Charisma (Persuasion) check to haggle with a merchant over the cost of the components.

This spell can be applied only once per craft; so, if the duration is exceeded mid-task, the spell can't be cast again to continue the benefit. The current spell ends if you cast this spell again while one is still in effect or if you try to work on multiple crafts at one time.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the duration is extended by 1 week for each slot level above 1st.

MORADIN'S CURSE

3rd-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a broken hammer)

Duration: Instantaneous

A brilliant silver beam springs forth from your hand to one non-magical, non-living object within range that has been made, manufactured, or worked. The object suffers 5d6 + 20 force damage. If the damage reduces the object to zero hit points it is disintegrated.

Objects not in the possession of other creatures are automatically affected. If an object is greater than a 5-foot square, only a 5-foot square of it is affected. If an object is in a creature's possession, then its possessor is allowed a Dexterity saving throw to avoid damage to the object.

Natural or unworked objects, magic items, or living creatures are immune to this spell.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 2d6 for each slot level above 3rd.

MORADIN'S WRATH

5th-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a shard of obsidian)

Duration: Instantaneous

This spell calls forth the earth itself to swallow your foes. Each creature in a 10-foot radius, centered on a point you choose on the ground within range, must succeed on a Dexterity saving throw or be affected by it. Affected creatures take 6d6 bludgeoning damage and are buried and restrained until they break free. A restrained creature can free itself by using an action to make a Strength check against the spell's DC — other creatures can free it in the same way. The affected area is considered difficult terrain until it is cleared of the debris.

Creatures are only affected if there is a solid surface below them, so flying or swimming creatures aren't affected.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by 2d6, and the effect's radius increases by 5 feet, for each slot level above 5th.

SOULFORGE

5th-level abjuration

Casting Time: 1 action

Range: Self

Components: V, S, M (a small steel heart replica)

Duration: Up to 1 hour

You protect your life force with a sliver of the holy fire from Moradin's forge. The first time you would drop to zero hit points as a result of taking damage from a weapon attack (including ranged, natural weapons, or unarmed strikes) the attacking creature must make a Constitution saving throw. On a failed save, it takes the damage it inflicted as radiant damage and you take no damage from the attack. On a success, the creature takes no damage and you drop to 1 hit point instead. In either case, the spell ends after the effect is triggered.

You can't have both *soulforge* and *deathward* active at the same time. If you cast one while the other is active, the original spell ends replaced by the new spell.

SHARINDLAR

Lady of Life, Lady of Mercy, The Merciful, The Bountiful, The Shining Dancer

Sharindlar (Thalornor)

Pride is a decidedly dwarven trait. Many dwarves are proud to call upon their gods for war, for crafting, or for prosperity, but one name crops up more than most, and to a non-dwarf that god is likely unknown to them. Sharindlar is the goddess dwarves pray to when they're sick, diseased, need healing, want help with their conscience, or want to pray for increased fertility.

Sharindlar looks after the hearts, minds, and souls of all dwarves everywhere.

Holy Rituals. While no one holiday is marked by the Thalornor — at Greengrass, as well as during some of the moon cycles; the waxing moon, and whenever the moon is full, where her followers dance near pools of water — it is at these times that they pray for the sick and infirm to be cured of their ailments.

Temples and Shrines. Deep in the Sumber Hills, there is a large temple complex known as the Vale of Dancing Waters. Other than this structure, Sharindlar holds no other organized temples.

Background Story Option

d4 Event

- 1 I was always the one who knew exactly who should go with who. They attributed it my 'lover's intuition', but I know now that it's inspiration from Sharindlar giving me insight, steering hearts.
- 2 The battlefield is a place of glory. These glories cannot be attained if one simply allows themselves to fall in battle and die. Sharindlar grants me the ability to heal, so that even a fallen dwarf can add to the glory of the clan.
- 3 Our families, they were all sick and dying. Then a vision came upon me and showed me a corpse rotting in our well. Clearing that out, everyone got better nearly instantly. I've never ignored another vision like that ever again.
- 4 When I was young, I was told to maintain a secrecy about all things soft. The dwarven gods teach that hardness is the only way. When I learned about Sharindlar, all that changed and now I try to teach everyone, that even the dwarven gods understand how powerful forces like love and mercy can be.

Bryan Holmes



DRUID: CIRCLE OF THE FIELD

You can see them dancing amidst the tall golden stalks of wheat, under the light of the moon. Those that adopt the Circle of the Field do so to share Sharindlar's love. Their command of moonlight makes them especially adept in the darkness. Their soft steps through fields, hidden from view, allow them to deliver mercy and comfort anywhere it's needed.

CIRCLE OF THE FIELD FEATURES

Druid Level Feature

2nd	Health of the Harvest
6th	Guided by Moonlight
10th	Form of the Field
14th	Dance of the Shining One

HEALTH OF THE HARVEST

When you choose this circle at 2nd level, you learn how to become a conduit to life itself. When an ally within 60 feet that you can see takes damage, you can use your reaction to restore a number of hit points to that ally, equal to your 3 times your druid level, up to the amount of damage just taken. Any remaining hit points become temporary hit points for the ally, which last until the start of their next turn. You can use this feature a number of times equal to your Wisdom modifier (a minimum of once) and regain all expended uses when you finish a long rest.

GUIDED BY MOONLIGHT

At 6th level, your vision becomes precise, even on the darkest nights. You can see normally in darkness, both magical and non-magical, out to a range of 60 feet or to the distance of your current darkvision, whichever is higher.

FORM OF THE FIELD

At 10th level, you have learned how to quickly vanish amidst nature. When in terrain that provides some form of natural cover (trees, tall grass, bushes, hills, etc) you gain advantage on Dexterity (Stealth) checks made to hide in these locations. Also, you may now take the hide action as a bonus action.

Regardless if you are hidden or not, after attempting to hide, your speed increases by 10 feet if you move towards an ally who is not at full hit points.

DANCE OF THE SHINING ONE

At 14th level, you have learned to dance with the grace of Sharindlar herself. As a bonus action, you may begin the Dance of the Shining One. While dancing, your speed increases by 10 feet. On each of your subsequent turns, you can use your bonus action to cast a second

spell that either restores hit points, grants temporary hit points, or removes conditions, and has a casting time of 1 action. The dance lasts for 1 minute. Once you use this feature, you can't use it again until you finish a long rest

Isaac May

RANGER: MERCIFUL

Dwarves are known for lots of things; but fertility and dancing, and love and mercy, these things aren't typically associated with the stout folk. For those dwarves who seek love and passion, Sharindlar is the name that leaves dwarven lips.

Rangers who follow merciful deities like Sharindlar, focus on using their powers to comfort, to heal, and to seek justice.

MERCIFUL FEATURES

Ranger Level	Feature
3rd	Communal Healing, Merciful Magic, Teacher's Wisdom
7th	Matchmaker
11th	Shining Dancer
15th	Save From Death

MERCIFUL MAGIC

Starting at 3rd level, you learn an additional spell when you reach certain levels. The spell counts as a ranger spell for you but doesn't count against the number of ranger spells you know.

Ranger Level	Spells
3rd	<i>cure wounds</i>
5th	<i>lesser restoration</i>
9th	<i>mass healing word</i>
13th	<i>death ward</i>
17th	<i>greater restoration</i>

TEACHER'S WISDOM

At 3rd level, your initial training to aid your community has given you a wide array of knowledge. You gain proficiency in the Arcana, History, Nature, and Religion skills if you don't already have it.

COMMUNAL HEALING

At 3rd level, you've developed the skills you need to heal your community. Whenever you use a spell that restores hit points to an ally, all creatures of your choice within 30 feet of you, gain temporary hit points equal to your Wisdom modifier (minimum 1).

If you cast this spell at a higher level, you can increase the temporary hit points bestowed, by an amount equal to the spell slot level used to cast the spell.

MATCHMAKER

Starting at 7th level, you've developed an intuition that you usually use to help others find love. However, you've also found this has made it much harder to confound your mind, rendering you immune to the charmed condition and granting you advantage on saving throws against enchantment spells.

Additionally, as an action, you can talk to an ally who is currently affected by the charmed condition, allowing them to immediately make a new saving throw with advantage. You can use this ability a number of times equal to your Wisdom modifier (minimum 1). You regain all uses of this ability after completing a long rest.

SHINING DANCER

Starting at 11th level, you can cast *Otto's irresistible dance* without using a spell slot. Casting the spell in this way changes the duration to a number of rounds equal to your Wisdom modifier (minimum of 1 round). Once you use this ability, you cannot use it again until you complete a short or long rest.

SAVE FROM DEATH

Starting at 15th level, as a reaction to an ally within 30 feet being reduced to zero hit points, you can restore 20 hit points to the target. You can use this ability twice, and then you cannot use it again until you complete a long rest.

Bryan Holmes

NEW SHARINDLAR SPELLS

The following spells are only available to the faithful of Sharindlar.

DETECT DWARVES

1st-level divination (ritual)

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

For the duration, you sense the presence of dwarves within 30 feet of you. If you sense a dwarf in this way, you can use your action to see a faint aura around any dwarves in the area, and you learn its subrace, if any. Additionally, you have advantage on any ability checks made to track dwarves.

The spell can penetrate most barriers, but it is blocked by 1 inch of common metal, or a thin sheet of lead.

THARD HARR

Lord Of The Jungle Deeps, Disentangler

Thard Harr (Thardan/Thardanites)

Most wild dwarves recognize no gods other than Thard Harr, either because they were never exposed to the teachings of the remaining Morndinsamman pantheon, or because they never felt the influence of anyone but the Lord of the Jungle Deeps. None other protect them from rampaging dinosaurs or the other threats of the wilds.

Clergy. The druids and clerics of Thard Harr are known as the 'vuddor', meaning 'those of the jungle'. They serve as both the spiritual and military leaders of their communities, organizing hunts, and the defense of their territory. There are no constructed temples or shrines to Thard Harr, as the vuddor teach that all of the jungle, and its many splendors, is their god's greatest temple. Vuddor sometimes lead the faithful on pilgrimages to his 'halls of worship', in the form of volcanos, waterfalls, and splendid natural gardens.

Holy Days. The highest ranking vuddor in any given region holds the distinct privilege and obligation of calling together the faithful on full moons and new moons. Each community puts forward their most skilled band of hunters, who bring captured dinosaurs and other wild beasts, to sacrifice to Thard Harr. These sacrifices are consumed by the clergy, the hunters, and the most faithful, in order to be closer to their god.

Background Story Option

d4 Event

- 1 When I was a young child, my father took me to pray at a 'hall of worship', at a volcanic flat. I wandered from his sight while he prayed, and the vuddor witnessed me toddling across searing hot stones. Ever since, they claimed my steps have been protected by Thard Harr himself.
- 2 I was set upon by a wild boar and struggled to hold back its goring tusks with my bare hands. I barely managed to crack the creature's skull with a nearby rock, and when I caught my breath and my heart calmed, I heard the sounds of a vuddor clapping. It turns out that I impressed them and was welcomed into the fold.
- 3 As I was hogtied and carried on a pole toward the sounds of war drums and zealous chanting, I was very certain that I was about to die. A vuddor however, stopped the wild hunting party and told them that sacrificing sentient folk like me displeased the Lord of the Jungle Deeps. They invited me to feast on dinosaur meat alongside them to make up for the 'misunderstanding'.
- 4 I have walked all my life in the shadow of Thard Harr, and I hope one day to prowl the Beastlands in his footsteps. Until then, I will prowl this material world with his grace and strength.

Ashley May



CLERIC: WILD HUNT DOMAIN

The purity of the chase. Surviving as a denizen of nature, blending in with the world around you, and the dispatching blow that sends your quarry to the next life. Nothing is more sacrosanct to the clerics of the Wild Hunt. This lifestyle breeds an innate suspicion of outsiders, and results in a primitive commune-like order; where Thard Harr tasks his clerics with a quarry, and they are dispatched like pruning tools from his garden shed.

WILD HUNT DOMAIN FEATURES

Cleric Level Feature

1st	Domain Spells, Bonus Cantrip, Exalted Prey
2nd	Channel Divinity: Form of the Hunt
6th	Greater Form
8th	Primal Strike
17th	Soul of the Hunt

DOMAIN SPELLS

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

Cleric Level Spells

1st	<i>animal friendship, beast bond</i>
3rd	<i>locate animals or plants, pass without trace</i>
5th	<i>conjure animals, meld into stone</i>
7th	<i>dominate beast, locate creature</i>
9th	<i>commune with nature, wrath of nature</i>

BONUS CANTRIP

When you choose this domain at 1st level, you gain the *primal savagery* cantrip if you don't already know it.

EXULTED PREY

Starting at 1st level, you've been tasked by Thard Harr to hunt prey and bring their souls to the Beastlands, to become quarry for the hunters who reside there. You always know the direction of creatures within 120 feet, that are below half of their maximum hit points. In addition, when you make a melee weapon attack against one of these creatures, you add your Wisdom modifier to the damage. You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long rest.

CHANNEL DIVINITY: FORM OF THE HUNT

Starting at 2nd level, you can use your Channel Divinity to assume the form of a great beast.

As an action, you present your holy symbol and focus on a beast that you have seen before. For 1 minute, you can transform into a beast with a challenge rating as high as $\frac{1}{2}$ that doesn't have a flying or swimming speed. You can use your bonus action to revert back to your normal form.

While you are transformed, the following rules apply:

- Your game statistics, including mental ability scores, are replaced by the statistics of the beast, but you retain your alignment and personality. You also retain all of your saving throw proficiencies, in addition to gaining those of the creature. If the creature has any legendary actions, lair actions, or the multiattack action, you can't use them.
- When you transform, you assume the beast's hit points and Hit Dice. When you revert to your normal form, you return to the number of hit points you had before you transformed. However, if you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. For example, if you take 10 damage in animal form and have only 1 hit point left, you revert and take 9 damage. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious.
- You can't cast spells, and your ability to speak or take any action that requires hands is limited to the capabilities of your beast form. Transforming doesn't break your concentration on a spell you've already cast, however, or prevent you from taking actions that are part of the spell, such as spiritual weapon, that you've already cast.
- You retain the benefit of any features from your class, race, or other source and can use them if the new form is physically capable of doing so. However, you can't use any of your special senses, such as darkvision, unless your new form also has that sense.
- Your equipment merges into your new form.

GREATER FORM

Starting at 6th level, you can expend two uses of your Channel Divinity feature to instead transform into a beast with a challenge rating as high as 1 that doesn't have a flying speed.

PRIMAL STRIKE

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

SOUL OF THE HUNT

At 17th level, you're able to dispatch your quarry to bolster to the hunting stock within the Beastlands. When you reduce a creature to 0 hit points and it dies, its soul is converted to that of a great beast and sent to the Beastlands, with no memory of its past life. Each time you do this, Thard Harr infuses you with the tenacious spirit of a legendary hunter. You can take one additional action on your next turn (to cast a cleric cantrip or make one weapon attack only). If you are taking the form of a beast, you can use this additional action to take the multiattack action instead (if your beast form allows).

Steve Fidler

DRUID: CIRCLE OF OVERGROWTH

Deep within the jungle, the druid Circle of Overgrowth protects the vast and complex land. With their powerful claws, and knowledge of the terrain, the druids of Overgrowth defend the jungle with their lives, proudly acting as guardians for the delicate balance of nature within these rich jungles, that are teeming with life.

CIRCLE OF OVERGROWTH FEATURES

Druid Level	Feature
2nd	Touch of the Vuddor
6th	Shadow of the Jungle
10th	Mossy Statue
14th	Form of the Vuddor

TOUCH OF THE VUDDOR

At 2nd level, you grow in ways that allow you to better traverse the jungle. Your arms swell and become beastlike, growing sharp claws in the process, giving you have a climbing speed equal to your walking speed. In addition, your claws are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to 1d4 + your Strength modifier, instead of bludgeoning damage normal for an unarmed strike. The damage of your claws increases to 1d6 at 6th level, 1d8 at 10th level, and 1d10 at 14th level. When Wild Shaped into a form which has claws, that is Medium size or larger, you may use the damage of Touch of Vuddor instead of the claw damage from the Wild Shape form.

SHADOW OF THE JUNGLE

At 6th level, you have advantage on Dexterity (Stealth) checks when moving through forest, jungle, or swamp terrain. In addition, your movement speed is doubled in

these areas, and you are not slowed by difficult terrain in the forest, jungle or swamp.

MOSSY STATUE

At 10th level, you have learned to assume the form of a stone statue. You may expend two of your uses of your Wild Shape ability to gain a statue like form. While in this form you have resistance to bludgeoning, piercing and slashing damage. You cannot be poisoned, paralyzed, or petrified, and you are immune to poison damage. You also have advantage on Strength ability checks in this form. While you remain motionless, you are indistinguishable from an inanimate statue.

At the start of each of your turns, while grappling a creature in Mossy Statue form, the grappled creature takes damage from your Touch of the Vuddor feature.

FORM OF THE VUDDOR

At 14th level, you have learned to embrace all aspects of the jungle. When assuming a beast form with your Wild Shape ability, you may instead expend two of your uses of your Wild Shape ability to assume that form, and also grant yourself the abilities from your Mossy Statue feature.

Additionally, when in normal form and you are reduced to zero hit points, and you have at least 1 use of your Wild Shape ability remaining, you may use your reaction to immediately use your Wild Shape ability, with any damage that would reduce you to below zero hit points being taken by your new form. If the damage would reduce your new form to zero hit points, you do not take any of the remaining damage.

Once you revert to your normal form, you are reduced to zero hit points and fall unconscious.

Isaac May

NEW THARD HARR SPELLS

The following spells are only available to the faithful of Thard Harr;

EVERGIVING GROWTH

5th-level evocation

Casting Time: 1 action

Range: Self

Components: V, S, M (a bit of rich earth from a jungle)

Duration: Concentration, up to 1 minute

You connect yourself to the heart of the jungle and the rich nutrients, and ancient magic hidden within its soil. You grow vines from your body that can deliver protective magic through contact.

Choose up to 3 creatures in a 30-foot-radius centered on you. Those creatures gain 2d8 temporary hit points. While creatures have temporary hit points granted by this spell, they have resistance to disease and poison. On each of your turns, as an action, you may target 3 new creatures within range.

GREAT MAW OF THE DEEPS

7th-level conjuration

Casting Time: 1 action

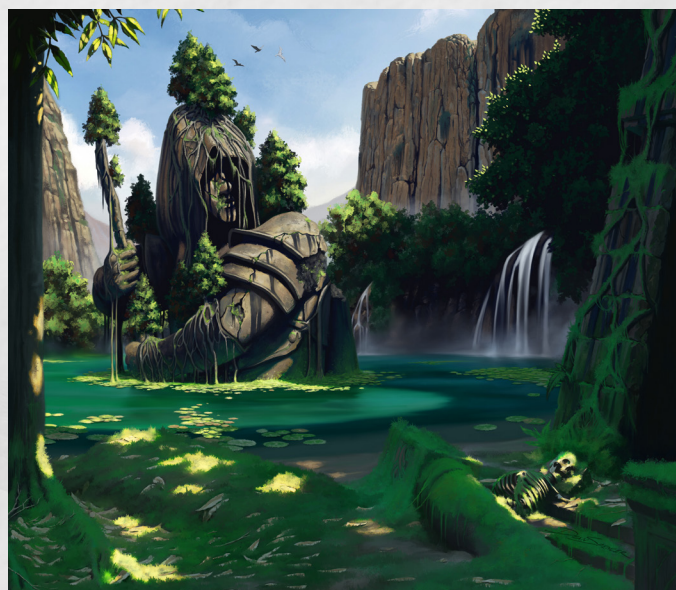
Range: 120 feet

Components: V, S, M (a squirming tendril of a jungle plant)

Duration: Concentration, up to 1 minute

You summon forth a giant jungle plant which hungers for flesh. When you cast this spell, you summon a giant plant maw which fills 20-foot-radius circle within range. The maw opens and attempts to bite any creature above it. Each creature in the area must make a Dexterity saving throw against your spell save DC, taking 10d6 slashing damage on a failed save, or half as much damage on a successful one. If the target is a Large or smaller creature, and it fails its saving throw, it is swallowed by the maw. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the maw, and it takes 4d6 acid damage at the start of each of the maw's turns. A creature can use its action to make a Strength check (DC 15) to escape. When the spell ends, all creatures are ejected from the maw.

When a creature ends its turn in the maw's space, the maw makes another bite attack.



VERGADAIN

The Laughing Dwarf, Merchant King, The Short Father

Vergadain (Vergadainian)

Work hard, be clever, and you will know the blessings of the Merchant King. Always be respectful of those you make deals with, but never forget that you and yours are your first priority. The Short Father reminds you that any deal you make should benefit you more than the person you're dealing with.

Clergy. The Vergadainian priesthood are known as 'hurndor', meaning 'those who trade'. Their vestments are not uniform in color or design, but instead, comprise of the most expensive finery a priest can afford; the highest ranks wear gold chainmail, with finely embroidered silks. Priests of Vergadain are expected to not only keep the coffers of the temples filled, but they are expected to be independently wealthy in their own rights. Every year, the clergy votes to select a Merchant Prince who is responsible for scheduling Coin Festivals and making important market predictions. In spite of the name 'prince', neither the clergy nor the elected role exclude women.

Temples and Shrines. Most Vergadainian temples are not very large, but instead serve as fancy facades over intensely shielded vaults that contain the temple's wealth. The public facing elements of the temple often host bankers, money changers, and merchants.

Holy Days. Coin Festivals, often simply called 'trade meets' by those who do not worship Vergadain, are periods of high mercantile activity. These days either precede or succeed a full moon, but never on the full moon, unless coinciding with Greengrass. Furthermore, a Merchant Prince may designate any days of their choosing as Coin Festivals. It is a time of great trade and networking between merchants, though non-merchants often wait for the closing days of the festivals to snap up deep discounts, as salesmen try to lighten their loads.

Background Story Option

d4 Event

- 1 My first job as a child was to help carry goods and set up for a Coin Festival. To see so much wealth, so much negotiating and so many business deals being conducted in such a lively space, made me fall in love with the mercantile arts.
- 2 I was hired as a money changer, and when I arrived on my first day of work and found I'd be working in a temple, I was certain it was some kind of trap. I was pleased to learn that my job was honored in the temples of the Merchant King, and even when my contract ended, I continued to attend services at the temple.



- 3 Though trade has always been my passion, I didn't learn of Vergadain and his teachings until I was already an established merchant. I made friends with dwarves who worshipped the Short Father, and they invited me to participate in their worship and their events. Soon enough, I found myself offering prayers on my own, and I feel as if business has never been better.
- 4 My first words were mimicking my parents hawking wares. I was born to be a merchant and I've always been blessed by the Merchant King.

Ashley May

MONK: WAY OF CHANCE

The monk who follows the Way of Chance is adept at turning misfortune into blessing, and protecting themselves from poor turns of luck. What these monks won't say is that they don't believe in luck – Vergadain gives only opportunity, it is up to the mortal whether that opportunity is a blessing or misfortune.

WAY OF CHANCE FEATURES

Monk Level Feature

3rd	Bulwark of Luck
6th	Guided Fortune
11th	Stockpile of Luck
17th	Always Prepared

BULWARK OF LUCK

When you choose this way at 3rd level, you can prepare yourself for future misfortune. You can spend ki-points equal to $\frac{1}{2}$ your proficiency bonus (rounded down) to create a 'Luck Die'. Roll a d20 and record the number rolled. This is your Luck Die result. The next time you roll a 1 on any saving throw, ability check, or attack roll, you can replace the 1 with your Luck Die result instead. Additionally, when making an attack, if you roll a 20 on the die, you may choose to forgo the critical hit and instead roll a d20 to add to your Luck Dice Pool. You can have a number of Luck Dice in your pool equal to your Wisdom modifier (minimum of 1).

GUIDED FORTUNE

At 6th level, you have a greater chance of guiding opportunity in your favor. When you roll a Luck Die, you may spend an additional ki point to reroll the die, if the Luck Die result is less than 10. You must use the new roll.

STOCKPILE OF LUCK

At 11th level, you've learned to stockpile your luck even more efficiently. When you have advantage on any roll, you may choose one of the rolls to add to your Luck Dice Pool, and one to take as your result. If you choose to place one of the rolls into your Luck Dice

Pool, you cannot use the guided fortune feature until the start of your next turn.

ALWAYS PREPARED

At 17th level, you always have luck stored up. When you roll initiative and don't have any Luck Dice in your pool, you may roll a d20 and add it to your Luck Dice Pool. You can use your Guided Fortune feature on this roll.

Ryan Langr

ROGUE: HURNDOR (MERCHANT OF MISFORTUNE)

Rogues who worship the God of Wealth and Luck are known as Hurndor, which means 'those who trade'. These rogues are skilled at negotiation and trading, but can be formidable warriors when necessary. They are often viewed with suspicion in dwarven society due to their reputation for shady dealings. However, a Hurndor rogue could be a great asset to an adventuring party due to their persuasiveness, skills with thieves' tools, and the ability to shrewdly negotiate prices when selling loot or purchasing equipment.

HURNDOR FEATURES

Rogue Level	Feature
3rd	Deceptive Fighting, Skilled Trader
9th	Persistent Negotiator
13th	Trade Tongue
17th	Supreme Feint

DECEPTIVE FIGHTING

At 3rd level, you can catch an opponent off-guard with your feinting moves and deceptive combat tactics. You can use a bonus action to make a Charisma (Deception) check contested by the target's Wisdom (Insight) check. If you succeed on the check, you can use your Sneak Attack against the target, even if you don't have advantage on the attack roll, but not if you have disadvantage on it.

The benefit lasts for 1 minute, or until you successfully use this feature against a different target.

SKILLED TRADER

When you choose this archetype at 3rd level, you can accurately appraise items for sale. In addition, when you barter for a sale, you can make an opposed Charisma (Persuasion) check with the creature purchasing or selling the item, to gain a 10% bonus in your favor for

that transaction.

The bonus increases to 15% at 9th level, 20% at 13th level, and 25% at 17th level.

PERSISTENT NEGOTIATOR

At 9th level, you have advantage on your Charisma (Persuasion) and Charisma (Deception) checks against creatures you've socially interacted with outside of combat for at least 1 minute.

TRADE TONGUE

At 13th level, you can communicate with creatures that can hear you, and that know at least one language. You can speak to such creatures and understand what they say by using your knowledge of bartering and trade. It takes four times longer to convey such a message than it does to speak the same idea plainly.

SUPREME FEINT

At 17th level, your expertise in deceptive fighting tactics makes your attacks more effective. While your Deceptive Fighting feature applies to a creature, your Sneak Attack damage against that creature increases by 3d6.

Scott Bean



THE ELVEN PANTHEON

AERDRIE FAENYA

The Winged Mother, Queen of the Avariel

Aerdrie Faenya (Faenyan)

Nothing beautiful ever came from sitting still. In fact, nothing at all comes from stillness; chaos and change are required to create life, and to make it worth living. Aerdrie, the Winged Mother, encourages all souls to seek freedom on the winds. Take delight in unpredictable weather, as it will lead you down the most exciting paths.

Clergy. The Faenyan priesthood were once comprised primarily of avariel, an ancient race of winged elves. As the avariel have dwindled, however, few of the Faenyan clergy maintain the ability to fly unassisted. As such, spells like levitate are sometimes blessed upon her most devoted as divine inspiration from Aerdrie herself.

Holy Days. The Dance of Swirling Winds is held twice yearly on the autumnal and vernal equinoxes. During this ritual, musicians play woodwind instruments, accompanied by the whistling of the wind, which always gusts strongly on days of the ritual. Beautiful, naturally shed feathers are collected and brought by celebrants. With feathers swirling in the breeze and music flowing in the air, clergy and worshippers dance graceful ballets, lifted to the tips of their toes by Aerdrie's wind, or into the air by her blessings.

Non-Elvish Followers. The worship of Aerdrie Faenya is actually more prevalent among aarakocra than elves, and as such, she may be a favored choice among all those who look to the sky for inspiration. Devotion to Aerdrie can pop up in the strangest places, like the back room of a gnomish inventor's shop where he works tirelessly to build a mechanical flying machine...

Background Story Option

d4 Event

- 1 When I was a small child, my great-grandmother told me on her deathbed that whenever I saw an eagle's feather, it would be because she was watching over me. A priest of Aerdrie Faenya noticed this strange blessing following me and introduced me to the teachings of our small church.
- 2 The first time I saw an avariel, I thought I was witnessing the visitation of a celestial. The avariel introduced me to the Aerdrian faith.

3 I slipped from the edge of a cliff and was gently lowered to the ground by a sudden updraft. I have worshipped Aerdrie ever since, in gratitude for her saving my life.

4 My first steps were taken at The Dance of Swirling Winds, and I have flown on Aerdrie's blessings all my life.

Ashley May



ELVEN SUBRACE: AVARIEL

The avariel, or "winged folk" as they are often called, are a reclusive elven subrace found mostly on the island of Evermeet. The winged folk build their homes on mountaintop aeries, and diligently watch over their territories for unwanted incursions. Some avariel seek to explore Faerûn and experience its varied cultures—such wanderlust often leads to a life of adventure. Avariels have the elf traits in the Player's Handbook, plus the subrace

traits below.

Ability Score Increase. Your Strength score increases by 1.

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

Flight. When not wearing medium or heavy armor, you have a flying speed of 50 feet.

Keen Sight. You have advantage on Wisdom (Perception) checks that rely on sight.

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

DRUID: CIRCLE OF THE SKY

Most of the time, druids of the Circle of the Sky are avariel from the island of Evermeet who revere the Winged Mother. However, some elves find the beauty of the open sky alluring and are drawn to sylvan glades or mountaintop aeries where they join the circle in honor of Aerdrie. These druids embrace the freedom afforded by the sky, and delight in the beautiful vista overlooking the gorgeous sylvan landscapes. Druids of The Circle of the Sky are also guardians of the elves, and of nature, who will drive out or destroy those who threaten the sanctity of sylvan lands.

CIRCLE OF THE SKY FEATURES

Druid Level Feature

2nd	Flying Wildshape, Spirit of the Sky
6th	Light as a Feather
10th	Elemental Wildshape
14th	Master of the Wind

FLYING WILDShape

When you choose this circle at 2nd level, you can use your Wild Shape ability to transform into a beast that has a flying speed.

SPIRIT OF THE SKY

Starting at 2nd level, you can use your action to summon a swirling wind that blows around you in a 15-foot-radius and moves with you, remaining centered on you, that lasts for 1 minute or until you are incapacitated. The attack rolls of ranged weapon attacks have disadvantage if the attacks pass in or out of the wind. As a bonus action, you can attempt to buffet a creature within the area with a blast of wind. The creature must make a successful Dexterity saving throw or either be knocked prone or pushed 10 feet (your choice) in a direction you choose.

In addition, when you are targeted with a melee weapon attack, you can use your reaction to impose disadvantage on the attack roll as you attempt to deflect the incoming attack with buffeting winds.

Once you use this feature, you must finish a long rest before you can use it again.

At 14th level, the radius increases to 30 feet, and you can use this ability again after a short or long rest.

LIGHT AS A FEATHER

At 6th level, whenever you fall, you can use your reaction to cast *feather fall* without the need for verbal or material components. Once you use this feature, you can't use it again until you finish a long rest.

At 14th level, you can use this feature again after a short or long rest.

ELEMENTAL WILDShape

At 10th level, you can expend two uses of Wild Shape to transform into an air elemental.

MASTER OF THE WIND

At 14th level, you can cast *gust of wind* at will, without the need for verbal, somatic, or material components.

Scott Bean

RANGER: SKYWALKER

Rangers who revere Aerdrie are called Skywalkers. These rangers are often elves who are the protectors of the highlands. They are friends to all flying creatures of good alignment, and are often seen flying among flocks of giant eagles. Skywalker rangers are sometimes driven by wanderlust and adventure, as they often seek to discover spectacular views from the highest mountaintops or clouds above.

SKYWALKER FEATURES

Ranger Level Feature

3rd	Ranged Attacker, Hawkeye
7th	Summon Tempest
11th	Ride the Wind
15th	Wind Defense

SKYWALKER MAGIC

Starting at 3rd level, you learn an additional spell when you reach certain levels. The spell counts as a ranger spell for you but doesn't count against the number of ranger spells you know.

Ranger Level Spells

3rd	<i>feather fall</i>
5th	<i>gust of wind</i>
9th	<i>fly</i>
13th	<i>flight of Remnis</i>
17th	<i>control winds</i>

RANGED ATTACKER

Starting at 3rd level, you gain mastery of ranged attacks granted by Aerdrie's command over air and wind. You gain a +2 bonus to your ranged weapon damage rolls.

HAWKEYE

At 3rd level, you have the visual perception of a hawk. You have advantage on Wisdom (Perception) checks that rely on sight.

SUMMON TEMPEST

At 7th level, you can use your action to call forth a brief and powerful tempest. You create a 10-foot-radius, 30-foot-high whirlwind, centered on a point you can see within 60 feet of you, that lasts until the end of your turn. Each creature in the whirlwind's area is battered by the brutal winds, and must make a Dexterity saving throw. A creature takes 8d6 bludgeoning damage on a failed save, or half as much damage on a successful one.

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

RIDE THE WIND

At 11th level, the winds aid you while you're flying. You no longer need to maintain concentration when you cast *fly*.

If you have an inherent ability to fly, your flying speed increases by 30 feet.

WIND DEFENSE

At 17th level, you can use the air around you to reduce the effectiveness of attacks. When you are hit with a melee or ranged weapon attack, you can use your reaction to give yourself resistance to that attack's damage.

Scott Bean

NEW AERDRIE FAENYA SPELLS

The following spells are only available to the faithful of Aerdrie Faenya.

FLIGHT OF REMNIS

4th-level conjuration

Casting Time: 1 minute

Range: 90 feet

Components: V, S

Duration: 1 hour

You summon two giant eagles (MM p.324) that are friendly to you and your companions. Roll initiative for the summoned creatures as a group, which has its own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you summon one additional giant eagle for each slot level above 4th.



ANGHARRADH

Queen of Arvandor, The Triune Goddess, The One and the Three, The Union of the Three

Angharradh (Angharrathi/Angharrathians)

Unity, combined with diversity, is the greatest source of strength. When the traitorous consort who would become Lolth sought to murder her then-husband Corellon Larethian, the power of a single deity could not restore him. The three goddesses; Sehanine Moonbow, Aerdrie Faenya, and Hanali Celanil, combined their powers and their spirits in order to heal Corellon. Though all three aspects of the goddess are still worshipped individually, Angharradh is believed by many to be Corellon's wife, ruling beside him as Queen of Arvandor.

Clergy. As an amalgamation of other goddesses, the priestesses of Angharradh often identify with one of her aspects more closely than the others, in spite of their dedication to The Triune Goddess. Though acknowledging the holy days and ceremonies of the other aspects, a priestess often only participates in the holy days of the particular aspect she keeps.

Temples and Shrines. There are few structures built to honor Angharradh specifically, as opposed to one of her aspects. These shrines often depict all three goddesses, and urge followers to be diverse in their interests, arts, and methods of worship. Shrines to Angharradh are often bountifully overflowing with all manner of gifts; from silver jewelry, to fallen bird feathers, to works of art.

The existence of Angharradh is sometimes debated between elves, as some believe Sehanine Moonbow is Corellon's consort. As Sehanine, Aerdrie, and Hanali increasingly function independently, Angharradh may be weakened, or even eventually fade from existence.

Background Story Option

d4 Event

- 1 Though I was raised to worship only one of the goddesses, I was so deeply impressed by the love and acceptance of The Union of the Three, that I became a devoted follower of Angharradh.
- 2 I stumbled into a shrine of Angharradh and was enamoured by the overwhelming power of not one, but three goddesses blessing one place. From that day forward, I began to study the dogma of The Triune Goddess.
- 3 As I lay dying, I witnessed the spectre of three beautiful fey mending my wounds and pulling me from the brink of death. When I told the cleric who healed me what I had seen, they believed that I had been blessed by Angharradh.

- 4 I was raised under the blessing of Angharradh and have drawn inspiration from the One and the Three, in every phase of my life.

Ashley May

PALADIN: OATH OF UNITY

Paladins of Angharradh are protectors of the elven people and swear an oath to preserve the ideals of the Queen of Arvandor. These paladins revere each facet of the Triune Goddess as she is said to manifest as a combined aspect of Aerdrie Faenya, Hanali Celanil, and Sehanine Moonbow, in times of great need to defend against the great threats to the elves of Faerûn.

TENETS OF UNITY

Guard Against Evil. Be ever vigilant against incursions of the drow, and other malignant forces.

Unity Strengthens. Work to bring elves together in order to strengthen communities.

Value Diversity. Diversifying skill sets and viewpoints provides utility toward overcoming challenges.

Creativity Begets Beauty. Art and creativity are integral to discovering new ideas that can bring beauty to life.

OATH OF UNITY FEATURES

Paladin Level Feature

3rd	Oath Spells, Channel Divinity
7th	Fey Aura (10 ft.)
15th	United In Battle
18th	Fey Aura (30 ft.)
20th	Triune Guardian

OATH SPELLS

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

Paladin Level Spells

3rd	<i>sanctuary, sleep</i>
5th	<i>branding smite, moonbeam</i>
9th	<i>blinding smite, fly</i>
13th	<i>charm monster, staggering smite</i>
17th	<i>banishing smite, dominate person</i>

CHANNEL DIVINITY

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

Fey Weapon. As an action, you can imbue one weapon you're holding with the magic of the fey. For 1 minute, the weapon glows dimly with a red hue, and it counts as magical for the purpose of overcoming resistance and immunity to non-magical attacks and damage. The weapon deals extra damage of its type equal to your Charisma modifier (minimum 1).

You can end this effect on your turn (no action required). If you are no longer holding or carrying the weapon, or if you fall unconscious, the effect ends.

Martial Unity. As an action, you can increase your synergy with your allies while in combat. For 1 minute, you gain advantage on your attack rolls when you have an ally within 5 feet of you. In addition, you can use your reaction to grant an ally advantage on an attack roll against an enemy that is within 5 feet of both you and that ally.

FEY AURA

Starting at 7th level, allies within 10 feet of you have advantage on saving throws against being charmed, and magic can't put them to sleep. The aura increases to 30 feet at 18th level.

UNITED IN BATTLE

At 15th level, when an enemy within 5 feet of you chooses to attack a target other than you, you can use your reaction to make an attack against that creature. Alternatively, if an enemy within 5 feet of you and one of your allies attacks you, and you have used your Martial Unity feature to grant that ally advantage on an attack against the creature, that ally can use a reaction to attack that creature.

TRIUNE GUARDIAN

At 20th level, you can assume a form that combines features of the three aspects of the Triune Goddess. For 1 minute, you gain the following benefits:

- Wings sprout from your back and grant you a flying speed of 60 feet, and your eyes glow like moonfire.
- You project bright light like the radiance of Toril's moon in a 30-foot radius and dim light for an additional 30 feet. Creatures within the bright light can't be charmed. In addition, an enemy that enters the bright light for the first time on a turn or starts its turn there, in a shape other than its own natural form, stops immediately, and loses any unused actions as it reverts back to its natural form.
- Once on each of your turns, you can use an action to fix your gaze upon a creature that you can see within 30 feet of you. The creature must make a Wisdom saving throw or be charmed by you for

the duration, or until it takes damage. The creature can repeat the saving throw at the end of each of its turns to end the effect.

Scott Bean

ROGUE: PUISSANT PROTECTOR

The puissant protector takes their role of protecting unity and diversity, seriously. Though dedicated to protection of allies and innocent creatures, no matter how diverse, the puissant protector will not hesitate to eliminate anyone who threatens the potential for all races to be unified. Uniquely adept with a shield, this rogue seldom leaves the side of their charge, and prefers to resort to stealth if it will keep others from harm.

PUISSANT PROTECTOR FEATURES

Rogue Level	Feature
3rd	Deflector, Shieldmeet
9th	Inspiring Stealth
13th	Helpful Dodger
17th	Shield Rogue

DEFLECTOR

When you select this archetype at 3rd level, you gain proficiency with shields. You may take the following actions with your shield:

- **Parry.** When a creature within 5 feet of you is the target of an attack, you may use your reaction to grant them a +2 bonus to AC. You can use this ability after the die roll, but before the outcome is determined. You lose the benefit to AC from your shield until the start of your next turn.
- **Shield Trip.** As an action, you can make an attack with your shield, using your Dexterity modifier for the attack roll. On a hit, the target takes 1d6 bludgeoning + your Dexterity modifier damage and must succeed on a Dexterity saving throw (DC equals 8 + your proficiency bonus + your Dexterity modifier) or be knocked prone.
- **Shield Cover.** As a bonus action, you can position your shield to provide you more cover. Until the start of your next turn, you gain a +1 bonus AC.

SHIELDMEET

At 3rd level, when you are wielding a shield and use your Cunning Action to end your turn within 5 feet of another creature, you grant that creature a bonus to its AC equal to the AC of your shield until the end of its next turn, or until it moves more than 5 feet away from you.

INSPIRING STEALTH

At 9th level, your dedication to protecting others helps them stay hidden. When an ally within 5 feet of you makes a Dexterity (Stealth) check, they have advantage on the roll and add your Dexterity modifier to the roll. If they are not proficient in the Stealth skill, they may choose to add their proficiency bonus to the roll instead of your Dexterity modifier. You cannot use this feature again until you finish a short or long rest.

HELPFUL DODGER

At 13th level, you can help your companions to avoid danger. When a creature within 5 feet of you fails a Dexterity saving throw, you may choose to make the saving throw as well. On a success, the target takes half damage, and you take none. On a failure, both you and the target take half damage. You can use this ability a number of times equal to your Dexterity modifier (minimum of once) per long rest.

SHIELD ROGUE

At 17th level, you are the master of using your shield for defense and offense. Your shield gives you a +1 bonus to AC and has the following effects for your shield maneuvers:

- **Parry.** The target creature instead gains a +3 bonus AC, and you don't lose the shield's benefit to your AC.
- **Shield Trip.** costs a bonus action, deals 1d8 base.
- **Shield Cover.** You can use this ability as part of the Dodge action, and it now grants +2 bonus to AC.

Ryan Langr



CORELLON LARETHIAN

Creator of the Elves, the Protector, First of the Seldarine, Protector and Preserver of Life, Ruler of All Elves

Corellon Larethian (Larethi/Larethianites)

Jealousy is a blight upon the world, and it is our duty to protect against those who would destroy what they cannot create. We elves are the sculptors and wardens of mystic powers beyond understanding, and the First of the Seldarine entrusts us to carry out our duties with the utmost respect and reverence.

Clergy. Larethianite priests are often recognized by their circlets, and gossamer robes in the brightest shades of azure. Among the Larethi clergy is an order known as the Fellowship of the Forgotten Flower. Though honored as elites, they are a loosely organized group of elven knights who dedicate themselves to the recovery of lost elven artifacts.

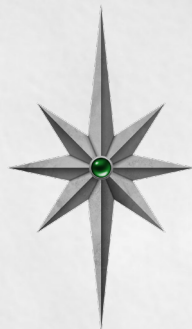
Temples and Shrines. Temples to Corellon exist in most elven settlements, though they tend to be informal and understated, blending naturally with the landscape. However, the primary center of worship is Corellon's Grove, deep in the heart of the great forest on the island retreat of Evermeet. The trees surrounding Corellon's Grove create a barrier bound with enchantments that allow passage to only the faithful. Within the grove, the barriers between Faerûn and the Feywild are thin, allowing the primal fey nature to hold sway through the wild gardens, fountains, and pools.

Holy Days. Lateu'quor, the Forest Communion of the Crescent Moon, is held each month during the first quarter waxing. Devotees offer up prayers through music, song, and dance in secluded, but open moonlit glades. Offerings are made to Corellon Larethian, though there is little uniformity in them, beyond simply being 'beautiful' things. Shieldmeets are also celebrated once every four years, in an event the elves call 'Cinnaelos'Cor', meaning 'The Day of Corellon's Peace'. These Shieldmeets are important markers of eras in the elven calendar and are also frequently celebrated with archery contests.

Background Story Option

d4 Event

- 1 Since childhood, I've always been drawn to the peace and seclusion of forest glades, and the beasts and fey that dwell within. My heart is of the fey.
- 2 I hear the song of the fey, a music never meant for mortal ears. It guides and inspires me.



- 3 I once stumbled upon a priest of Corellon, dancing alone in a secluded glade in veneration to the Protector. I was mesmerized by the inhuman grace, even for one of the people, and I've been fascinated with the priesthood ever since.
- 4 I was born during Lateu'quor, a sign that I'm blessed by the Lord of Elves. I have always walked in the light of the Coronal of Arvandor.

Ashley May

CLERIC: HIGH DOMAIN

The clergy of Corellon seek to maintain the sacred arts and traditions of the elven peoples in a world that is increasingly coarser and more hostile, to elven elegance. They are the custodians and preservers of the history and majesty of the elven peoples of Faerûn.

HIGH DOMAIN FEATURES

Cleric Level Feature

1st	Domain Spells, Bonus Cantrips, Bonus Proficiencies
2nd	Channel Divinity: Blessing of Corellon
6th	Channel Divinity: Charm Fey
8th	Potent Spellcasting
17th	Mythal Weave

DOMAIN SPELLS

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

Cleric Level Spells

1st	<i>faerie fire, resilient arrows</i>
3rd	<i>feysong, misty step</i>
5th	<i>conjure barrage, resplendence</i>
7th	<i>confusion, Correllon's arrow</i>
9th	<i>conjure volley, dispel evil and good</i>

BONUS CANTRIPS

When you choose this domain at 1st level, you learn two cantrips of your choice from any spell list. These are considered cleric cantrips for you, and don't count against the number of cantrips you know.

BONUS PROFICIENCIES

Also at 1st level, you become proficient in the Arcana and History skills. You also have advantage on Charisma (Persuasion) checks when socially interacting with elves and other fey.

CHANNEL DIVINITY: BLESSING OF CORELLON

Beginning at 2nd level, as an action, you present your holy symbol and call upon Corellon's blessing to aid your allies. All creatures of your choice within 30 feet, gain the effects of a *bless* spell for 1 minute.

In addition, for the duration, an affected creature wielding a traditional elven weapon (longsword, shortsword, longbow, or shortbow) gains a +1 bonus to the weapon's damage.

CHANNEL DIVINITY: CHARM FEY

Starting at 6th level, as an action, you present your holy symbol and force all fey within 30 feet of you to make a Wisdom saving throw or become charmed by you for 10 minutes. Fey are subject to this effect even if they are normally immune to the charmed condition. On a failed save, the creature becomes friendly to you – and indifferent to your allies – but you don't gain any ability to command or coerce it. Often, fey assistance is as much a hindrance as it is helpful, as some of these capricious creatures are prone to pranks, revelry, and undertaking random recreational activities with their new ally.

The effect ends after 10 minutes, or if the charmed creature takes any damage.

POTENT SPELLCASTING

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

MYTHAL WEAVE

At 17th level, you can connect to the Mythals, drawing on their ancient fey magic. You cast domain spells and enchantment spells as if you expended a spell slot 1 level higher.

Micah Watt



PALADIN: OATH OF THE FEY WARDEN

While Corellon's clerics are the preservers of elven heritage, paladins of the Oath of the Fey Warden are its protectors and champions.

Fey Wardens guard elven lands from threats, and venture forth into the wider world to act as symbols and reminders to the newer races of the realms, that the elven nations still burn brightly despite dwindling numbers.

TENETS OF THE FEY WARDEN

Defend the People. All threats to the elven people and culture, external or internal, must be opposed.

Freedom for All. Freedom is the right of all. Rigid order is oppression.

Champion of Corellon. You are the herald of the elven people. Be above reproach in your actions.

No Mercy for Despoilers. Creatures that conquer, destroy, or enslave have no place in the world.

OATH OF THE FEY WARDEN FEATURES

Paladin Level	Feature
3rd	Oath Spells, Channel Divinity
7th	Weapon Master (1d6)
15th	Battle Grace
18th	Weapon Master (1d8)
20th	Avatar of the Seldarine

OATH SPELLS

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

Paladin Level	Spells
3rd	resilient arrows, searing smite
5th	branding smite, feysong
9th	blinding smite, resplendence
13th	Corellon's arrow, staggering smite
17th	banishing smite, dispel evil and good

CHANNEL DIVINITY

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

Stride of the Feywild. You draw closer to the Feywild, stepping through the boundaries between it and the Material Plane. For a number of turns equal to your Charisma modifier (minimum of 1), you can use a bonus action to teleport up to 15 feet to an unoccupied space you can see.

Blessed Shot. You may expend your Channel Divinity when you make an attack with a shortbow or longbow

to use your Divine Smite feature with the attack. You must still expend a spell slot as usual.

WEAPON MASTER

Beginning at 7th level, you gain two maneuvers of your choice from among those available to the fighter Battle Master (Player's Handbook). If a maneuver requires your target to make a saving throw to resist its effects, the saving throw DC equals 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice).

You gain two superiority die, which are d6 (these dice are added to any superiority dice you have from other sources). These die are used to fuel your maneuvers. A superiority die is expended when you use it. You regain expended superiority dice when you finish a short or long rest.

At 18th level, you gain two more superiority die. In addition, the superiority dice you gain from this archetype become d8s.

BATTLE GRACE

Starting at 15th level, your speed increases by 10 feet. In addition, you don't provoke an opportunity attack when leaving a creature's reach.

AVATAR OF THE SELDARINE

At 20th level, you can assume a radiant form of elven perfection—fast, sleek, and deadly. Using your action, you undergo a transformation. For 1 minute, or until you dismiss the effect using a bonus action, you gain the following benefits:

- At the start of each of your turns you regain one expended superiority die.
- You add your Intelligence modifier to your Armor Class.
- You can take the Dash action as a bonus action.

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

Micah Watt

NEW CORELLON LARETHIAN SPELLS

The following spells are only available to the faithful of Corellon Larethian.

CORELLON'S ARROW

4th-level enchantment

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (an arrow)

Duration: 1 minute

You enchant an arrow with elven magic and then send it forth to strike a foe you can see within range, with a streak of golden magic. Make a ranged spell attack against the target. The arrow need not have a direct line to the target, as it swerves around other creatures and partial cover to reach your chosen enemy.

If the attack is successful, the creature takes 4d8 piercing damage and it must make a Constitution saving throw. On a failed save, the creature is blinded for 1 minute. The creature is blinded regardless of its method of sight or number of eyes. Creatures immune to the blinded condition are unaffected, but still take the initial damage.

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

FEY SONG

2nd-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a set of panpipes)

Duration: 1 minute

You create ethereal fey music that distracts enemies in a 20-foot-radius sphere centered on any point within range that you can see. All creatures of your choice within the area must make a Wisdom saving throw, or lose their bonus actions and reactions for the duration.

A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the radius increases by 5 feet for each slot level above 2nd.



RESILIENT ARROWS

1st-level enchantment

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a flexible stick)

Duration: 24 hours

You enchant a single quiver of no more than 20 individual arrows. These arrows are resilient and resist breaking upon impact. When collecting this ammunition after expenditure, you can collect all of it intact if you can locate the impact point. Arrows lost off a ship or over a cliff for example, are likely unrecoverable, but those impacting nearby or into creatures can be recovered if appropriate time is spent retrieving them.

This spell doesn't make the arrows indestructible or otherwise immune to damage or breakage from other methods (including deliberate breakage by creatures). It simply ensures they don't break on impact.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can enchant another allotment of 20 arrows for each slot level above 1st.

RESPLENDANCE

3rd-level enchantment

Casting Time: 1 action

Range: (30-foot radius)

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

Duration: 1 minute

You surround yourself with a magnificent aura. All creatures within the aura find you impressive and difficult to oppose. You gain advantage on all Charisma checks for the duration.

Additionally, any creature within 30 feet of you that attempts to target you with an attack or harmful spell, must make a Wisdom saving throw. On a failed save, the creature must choose a new target or lose the attack or spell. This spell doesn't protect you from area effects, such as the explosion of a fireball. If you attack or cast a spell that affects an enemy creature, this spell ends.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the range increases by 5 feet for each slot level above 3rd.



DEEP SASHELAS

Lord of the Undersea, The Dolphin Prince, The Knowledgeable One, Sailor's Friend, The Creator

Deep Sashelas (Sashelan)

The Dolphin Prince teaches us not to cling to unchanging things, but instead to love change itself. The sea is beautiful and bountiful, but its bounty is not limitless, and devotees of Deep Sashelas should safeguard the ocean from those that would take greedily, or spread darkness there.

Clergy. The Sashelan clergy, mostly comprised of clerics and druids, are known collectively as the 'delphions'. They are most recognized for their sea-green vestments and armor made of shell. Fending off sahuagin incursions, and keeping the shark population at bay, are two major duties of the delphions.

Temples and Shrines. Sashelan houses of worship are often built deep undersea, and while some may be built of carved stone, the oldest and finest are comprised of naturally growing coral that is carefully tended and shaped by the delphions. The temples are often decorated with jewels sacrificed by sailors and surface-dwelling devotees of Deep Sashelas.

Holy Days. There is never a time when the influence of Deep Sashelas is not acknowledged. Delphions hold daily ceremonies, High Flow to celebrate beauty, and Deep Ebb to remember fallen guardians of the sea, coinciding with the high and low tides. During these ceremonies, priests swim in intricate patterns with pods of dolphins, harmonizing in deep songs to give praise to The Dolphin Prince. Though both ceremonies seem to follow the same pattern, the feeling is very different between the two; High Flow is a joyous celebration, while Deep Ebb takes on a more somber tone.

Background Story Option

d4 Event

- 1 From my youth, I remember watching sailors throw gemstones into the ocean as they prayed for protection. Before the first time I set sail, I made an offering too. My home has always kept the Lord of the Undersea in a place of honor.
- 2 I once met a sea elf in port, who became very attached to me. When they became enraged that I was friendly with other people in other ports, I was only narrowly saved by a delphion who reminded them that even Deep Sashelas has a wandering eye. I professed my devotion to the Lord of the Undersea at the time, but became truly interested in the faith in the months to follow.



3 When a storm threw me overboard, I was certain I would die. A pod of dolphins came to my rescue, and I felt certain I saw sea elves swimming among their number. By the time the sailors pulled me from the ocean, I was already a convert.

4 I was born under water, and took my first breath when the delphion lifted me up above the surface. I have always been a child of Deep Sashelas.

Ashley May

DRUID: CIRCLE OF THE SEA

Druids of the Sea are the ocean's shepherds, tending to the aquatic environment and its inhabitants. They revel in the currents and eddies, play in the waves and surf, and dive the crushing, cold, dark depths.

All the sea's natural animals are their charges, but none more so than the dolphin, the Lord of the Undersea's chosen creature.

Druids of the Circle of the Sea are often found among pods of dolphins, patrolling the oceans for destroyers and despoilers to combat.

CIRCLE OF THE SEA FEATURES

Druid Level Feature

2nd	Combat Wildshape, Aquatic forms
6th	Blood in the Water
10th	Blessing of the Seas
14th	Ocean Master

COMBAT WILDSHAPE

When you choose this circle at 2nd level, you gain the ability to use Wild Shape on your turn as a bonus action, rather than as an action.

Additionally, while you are transformed by Wild Shape, you can use a bonus action to expend one spell slot to regain 1d8 hit points per level of the spell slot expended.

AQUATIC FORMS

The rites of your circle grant you the ability to transform into aquatic forms sooner than most druids. Starting at 2nd level, you can use your Wild Shape to transform into an aquatic animal with a challenge rating as high as 1 (you ignore the Max. CR column of the Beast Shapes table, and the no swimming speed restrictions, but must abide by the other limitations there).

Starting at 6th level, you can transform into an aquatic animal with a challenge rating as high as your druid level divided by 3, rounded down.

BLOOD IN THE WATER

Starting at 6th level, you can track blood in the water

by scent, detecting and following a blood trail for up to 1 mile in calm water, or half a mile in rough, churning water or currents.

When your attack hits a creature that does not have all of its hit points, the attack deals an additional 1d6 damage for each attack. The damage type is the same as that of the ammunition or weapon.

BLESSING OF THE SEAS

At 10th level, you are resistant to cold damage, and are able to withstand natural pressures even at the deepest depths of the ocean.

OCEAN MASTER

By 14th level, you have become a creature of the ocean. You have a swim speed equal to your base walking speed, can breathe underwater, and have darkvision out to 60 feet.

If you already have a swim speed, this speed increases by 10 feet, and if you already have darkvision, its range increases by 30 feet.

Micah Watt

CLERIC: OCEAN DOMAIN

Clerics of the Ocean Domain dedicate themselves to the aquatic environments of the world, acting as protectors, conservationists, and explorers. Clerics of the Ocean Domain display an affinity for water, regardless of race, though unsurprisingly, sea elves represent the greatest numbers of followers of Deep Sashelas.

They will often act in a more military fashion than other followers of the Sea God, guarding settlements or travellers from incursions by hostile aquatic races or predatory creatures.

OCEAN DOMAIN FEATURES

Cleric Level	Feature
1st	Bonus Proficiencies, Blessing of Deep Sashelas
2nd	Channel Divinity: Turn Aquatic Foes
6th	Channel Divinity: Beast Charm
8th	Divine Strike
17th	Grace of the Dolphin

DOMAIN SPELLS

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

Cleric Level Spells

1st	<i>ink cloud, jet</i>
3rd	<i>torrent, webbed appendages</i>
5th	<i>tidal wave*, water breathing</i>
7th	<i>freedom of movement, watery sphere*</i>
9th	<i>dolphin pod, rip</i>

* Xanathar's Guide to Everything

BONUS PROFICIENCIES

When you choose this domain at 1st level, you gain proficiency with tridents and nets. You also gain proficiency in the Survival skill.

BLESSING OF DEEP SASHELAS

Starting at 1st level, you can breathe underwater, and have a swim speed equal to your base walking speed. If you already have a swim speed, this speed increases by 10 feet.

Additionally, you learn the *shape water* cantrip. This counts as a cleric cantrip for you, but it doesn't count against your number of cantrips known.

CHANNEL DIVINITY: TURN AQUATIC FOES

Starting at 2nd level, you can use your Channel Divinity to turn aquatic humanoids and monstrosities.

As an action, you present your holy symbol and speak a prayer censuring creatures of your choice that have a natural swim speed. Target creatures within 30 feet of you, that can see or hear you, must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

CHANNEL DIVINITY: BEAST CHARM

Starting at 6th level, as an action you can use your Channel Divinity to charm an aquatic beast within 30 feet of you. The target creature must make a Wisdom saving throw or become charmed by you for 1 hour. It will obey any verbal commands you give it (no action required by you) that are not suicidal in nature. The Channel Divinity effect automatically translates your commands into instructions the beast can understand. Once the effect ends the creature knows it was charmed by you.

DIVINE STRIKE

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

GRACE OF THE DOLPHIN

Starting at 17th level, allies within 5 feet you have advantage on attack rolls while ever they remain adjacent to you.

Micah Watt

NEW DEEP SASHELAS SPELLS

The following spells are only available to the faithful of Deep Sashelas.

DOLPHIN POD

5th-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a dolphin tooth)

Duration: Concentration, up to 1 hour

This spell transforms a number of willing creatures that you can see within range, into dolphins. You can affect a number of creatures equal to 1 + your Wisdom modifier (minimum 1). The transformation lasts for the duration, or until the target drops to 0 hit points or dies. The target's game statistics, including mental ability scores, are replaced by the dolphin's statistics (see below). It retains its alignment and personality.

The target assumes the hit points of its new form. When it reverts to its normal form, the creature returns to the number of hit points it had before it transformed. If it reverts as a result of dropping to 0 hit points, any excess damage carries over to its normal form. As long as the excess damage doesn't reduce the creature's normal form to 0 hit points, it isn't knocked unconscious.

The creature is limited in the actions it can perform by the nature of its new form, and it can't speak, cast spells, or take any other action that requires hands or speech. The target's gear melds into the new form. The creature can't activate, use, wield, or otherwise benefit from any of its equipment.

DOLPHIN

Medium beast, unaligned

Armor Class 12 (natural armor)

Hit Points 11(2d8+2)

Speed 0 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	13(+1)	6 (-2)	12 (+1)	7 (-2)

Skills Perception +3

Senses blindsight 60 ft., passive Perception 13

Languages -

Challenge 1/8 (25 XP)

Charge. If the dolphin moves at least 30 feet straight toward a target and then hits with its ram attack on the same turn, the target takes an extra 3 (1d6) bludgeoning damage.

Hold Breath. The dolphin can hold its breath for 20 minutes.

Actions

Ram. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 5 (1d6 +2) bludgeoning damage.

INK CLOUD

1st-level conjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a vial of squid ink)

Duration: Concentration, up to 1 hour

This spell only functions underwater, creating a cloud of inky blackness that obscures vision. You create a 20-foot-radius sphere of ink centered on a point within range. For the duration the area is heavily obscured. It lasts for the duration or until a strong water current (at least 8 knots or 10 miles per hour) disperses it.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the radius increases by 20 feet for each slot level above 1st level.

JET

1st-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a mussel shell)

Duration: Concentration, up to 1 minute

For the duration, a creature that you touch can use their bonus action to take the Dash action underwater, as long as their movement is taken in a single straight line.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you may target one additional creature for each slot level above 1st level.

RIP

5th-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a chunk coral)

Duration: Instantaneous

This spell only functions in water. You cause a 40-foot-cube area of water, centered on a point within range, to churn and roil and flow powerfully in a direction of your choice. Each creature within the area must make a Strength saving throw. On a failed save the creature takes 5d8 bludgeoning damage and is forcibly ejected from the cube to the nearest unoccupied space adjacent to the side the water flows. On a successful save, the creature takes half as much damage and isn't ejected from the cube.

TORRENT

2nd-level evocation

Casting Time: 1 action

Range: Self (60-foot line)

Components: V, S, M (a cup)

Duration: Concentration, up to 1 minute

A powerful burst of water, 60 feet long and 10 feet wide, blasts from you in a direction you choose for the spell's duration. Each creature that starts its turn in the line must succeed on a

Strength saving throw or be pushed 15 feet away from you in a direction following the line. Any creature in the line must spend 2 feet of movement for every 1 foot it moves when moving closer to you.

If underwater, the flow disperses ink or other concentrations of matter and material. Above ground, it extinguishes unprotected non-magical flames, and has a 50% chance each turn to extinguish magical flames in its area, such as a section of wall of fire.

As a bonus action, you can change the direction of the blast of water.

When the spell ends, the water immediately disappears.

WEBBED APPENDAGES

2nd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a fish fin)

Duration: 1 hour

For the duration, a creature you touch grows webbing on their appendages and has a swim speed equal to their base walking speed.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you may target one additional creature for each slot level above 2nd level.



EREVAN ILESERE

The Trickster, The Chameleon, The Green Changeling, The Ever-Shifting Shapechanger, The Fey Jester, The Jack of the Seelie Court.

Erevan Ilesere (Erevanite)

The Fey Jester teaches us to always punch up. Pranks and tricks are only funny when pulled on the strong and privileged... but they are really, really funny. A prank played on a poor and vulnerable soul, however, is nothing short of cruelty. Erevan Ilesere is a champion of the underdog.

Clergy. The Erevanite clergy lacks any formal hierarchy, and they establish no consistent places of worship. Not only would people never visit a temple in which they were sure almost every threshold or altar were booby-trapped, but the concept of meeting in a single place repeatedly goes against the entire dogma of the mischief-makers. Not only do these priests delight in breaking laws however they can, but they find an especially ecclesiastic joy in upsetting rich and influential people.

Holy Days. Lunar eclipses are celebrated by events called 'Midnight Gambols'. The location is never the same twice, and followers spread the news by word of mouth, in the days leading up to the event. Clergy and worshippers alike gather in sylvan glades beneath the full red moon, accompanied by sprites and other mischief-loving creatures. The faithful will sacrifice "borrowed" goods to Erevan Ilesere, drink copious amounts of wine, sing, dance, and of course, play tricks on one another, until the sun rises.

Background Story Option

d4 Event

- 1 A neighbor used to "borrow" things from my parents two or three times a year. He'd always lose them, but my parents only grumbled, and kept loaning him whatever he'd ask for. I was curious, and eventually asked him. He told me about Erevan Ilesere, and invited me to a ceremony with him. I've been a devotee ever since.
- 2 A goofy old cleric that always played tricks on the local townsfolk, came to my aid when I was being bullied. I was shocked by the viciousness of his defense; seeing him be so destructive to others. He ended up teaching me about how Erevan blesses the underdogs.
- 3 I wasn't looking for the Midnight Gambol, but I found it, and I was welcomed like a lifelong worshipper. The next morning I woke up tarred, feathered, smelling of Evermead, and wearing someone else's smallclothes. Who wouldn't convert after that?
- 4 Playing tricks on each other was how my family showed each other that we cared. It was our language of love, and it remains my expression of love toward my god.

Ashley May



CLERIC: CHANGE DOMAIN

Clerics of the Change domain are in many ways a contradiction to the values of rest of the elven people. Many elves regard change as a separate phenomenon from their own, unchanging nature, and view the shorter-lived races with a mix of distant curiosity and pity. Clerics of the Change domain encourage and revel in the evolving nature of the world. They steep themselves in its capricious nature, seeking to play an active role in the passage of time, and the intransient nature of the world and its inhabitant races.

Clerics of Change will often seek out places or periods of great upheaval, or choose to participate or even create such circumstances; be they physical, social or political in nature, and are naturally drawn to the exciting life of adventuring.

CHANGE DOMAIN FEATURES

Cleric Level Feature

1st	Detect Change
2nd	Channel Divinity: Group Disguise
6th	Channel Divinity: Transposition
8th	Potent Spellcasting
17th	Anyform

DOMAIN SPELLS

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

Cleric Level Spells

1st	<i>chaos bolt, expeditious retreat</i>
3rd	<i>alter self, enlarge/reduce</i>
5th	<i>gaseous form, haste</i>
7th	<i>dimension door, polymorph</i>
9th	<i>animate objects, creation</i>

DETECT CHANGE

At 1st level, as an action, you can alter your vision to reveal any creatures or objects that have been changed, or have shape shifted from their original form; but not what that original form is. The range of detection is 60 feet, and it lasts for 1 minute. For example, viewing a druid in Wild Shape reveals to you that it is a shapeshifted creature, but not the ability used, or the actual appearance of the creature. Any spells or effects which block divination magic also block this effect. You can use this ability a number of times equal to 1+ your Wisdom modifier (minimum of once), and you can use it again after completing a long rest.

CHANNEL DIVINITY: GROUP DISGUISE

Starting at 2nd level, as an action, you can use your Channel Divinity to send out an illusion that can affect a number of creatures equal to your Wisdom Modifier (minimum of 1) within a 30-foot radius. For 1 minute, all affected creatures are under the effects of the *disguise self* spell, with their appearance chosen by you. Unwilling creatures can make a Charisma saving throw to negate the effect.

CHANNEL DIVINITY: TRANSPOSITION

Starting at 6th level, as an action, you can use your Channel Divinity to switch the positions of a number of creatures equal to 1 plus your Wisdom modifier (minimum of 2) within a 20-foot radius, centered on you. Unwilling creatures can make a Charisma saving throw to resist the effect. Chosen creatures are teleported; switching locations with each other as you choose. Only creatures that have been successfully targeted with this spell can switch places with each other.

POTENT SPELLCASTING

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

ANYFORM

Beginning at 17th level, you may select *shapechange* as if it were a cleric spell. Additionally, any spell you use that alters your own form, has its duration doubled.

Micah Watt



ROGUE: MISCHIEFMAKER

Mischiefmakers are rogues that delight in causing trouble. The more benevolent might restrict this to practical jokes and light-hearted mischief, while more malevolent types might lure foes into traps, or cause significant harm to others.

MISCHIEFMAKER FEATURES

Rogue Level	Feature
3rd	Fast Hands, Master of Disguise
9th	Sabotage
13th	Set Ward
17th	Master of Escape

FAST HANDS

Starting at 3rd level, you can use the bonus action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check, to use your thieves' tools to disarm a trap (or rearm one) or open a lock, or to take the Use an Object action.

MASTER OF DISGUISE

Starting at 3rd level, you are able to cast the *disguise self* spell once without expending a spell slot. Charisma is your spellcasting ability for this spell. You regain the use of this ability after completing a short or long rest.

SABOTAGE

Starting at 9th level, if an opponent is within 10 feet of you, you can use your reaction to sabotage their action. You are able to impose disadvantage on 1 of your enemy's attack rolls or skill checks, or grant their opponent advantage on a saving throw against their spell DC. You can use this ability a number of times equal to 1+ your Charisma modifier (minimum of once). You regain the use of this ability after completing a short or long rest.

SET WARD

Starting at 13th level, you are able to draw a *glyph of warding* as per the spell. This takes an action and lasts up to 1 minute, or until triggered. You may choose the explosive runes effect, or imbue it with a *grease* or *entangle* effect, as per the spells of the same name. Charisma is your spellcasting ability for this spell. You regain the use of this ability after completing a short or long rest.

MASTER OF ESCAPE

Starting at 17th level, you are under a permanent *freedom of movement* effect. If dispelled, the ability returns when you finish a short or long rest.

Micah Watt

FENMAREL MESTARINE

The Lone Wolf

Fenmarel Mestarine (Fenmarian)

Seduced by Araushnee (Lolth), the consort of Corellon Larethian, Fenmarel did not join her in her betrayal of the Seldarine. However, he still found himself at odds with the ruler of all elves, and sought to retreat to a quiet forest realm within Limbo. From there, he would watch over elven borders, and protect elves that were treated as outcasts, but he seldom interacted with his fellow gods. Fenmarel teaches us that trust is far too easily broken, and not to place your trust in others. Be cautious of giving your word, but never break it.

Clergy. The Fenmarian clergy often offer training to others in “underhanded” techniques not commonly taught by instructors and weapon masters. These tactics include poisoning, trickery, hit-and-run attacks, low blows, and sneak attacks. Betrayal comes easily and giving your enemy ‘a fighting chance’ only gives them the opportunity to go low first. Because Fenmarel Mestarine draws so many outcasts into his fold, his clergy have no taste for hierarchies, churches, or holy days.

Non-Wood Elf Followers. Though Fenmarel Mestarine himself has been historically distrusting of non-elves, his worship is still attractive to anyone who has become a pariah in their own communities. Worship of Fenmarel gives people reassurance that their paranoia and lack of trust in others is warranted; even their own god regards them cautiously, rather than encouraging open acceptance.

Background Story Option

d4 Event

- 1 I was raised by my “grandpa”, who had no relation to me. He found me in the woods and brought me up as his own, teaching me to be a grumpy old hermit just like him. My worship of Fenmarel Mestarine was a only matter of time.
- 2 While on the run from an orcish hunting party, I heard a quiet whisper telling me what turns to take and what logs to crawl under. I evaded dozens of warriors thirsting for my blood, and I know in my heart that I survived only by Fenmarel Mestarine’s blessing.
- 3 After nearly being murdered by my lover’s spouse, I found a new empathy for The Lone Wolf god. My lover might not have been the Queen of Spiders, but I still don’t appreciate being made an adulterer.
- 4 Born among “feral” wood elves, I was raised to be distrusting of outsiders. Our people had our own unique ways of worshipping Fenmarel.

Ashley May



DRUID: CIRCLE OF THE EXILE

The exile is a survivor in solitude, an outcast from their people and community. The exile is a wanderer and vagabond, finding solace in far flung wilderness and isolation. The Exile is self-sufficient, priding themselves on needing nothing from others.

Despite their solitary ways, exiles are drawn to adventurers, who are very much outcasts and wanderers like themselves. Exiles spend a comparatively short time among other humanoids, but in the lifespan of an elf, a few years wandering the dangerous wilds with kindred souls presents little hardship.

CIRCLE OF THE EXILE FEATURES

Druid Level	Feature
2nd	Loner, Circle Forms
6th	Alone in the Dark
10th	Solitary Savagery
14th	Sever All Ties

LONER

You're better prepared to perceive and skulk when you're left to your own devices. Beginning at 2nd level, you gain double your proficiency bonus on Wisdom (Perception) and Dexterity (Stealth) checks, when you are 30 feet or more away from any ally.

CIRCLE FORMS

The rites of your circle grant you the ability to transform into more dangerous animal forms. Starting at 2nd level, you can use your Wild Shape ability to transform into a beast with a challenge rating as high as 1 (you ignore the Max. CR column of the Beast Shapes table, but must abide by the other limitations there).

Starting at 6th level, you can transform into a beast with a challenge rating as high as your druid level divided by 3, rounded down.

ALONE IN THE DARK

Beginning at 6th level, you capitalize on your solitary nature, generating a natural pass without trace effect on yourself when you are 30 feet or more from an ally. If an ally comes within 30 feet of you, the effect is suppressed until you or they, move out of proximity again.

SOLITARY SAVAGERY

At 10th level, your natural savagery is released when you are alone. You have advantage on attack rolls when you are 30 feet or more away from an ally. If an ally comes within 30 feet of you, the effect is suppressed until you move out of proximity again.

SEVER ALL TIES

By 14th level you cannot be influenced by any creature through mundane or magical means. You gain immunity to the charmed condition, and all enchantment spells and abilities.

Micah Watt

RANGER: LONE WOLF

Mostly wood elves worship the Lone Wolf, but those who live or make their living in the wilds often revere him. Worshipping Fenmarel is a personal journey of faith, strengthened by living and surviving in the wilds through one's own skills. These faithful learn to use the bounty provided by nature to provide sustenance. They seek to become an integral part of the natural order, and function as its protectors.

LONE WOLF FEATURES

Ranger Level	Feature
3rd	Ranged Attacker, Hawkeye
7th	Summon Tempest
11th	Ride the Wind
15th	Wind Defense

LONE WOLF MAGIC

Starting at 3rd level, you learn an additional spell when you reach certain levels. The spell counts as a ranger spell for you but doesn't count against the number of ranger spells you know.

Ranger Level	Spells
3rd	<i>entangle</i>
5th	<i>blur</i>
9th	<i>haste</i>
13th	<i>hallucinatory terrain</i>
17th	<i>insect plague</i>

TRIP ATTACK

At 3rd level, you can force a creature you hit with a melee weapon attack to make a Strength saving throw (DC equals 8 + your proficiency bonus + your Strength modifier), or it is knocked prone.

STEALTHY HUNTER

At 3rd level, you have advantage on Dexterity (Stealth) checks while in your favored terrain.

LONE WOLF DEFENSE

At 7th level, you have learned to skillfully defend yourself when you're alone. You can add your proficiency bonus to your AC against melee weapon attacks, when you don't have an ally within 5 feet of you.

LONE WOLF FURY

At 11th level, when you're alone, you fight with primal fury. You have advantage on melee weapon attacks when you don't have an ally within 5 feet of you.

FERAL TRANSFORMATION

At 15th level, your connection to the wilds allows you to draw from its primal power, and transform yourself; hair grows long all over your body, your skin hardens, your canine teeth grow into fangs, and sharp claws sprout from your fingertips. For 1 hour, you gain the following benefits:

- Your base AC equals 15 + your Dexterity modifier + your Wisdom modifier.
- Your claws count as magical weapons for the purposes of overcoming damage immunities and resistances, and deal 1d8 + your Strength modifier slashing damage.
- Your bite deals 1d6 piercing damage and counts as magical for the purposes of overcoming damage immunities and resistances.
- When you take the Attack action to make at least one claw attack, and use a bonus action to make an offhand claw attack, you can make a bite attack as part of the same bonus action, against the same target of one of your claw attacks.

Once you use this feature, you must finish a long rest before you can use it again.

Scott Bean



HANALI CELANIL

The Heart of Gold, Winsome Rose, Lady Goldheart

Hanali Celanil (Hanalian)

No other deity loves to reward their followers quite like Hanali Celanil. She takes great joy in blessing her followers with love and affection, turning warm eyes toward one another, and blessing romantic love. Hanali Celanil teaches that even in the darkest and most dreadful times, the most beautiful parts of life can bloom when two hearts become entwined.

Clergy. The rules of Hanalian clergy are loose and open to interpretation. Members of the clergy may join or leave at any time and are prone to 'organizing' impromptu ceremonies and dances. Though their duties include performing wedding ceremonies for other elves, clerics are encouraged to explore their interests and romances, without being required to bind themselves to a single soul, as Hanali's priority is love and not necessarily marriage.

The Hanalian clergy often draws flighty and vain folk, who spend an inordinate amount of time collecting crystals and artworks, and adorning their own golden robes, though their goddess's teachings do lead them to display these treasures openly for the enjoyment of others, rather than keeping them hidden away.

Holy Days. Though holy revelry is common and often unscheduled, Hanali Celanil's most holy times are under the light of the full moon. Known as the Secrets of the Heart, these holy nights are presided over by Hanalian clergy, praying in secluded forest clearings and blessing young lovers who come to experience the full bloom of their affections together. Many couples choose this time to secretly pledge themselves to one another, or to proclaim their affections publicly before their fellow revelers. Many artists also unveil new works of art during the Secrets of the Heart.

Background Story Option

d4 Event

- 1 I always looked upon the Hanalian clergy with great longing; to be as beautiful and happy as they were. They noticed my watching eyes, and I was honored to be welcomed into their teachings.
- 2 When first I fell in love, the object of my affection took my hand and led me into the woods under the full moon. Once we reached the moonlit clearing, I found it was Hanali Celanil's hand that had guided me instead.
- 3 Whilst walking in the woods, I followed the sounds of cheerful giggling until I found myself surrounded by intensely threatening Moon Striders. I hadn't meant to wander into the midst of the revelry, but I was enthralled to learn more about it.

- 4 As one blessed with beauty since birth, the Hanalian clergy have always been kind to me, and taught me the ways of our goddess all my life.

Ashley May



CLERIC: EVERGOLD DOMAIN

None of Hanali's many worshippers wish to age beyond their prime, when they are at their most beautiful, bountiful, and above all, capable of blossoming others. Hence, Hanali blesses them with the power of the Evergold Domain. Clerics of the Evergold, named after Hanali's pond of eternal youth, that she keeps as an open secret in their realm, walk the path of eternal life. So

long as they promise to remain beautiful in both spirit and form, and to spread beauty, bringing the many creatures of the many realms to higher and greater echelons, then their life will never fade. Adventuring clerics who take on this domain believe that defeating evil is but one of many ways to keep the world they live in ever-gold.

EVERGOLD DOMAIN FEATURES

Cleric Level Feature

1st	Blossomer of Beauty
2nd	Channel Divinity: Become Evergold
6th	Ageless World-Lover
8th	Potent Spellcasting
17th	Spill Forth the Fountain

DOMAIN SPELLS

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

Cleric Level Spells

1st	<i>charm person, heroism</i>
3rd	<i>calm emotions, enthrall</i>
5th	<i>hypnotic pattern, tongues</i>
7th	<i>charm monster, aura of life</i>
9th	<i>dominate person, seeming</i>

BLOSSOMER OF BEAUTY

At 1st level, your teachings have made you more charismatic than most. You gain proficiency in the Persuasion skill if you don't already have it. Your proficiency bonus is doubled for any ability check you make that uses this proficiency.

Additionally, at 1st level, you learn the *mending* cantrip. This counts as a cleric cantrip for you, but it doesn't count against the number of cantrips you know.

CHANNEL DIVINITY: BECOME EVERGOLD

Starting at 2nd level, you can use your Channel Divinity to absorb the holy powers of the Evergold Fountain.

As an action, you present your holy symbol and your body shimmers as your skin, hair, and eyes, turn to shining gold. For 1 minute, your Armor Class is replaced with your Charisma ability score. Creatures that cannot be charmed are unaffected by this ability, and their attacks against you use your normal AC, and not your Charisma ability score.

AGELESS WORLD-LOVER

At 6th level, your spreading of the Evergold doctrine has blessed you. You are immune to diseases, and you no longer age and cannot be aged by magical means.

Additionally, when you cast a spell with a target of one creature, if that creature is not hostile towards you, it gains temporary hit points equal to twice your Charisma modifier. A creature who receives these temporary hit points cannot receive them again until they finish a long rest.

POTENT SPELLCASTING

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

SPILL FORTH THE FOUNTAIN

Upon reaching 17th level, you can call for Hanali to spill the Evergold over you, spreading love and beauty wherever these holy waters fall. As an action, you cause a rain of gold and silver water to fall within 30 feet of you for 1 minute. Wherever this rain lands, flowers and other plant life blossom. Creatures that begin or end their turn under the rain must make a Charisma saving throw against your spell save DC. On a failure, they are charmed by you for 1 minute. Creatures charmed by this effect cannot make attack rolls or force other creatures to make saving throws. If a creature is immune to the charmed condition, it automatically succeeds on this saving throw.

Once you've used this feature, you cannot use it again until you finish a long rest.

Marquis Hartis

FIGHTER: MOON STRIDER

Moon Striders, also known as the Golden Guard or Heartguards, are quiet protectors of celebration and merriment. Where many gather and share in joyous union, there are always creatures and enemies lurking close by, set to disrupt these events. The Moon Strider is a stalwart guardian who revels in guarding over these celebrations. Their power comes from the cycles of the moon as much as it does the blessing of Hanali.

MOON STRIDER FEATURES

Fighter Level	Feature
3rd	Bonus Proficiencies, Moon Touched Dominion, Celanil's Step
7th	Limitless Stride
10th	Lunar Guidance
15th	Golden Guided Blade
18th	Gilded Glade

BONUS PROFICIENCIES

When you join the order of Moon Striders at 3rd level, you gain proficiency in the Stealth and Survival skills if you don't already have it.

MOON TOUCHED DOMINION

At 3rd level, you have learned how to consecrate a space with Hanali Celanil's golden light. As an action select a 30-foot area that you can see within 60 feet. The area fills with bright golden light. For the next 10 minutes, while looking into this space, you have advantage on Wisdom (Perception) and Intelligence (Investigation) checks within the area. You can use this ability three times, and all uses return after you complete a short rest.

CELANIL'S STEP

Starting at 3rd level, while you are within the area of Moon Touched Dominion, when an ally you can see is targeted by a melee weapon attack, as a reaction you may teleport — creating a flash of golden light — to an unoccupied space beside that ally, and impose disadvantage on the attack roll. You can use this feature after the attack has been rolled, but before the outcome is determined. You can make this special reaction a number of times equal to your Wisdom modifier (minimum of once), and you regain all expended uses of it when you finish a long rest.

LIMITLESS STRIDE

Starting at 7th level, you ignore any penalties that would apply to your Dexterity (Stealth) checks as a result of your armor.

LUNAR GUIDANCE

Starting at 10th level, while traveling outdoors in dim light or darkness, the path ahead of you is lit with golden light that only you can see. Whilst outdoors, you can see normally in dim light and darkness out to 120 feet. Additionally, you cannot be surprised while in dim light or darkness outdoors.

GOLDEN GUIDED BLADE

At 15th level, immediately after using Celanil's Step you may make a melee attack against a creature within reach. This attack is made with advantage if used against the creature that triggered Celanil's Step. Additionally, when you roll initiative and have no uses of Celanil's Step remaining, you regain 1 use of Celanil's Step.

GILDED GLADE

At 18th level, you are able to consecrate an area of natural beauty, generating a persistent restorative environment for creatures to recuperate. Sanctifying

the space for the glade takes 8 hours and a new space can only be selected once every 30 days. Gilded Glade is permanent until a new glade is created, at which time the previous Gilded Glade vanishes. Areas selected for this ability are often forest glades or clearings, but any natural space can be used. The gilded glade consists of a 120-foot area that sheds a dim, golden light, and darkness (normal or magical) can never fall in this area. After a long rest in this area all levels of exhaustion are removed, and when rolling hit dice to heal on a short rest, you instead use the highest number possible for each die.

When you have an active Gilded Glade, you may, as an action, open a magical portal from your current location to the glade, allowing you and your allies to step through and be teleported to the glade. This portal remains open for 1 minute and you can close it as an action. Once you use this ability, you cannot use it again until you finish a long rest.

Isaac May



LABELAS ENORETH

The Lifegiver, Lord of the Continuum, The One-Eyed God, The Philosopher, The Sage at Sunset

Labelas Enoreth (Labelan)

The sun will always set, and it will always rise again; time stops for no one, not even the gods. It is our most important duty to record history and tell stories, so that those who come after us, can learn lessons from the events that no one today was alive to witness. Time will always be on your side if you follow the teachings of The Sage at Sunset.

Clergy. The Labelan priesthood is comparatively small in relation to the other Seldarine. Many, though not all, clergy members come to the faith later in life, elderly elves past their prime, who have not yet begun to withdraw into themselves. They choose to spend their time educating the youth, and providing assistance to elves who are ready to begin their own introspective journeys in the last days of their lives. They also assist in births and commonly perform funeral duties.

Temples and Shrines. Temples of Labelas Enoreth are monuments to timeless existence, created in ancient forests or carved into mountaintops. Conversely they are decorated with ephemeral things, such as cut flowers, precariously stacked stones, images painted on delicately thin parchment, or patterns made with colored sand. Such trappings serve as a reminder that nothing lasts forever.

Background Story Option

d4 Event

- 1 I knew an old elf who died without ever experiencing Remembrance. Everyone said they had been denied entrance to Avandor and have been removed from the cycle of reincarnation. I want to make sure that doesn't happen to me.
- 2 Just dying seems like a pretty sad way to wrap up a long life, but lichdom doesn't exactly appeal to me either. Reincarnation, on the other hand, has its perks.
- 3 I once travelled with an elf who hardly looked older than me. One night, I noticed cataracts in the shape of crescent moons over their eyes as they sat in trance. They admitted their life was drawing to a close, and I accompanied them as they began their journey of Remembrance. That is how I came to know the ways of Labelas Enoreth.
- 4 As one blessed with beauty since birth, the Labelan clergy have always been kind to me, and taught me the ways of our goddess all my life.

Ashley May



CLERIC: CHRONOLOGIAN

DOMAIN

Chronologians are both historians and seers, seeking to record the past and glimpse the future. They perceive the flow of time slightly differently to other mortals thanks to their connection to Labelas, recognizing that the flow of time is not a constant, but a variable that may be manipulated in small ways.

CHRONOLOGIAN DOMAIN FEATURES

Cleric Level Feature

1st	Bonus Proficiencies, Moment of Choice
2nd	Channel Divinity: Timely Insight
6th	Channel Divinity: Time Bubble
8th	Divine Strike
17th	Timelessness

DOMAIN SPELLS

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

Cleric Level Spells

1st	<i>feather fall, moment in time</i>
3rd	<i>time perception, lesser restoration</i>
5th	<i>haste, slow</i>
7th	<i>divination, unstable time</i>
9th	<i>second chance, tempus fugit</i>

BONUS PROFICIENCIES

At 1st level you gain proficiency in the History skill if you don't already have it.

MOMENT OF CHOICE

At 1st level, you may draw on the grace of Labelas to aid in any task you undertake. When you fail an attack roll or ability check, you can choose to succeed instead, assuming the lowest possible result needed for success. You regain the use of this ability after completing a long rest.

CHANNEL DIVINITY: TIMELY INSIGHT

Starting at 2nd level, you can use your Channel Divinity to gain a flash of insight into a creature's future or past. As an action, you target a single creature within 60 feet that you can see, gaining valuable information about their nature, behaviors, or reactions. For 1 minute, any ability checks you make against, or involving the target, are made with advantage.

CHANNEL DIVINITY: TIME BUBBLE

Starting at 6th level, as a bonus action, you can use your Channel Divinity to create a time bubble around yourself, removing you from the standard flow of time. This lasts for a 1 minute. During that time, you are able to take an additional bonus action on each of your turns, and an additional reaction between your turns. The standard rules and restrictions for what actions you can take on your turn still apply.

DIVINE STRIKE

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

TIMELESSNESS

Beginning at 17th level, you no longer show signs of aging, cannot be magically or supernaturally aged, and no longer need food or water. You are immune to poison and necrotic effects. Despite not visibly aging, you still die of old age at your appointed time.

Micah Watt

MONK: WAY OF THE TIMELESS

The monk that follows the Way of the Timeless is gifted by Labelas with the ability to see and manipulate fragments in time; gaining a flash of insight or information, or being able to generate a rapid increase or decrease of time for a split second, using these advantages in combat.

WAY OF THE TIMELESS FEATURES

Monk Level	Feature
3rd	Foresight
6th	Peril Sense
11th	Distort Time
17th	Timelessness

FORESIGHT

Beginning at 3rd level, you add your Wisdom modifier to your initiative rolls.

PERIL SENSE

Starting at 6th level, you gain a sense of danger a moment before it strikes. You may use your reaction to gain advantage on a saving throw, an ability check, or to gain a +5 bonus to AC, for a single attack, ability,

or an effect that may harm you. Each use of this ability costs 3 ki points.

DISTORT TIME

Starting at 11th level, you can use your action to generate the *haste* effect (as per the spell) that affects only you. It costs 3 ki points to generate, and if you choose, you may spend an additional ki point when the effect ends, to avoid losing your next action.

TIMELESSNESS

Starting at 17th level, you may spend 10 ki points to generate the *time stop* effect (as per the spell). The temporal stress this ability places on your body is significant, limiting the use of it to once per day. You regain the use of this ability after completing a long rest.

Micah Watt



NEW LABELAS ENORETH SPELLS

The following spells are only available to the faithful of Labelas Enoreth.

MOMENT IN TIME

1st-level divination

Casting Time: 1 action

Range: Touch

Components: V, S, M (a dried flower)

Duration: 1 minute

You gain a short vision of a single moment in time for an object or creature. The vision may be clear or cryptic, obvious or lacking context. In addition to any information imparted (DM's discretion) you gain knowledge based on the subject for 1 minute;

- Object – you gain proficiency in the use of the object, or in the tools used to create the object
- Creature – you gain proficiency 1 skill the creature is proficient in.

This spell does not work on an unwilling creature, or an object in the possession of an unwilling creature.

SECOND CHANCE

5th-level transmutation

Casting Time: 1 reaction, which you take immediately after finishing your turn

Range: Self

Components: V, S, M (a lizard tail)

Duration: Instantaneous

You cast this spell as a reaction immediately after the completion of your turn, but before the next creature's turn. Your actions are reversed, including any effects, spells, or damage you dealt or took on your turn, and you are able to have your turn again. Any class abilities, or any spell slots of 4th level or lower that you expended on your turn are regained, but magic items, equipment, consumables, or other resources, or spell slots of 5th level or higher, remain expended.

TIME PERCEPTION

2nd-level divination

Casting Time: 1 action

Range: Self

Components: V, S, M (an empty hourglass)

Duration: 1 minute

For 1 minute, you see the passage of time for every creature and object within 60 feet. You can unerringly discern the age, as well as moment of creation/birth, and the moment of natural decay/death, of the subject. This spell does not account for premature death or destruction by damage, magic, or other means of

accelerating the natural decay of a subject.

TEMPUS FUGIT

5th-level transmutation

Casting Time: 1 action

Range: 100 feet

Components: V, S, M (a broken hourglass)

Duration: Instantaneous

When you cast this spell, you create a time distortion in a 30-foot-radius sphere. All creatures of your choice within the area of effect must make a Charisma saving throw, or lose their next action.

UNSTABLE TIME

4th-level transmutation

Casting Time: 1 action

Range: Self (30 feet)

Components: V, S, M (a broken pocketwatch)

Duration: 1 minute

You create unstable fluctuations in time in a 30-foot-radius sphere centered on you. On casting, and at the start of each of your turns, a random creature in the area of effect (other than you) is affected. If the creature is an ally, they gain the effects of the *haste* spell on their next turn and suffers no loss of action or movement when the effect ends. If the creature is a foe, they must make a Charisma saving throw or suffer the effects of the *banishment* spell until the start of your next turn. Whilst banished, the creature can still see the activities in the location it was banished from and can take actions based on this information (i.e. can choose to take the dodge action on its turn if it perceives foes to be readying attacks for its return). This spell can only be ended early if dispelled.

RILLIFANE RALLATHIL

The Leaflord, The Wild One, The Great Oak, The Many-Branded, The Many-Limbed, Old Man of the Yuirwood

Rillifane Rallathil (Rallathian)

The roots of the Leaflord touch every part of our world. The calm endurance of Rillifane Rallathil teaches us to stand strong like the mighty oak, enduring whatever trials the changing of seasons may bring, with the knowledge that the hope of spring will always return to us.

Clergy. The clergy of the Church of the Leaflord is configured into regional branches, an organizational choice that is bound to surprise absolutely no one. Druids of the church tend to keep to themselves, busying themselves with the care of forests and the flora and fauna that dwell within them. Clerics, meanwhile, tend to venture out of the forests to spread the teachings of The Leaflord, and to discourage careless hunting and logging practices. All of the Rallathian clergy are enemies of sentient plants that have been twisted by magic.

Holy Days. Twice yearly on the equinoxes, the faithful of Rillifane Rallathil gather in groves of ancient oaks to celebrate their god with song and dance. In the days leading up to the equinox, Rallathians fast for up to a week. Thus, the most important event of the equinox celebration is the ceremonial hunting of an ancient and noble buck. The venison is then served to break the fast.

Background Story Option

d4 Event

- 1 When I was a child, I would walk in the woods with one of the elders of my village, and she taught me to recognize the health of the forests. She would select the trees that were fit to be cut, and no others were to be touched. I learned the ways of Rillifane Rallathil from her.
- 2 In my youth, I took up work with a crew of loggers, gathering lumber for the construction of a city. They sent me into town to retrieve food, and when I returned, I found the camp slaughtered by the Rallathian priests. They saw the fear in my eyes and chose to teach me, rather than punish me, and brought me into their fold.
- 3 I became lost in the woods as a young child, and my village spent days searching for me. They went to the local Rallathian druids to ask for help. When they found me, I had crawled into the crook of an old oak for shelter. No one could imagine how I had survived the elements or avoided woodland predators, but the druids claimed that the tree and The Leaflord had protected me.
- 4 My mother did not fast in the days leading up to the equinox, as she was with child, though she feared it might bring ill luck upon me for her not to observe. I was born during the revelry, and when my first cry of life filled the oaken clearing, the druid who delivered me told my mother that I was blessed by The Leaflord.



DRUID: CIRCLE OF THE ACORN

While druids of Circle of the Acorn are concerned with all aspects of nature and its creatures, they are most connected with the plants of the world. Their order takes a long, patient view of life, seeing creatures as temporary inhabitants of a much more ancient, mystical world – one that the flora ultimately connects with, and nurtures in a way few creatures will ever understand.

CIRCLE OF THE ACORN FEATURES

Druid Level Feature

2nd	Naturalist, Floral Forms
6th	Land's Stride
10th	Nature's Blessing
14th	Nature's Master

NATURALIST

Beginning at 2nd level, you gain proficiency in the Nature skill if you don't already have it. Your proficiency bonus is doubled for any ability check you make that uses this proficiency. You are also able to identify any plant or plant creature and have perfect recall of knowledge and or lore regarding plants and plant creatures.

FLORAL FORMS

The rites of your circle grant you the ability to transform into plant forms. Starting at 2nd level, you can use your Wild Shape to transform into a plant with a challenge rating as high as 1 (you ignore the Max. CR column of the Beast Shapes table, but must abide by the other limitations there).

Starting at 6th level, you can transform into a plant with a challenge rating as high as your druid level divided by 3, rounded down.

LAND'S STRIDE

Starting at 6th level, moving through non-magical difficult terrain costs you no extra movement. You can also pass through non-magical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard.

In addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such those created by the *entangle* spell.

NATURE'S BLESSING

At 10th level, you are immune to poison and disease, and have advantage on saving throws against the abilities and effects of plants and plant-like monsters.

NATURE'S MASTER

By 14th level, plants and plant creatures will not attack you, treating you as one of their kind. In addition, you may attempt to charm a plant creature as an action. The creature makes a Wisdom saving throw against your spell DC. On a successful saving throw the creature is not charmed, and is not aware of your attempt to charm it. On a failed saving throw, the creature is charmed by you for the next 8 hours. If you and the creature share a language, it will follow all your commands to the best of its ability. If you do not share a language, the creature will follow you around, protecting you, and seeking to assist you in ways it perceives as helpful (DM's Discretion). When the duration expires, the creature is no longer charmed by you and returns to acting as a typical example of its species. You regain the use of this ability after completing a long rest.

Micah Watt



RANGER: OAKHEART GUARDIAN

Rangers who become Oakheart Guardians, are protectors of sylvan forests. They patrol mystical woodlands, seeking to purge evil and corruption from sacred lands. Oakheart Guardian philosophy is to live as free as a leaf on the wind but stand as sturdy as an oak tree. While they may roam forests looking for adventure, they're also known for planting deep roots as protectors of the natural order and sylvan communities.

OAKHEART GUARDIAN FEATURES

Ranger Level	Feature
3rd	Woodland Lore, Twilight Stalker
7th	Oakskin
11th	Thorn Strike
15th	Warden of the Woods

OAKHEART GUARDIAN MAGIC

Starting at 3rd level, you learn an additional spell when you reach certain levels. The spell counts as a ranger spell for you but doesn't count against the number of ranger spells you know.

Ranger Level	Spells
3rd	<i>sap spray</i>
5th	<i>acorn barrage</i>
9th	<i>sap field</i>
13th	<i>amber prison</i>
17th	<i>awaken</i>

WOODLAND LORE

At 3rd level, your knowledge of woodlands, allows you to harvest material from the forest to make toxins and healing salves. Once per day when foraging for at least one hour in the forest, you can gather 1d4 + your Wisdom modifier doses of either toxins that you can apply to your weapons, or plant material that you can use to make an ointment to aid in healing. The effects of each substance are described below. You must choose which type of materials (healing salve or toxin) to find before you start foraging for the day, and you can only harvest that type of material on that day.

Healing Salve. Doses can be applied to a creature's wounds during a short rest. If the creature spends at least one Hit Die to regain hit points, it regains an additional 1d4 hit points per dose applied to its wounds.

Toxin. You can spend an action to apply one dose to a weapon. For 1 minute after application, the next time you hit a creature with the weapon, the target must make a saving throw against your spell save DC, taking

2d6 poison damage on a failed save, or half as much on a successful one. Once you've hit a creature with the weapon, or 1 minute has elapsed (whichever occurs first), any toxin remaining on the weapon is neutralized. A weapon can only contain 1 application of toxin at any given time.

At 9th level, you can find enough material while foraging to make an additional 1d4 doses.

TWILIGHT STALKER

At 3rd level, you're adjusted to the twilight conditions of the forest. You no longer suffer disadvantage on Wisdom (Perception) checks while in dim light. In addition, you have advantage on your Dexterity (Stealth) checks while in areas of dim light.

OAKSKIN

At 7th level, your skin hardens like an oak tree. You gain a +2 bonus to AC while you aren't wearing medium or heavy armor.

THORN STRIKE

At 11th level, you cause arrows and crossbow bolts you fire to sprout thorns, causing extra damage when they hit. On a hit, the arrow or bolt deals an extra 1d4 piercing damage. The affected piece of ammunition is considered magical for the purposes of overcoming damage resistance.

In addition, when you score a critical hit with the affected ammunition, it becomes lodged in the target. For the next minute, the target takes an extra 1 point of piercing damage at the start of each of its turns or until the ammunition is pulled free. The ammunition can be pulled free with a successful DC10 Strength check, dealing an additional 1d4 piercing damage when being removed. On a failed check, the creature takes 1d4 piercing damage, the ammunition remains lodged, and it begins taking 1 piercing damage at the start of each of its turns for another minute.

WARDEN OF THE WOODS

At 15th level, you can use your action to cause the terrain to grow and hinder the movement of creatures within 15 feet of you. For 1 minute, the affected area is considered difficult terrain for all creatures other than you. In addition, you have advantage opportunity attacks against creatures in the area of difficult terrain. On a successful hit, the creature's speed is reduced to 0 until the start of its next turn.

Once you use this feature, you must finish a short or long rest before using it again.

Scott Bean

NEW RILLIFANE RALLATHIL SPELLS

The following spells are only available to the faithful of Rillifane Rallathil;

ACORN BARRAGE

2nd-level evocation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (an acorn)

Duration: Instantaneous

You cause a barrage of acorns to strike creatures within a 10-foot radius of a point within range. Each creature within the area of effect must make a Dexterity saving throw, taking 3d8 bludgeoning damage on a failed save, or half as much damage on a successful one.

Wherever this spell is used, the acorns will take root, and a tree will magically grow – at a normal rate for its kind – regardless of natural conditions, weather, or temperature. The tree is immune to all non-magical damage and cannot be destroyed by normal weapons or non-magical means.

AMBER PRISON

4th-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a chunk of amber)

Duration: Concentration, up to 1 minute

You cause a single creature to be encased in a hard, resin-like casing, of yellow-orange amber. An unwilling creature must make a Dexterity saving throw. On a failed save it is enclosed for the duration. If a creature is already under the effect of a *sap spray* or *sap field* spell, the creature automatically fails the save. The creature is frozen within the amber and is restrained. Nothing – not physical objects, energy, or other spell effects – can pass through the barrier, in or out, though a creature in the amber can breathe there. The amber is immune to all damage, and a creature or object inside can't be damaged by attacks or effects originating from outside. The amber is immobile if created on a solid surface. Otherwise it falls (if in air) or floats (if in water). Falling amber does not break if it hits a solid surface, nor does the entrapped creature take damage.

A *disintegrate* spell targeting the amber destroys it without harming anything inside it.

SAP SPRAY

1st-level evocation

Casting Time: 1 action

Range: Self

Components: V, S, M (a glob of sap)

Duration: 1 minute

You raise your hand and spray a 10-foot by 10-foot area directly ahead of you with sticky sap. The area becomes difficult terrain for the duration, and any creatures in the area when the spell is cast must make a Dexterity saving throw or become restrained until the spell ends. A restrained creature can use its action to make a Strength check against your spell save DC, freeing itself on a success.

SAP FIELD

3rd-level evocation

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a glob of sap)

Duration: 1 minute

You create an area of sticky sap in a 30-foot radius, centered on a point within range. The area becomes difficult terrain for the duration, and any creatures in the area when the spell is cast must make a Dexterity saving throw or become restrained until the spell ends. A restrained creature can use its action to make a Strength check against your spell save DC, freeing itself on a success.



SEHANINE MOONBOW

Daughter of the Night Skies, Goddess of Moonlight, The Lunar Lady, Moonlit Mystery, The Mystic Seer, The Luminous Cloud, Lady of Dreams

Sehanine Moonbow (Sehanite)

The Lunar Lady walks beyond the veil of the night, separating herself from the lives of mortals. Though she seldom concerns herself with the going-ons of the world, she remains a protector of the elves, blessing them with her illusions and omens. Though arguably the most powerful of the elven deities, Sehanine's influence ebbs and flows with the lunar cycles, and she is almost as powerless as a mortal during the daylight hours of the new moon. But, the followers of the Daughter of the Night Skies know that the moon will always rise again.

Clergy. The most dedicated Sehanites often serve their communities as seers and morticians, but the organized hierarchy of their church is shrouded in secrecy. It is well known that Sehanine Moonbow loathes the undead, and her clergy often carry out funeral rites for the fallen regardless of the individual's faith, in order to ensure their bodies are properly put to rest.

Temples and Shrines. Sehanite places of worship are often constructed in carefully chosen locales, allowing them to measure and record the lunar phases and movements in great detail. The sleeping quarters of priests are often built with skylights, to allow rays of moonlight to shine on them as they sleep, to receive messages from their goddess.

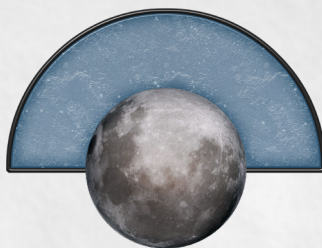
Holy Days. Though all full moons are a time of worship for Sehanites, certain celestial phenomenon hold special value. When the full moon falls on winter solstice, and the moon shines during the longest night of the year, many worshippers claim to have been visited by their Lady of Dreams, and even turned into moonbeams themselves, traveling across the night sky as she imparts them with spiritual knowledge.

Background Story Option

d4	Event
1	When I was a child, I traveled with several others to the hilltop under the full moon, and I watched as her most devoted followers turned to light and shot into the sky, before reconstituting several minutes later with a glow in their eyes. Who wouldn't convert, after seeing such an event?
2	At an elven archery contest, I fired an arrow that turned silver when it struck its target. I was then set upon by a Sehanite priestess who labelled me a bringer of justice, and the expectation has followed me.

- 3 One night I dreamt of a dead tree under a full moon, with only a single gold leaf clinging to its branches. A priest told me this was a symbol of hope from Sehanine Moonbow, and I have pursued her teachings ever since.
- 4 I was born under a blue moon, and the Sehanite clerics present considered my birth auspicious. I have always walked in the light of the Goddess of Moonlight.

Ashley May



BARD: COLLEGE OF STARSONG

Starsingers (as they're known), are the heralds of Sehanine and the elven race. Struck with a powerful wanderlust, they travel the realms at night – guided by moonlight and the dream visions they receive each time they meditate. They both seek out and spread lore, knowledge, and music wherever they journey.

COLLEGE OF STARSONG FEATURES

Bard Level	Feature
3rd	Bonus Proficiencies, Radiant Weapons
6th	Moonlight Meditation
14th	Distort Time

BONUS PROFICIENCIES

When you join the College of Starsong at 3rd level, gain proficiency with navigator's tools. You also gain proficiency in the Survival skill.

RADIANT WEAPONS

At 3rd level, as a bonus action, you gain the ability to temporarily imbue a weapon you touch with the radiance of moonlight, by expending your Bardic Inspiration. The touched weapon radiates dim light in a 20-foot radius and deals an additional 1d4 radiant damage. The damage increases by 1d4 if the target is an undead. This effect lasts for 1 minute or until you use a bonus action to end it.

MOONLIGHT MEDITATION

Beginning at 6th level, if you meditate in moonlight for at least 1 minute, you gain inspiration. The moonlight may be from any source, including natural moonlight, your Radiant Weapons ability, or a spell. This inspiration must be used in the next hour or it is lost. You regain the use of this ability after completing a long rest.

WAKING DREAMS

Beginning at 14th level, as an action, you may expend a Bardic Inspiration die to inspire all creatures of your choice within 30 feet, by releasing a flood of prophetic

dream visions into their waking thoughts. Each creature gains a Bardic Inspiration die that may only be used in the next 10 minutes, but while the ability is in effect they are distracted by the visions, making all Wisdom saving throws and all Wisdom ability checks, at disadvantage. Once the duration ends or the inspiration is used, a creature is no longer affected by the visions. You regain the use of this ability after finishing a long rest.

Micah Watt

CLERIC: LUNAR DOMAIN

Sehanine, being the matriarch of the elven people, has a complex portfolio of dreams, death, and travel, as well as being a wise, protective, and nurturing influence over the race.

Clerics of the lunar domain embrace the fey influence of the moon over the multifaceted aspects of Sehanine’s interests. For them, it expresses a connection to death through the day cycle, which represents the life cycle, and a connection to dreams, due to its influence on elven reverie and travel in the literal movement of time. The moon and moonlight are seen as offering inspiration and insight, being a revealing and cleansing influence. The moon is held as a representation of Sehanine’s presence, and a pale mirror to the sun, which represents Corellon, father of the elven race.

Clerics of the Lunar domain seek to emulate their goddess, protecting and nurturing, offering wisdom and insight, and revealing truth and knowledge, wherever they can.

LUNAR DOMAIN FEATURES

Cleric Level	Feature
1st	Clarity of Moonlight
2nd	Channel Divinity: Death’s Door
6th	Channel Divinity: Revealing Moonlight
8th	Divine Strike
17th	Reality from Dreams

DOMAIN SPELLS

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

Cleric Level	Spells
1st	<i>motes of moonlight, sleep</i>
3rd	<i>misty step, moonbeam</i>

Cleric Level Spells

5th	<i>speak with dead, spirit guardians</i>
7th	<i>dimension door, moonbow</i>
9th	<i>dream, moonbridge</i>

CLARITY OF MOONLIGHT

At 1st level, when you are bathed in moonlight from any source – including your own abilities and spells - you can choose to make Wisdom saving throws and Wisdom ability checks, with advantage. You may use this ability a number of times equal to your Wisdom Modifier (minimum of 1) and you regain expended uses after finishing a long rest.

CHANNEL DIVINITY: DEATH'S DOOR

Starting at 2nd level, as an action, you can use your Channel Divinity to send others a wave of healing moonlight from yourself, out to a range of 20 feet. All creatures of your choice within the area regain 1d4 hit points. If a creature is below half their hit point maximum, this healing increases to 2d4 hit points. If a creature is unconscious and is making death saving throws, the healing increases to 2d4 plus your Wisdom modifier.

CHANNEL DIVINITY: REVEALING MOONLIGHT

Starting at 6th level, as an action, you can use your Channel Divinity to create a sphere of moonlight in a 20-foot radius centered on you, which lasts for a number of rounds equal to your Wisdom modifier (minimum of 1). The area is considered as an area of bright light, and within this area of effect, all creatures not in their normal form, and all invisible creatures, glow with a silvery radiance. The radiance is extinguished if a creature moves out of the area of effect.

DIVINE STRIKE

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

REALITY FROM DREAMS

Beginning at 17th level, you add *wish* to your cleric spell list.

Micah Watt

NEW SEHANINE MOONBOW SPELLS

The following spells are only available to the faithful of Sehanine Moonbow.

MOONBOW

4th-level evocation

Casting Time: 1 bonus action

Range: Self

Components: V, S, M (a tiny silver replica bow)

Duration: Concentration, up to 1 minute

When casting this spell, you draw light from a source of moonlight, which coalesces into a longbow of radiant energy. You must have a source of moonlight to create the bow or the spell fails. The longbow is a magical ranged weapon and does not need ammunition. When you use this weapon, it creates its own magical arrows that deal 1d8 force damage, and 1d8 radiant damage. The radiant damage increases by 1d8 if the target is an undead or a lycanthrope.

MOONBRIDGE

5th-level evocation

Casting Time: 1 action

Range: Self

Components: V, S, M (a tiny silver replica bow)

Duration: Concentration, up to 10 minutes

When casting this spell, you draw light from a source of moonlight, which coalesces into a horizontal plane of force and radiant energy, forming a bridge. You must have a source of moonlight to create this bridge or the spell fails. The bridge consists of up to ten, 10-foot square panels, and each panel must be contiguous with another panel, but otherwise, the bridge may be any arrangement desired. All panels radiate bright light (moonlight) in a 10-foot radius, and dim light for an additional 10 feet.

Each undead creature crossing the bridge takes 1d8 points of radiant damage for each 10-foot section of the bridge that it traverses.

MOTES OF MOONLIGHT

1st-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a small glass sheet)

Duration: 10 minutes

You create up to four glowing orbs that hover in the air for the duration. Each orb sheds bright light (moonlight) in a 10-foot radius. As a bonus action on your turn, you can move the lights up to 60 feet to a new spot within range. A globe must be within 20 feet of another light created by this spell otherwise its light winks out. A globe's light will also wink out if it exceeds the spell's range. Any creature within the area of light has advantage on Wisdom (Perception) checks and receives a +5 bonus to their passive Wisdom (Perception) score, when attempting to detect hidden creatures. You can end this spell as a bonus action.



SHEVARASH

The Black Archer, The Night Hunter, The Arrow Bringer

Shevarash (Shevan/Shevanite)

There is no such thing as “moderation” on the path of revenge, and patience given to those who disagree is a waste of time. Those who have wronged you deserve nothing less than the fullest extent of your power in retaliation. The Black Archer finds no dishonor in taking the preemptive shot.

Shevarash swore to never laugh or smile again until Lolth and her followers were wiped out, and many of his devotees swear the same oath. Most of the elven pantheon find Shevarash himself to be dour and unpleasant, and likewise, most elves find Shevanites to be joyless, bleak, and not much fun at parties.

Clergy. The primary task of the Shevan clergy is to maintain maps of the upper Underdark, construct new tunnels, collapse those being used by the drow, and consistently harry drow forces with chaotic hit-and-run attacks. Though the Shevan church is a small one, its devotees are relentlessly dedicated to fighting the followers of Lolth.

Non-Elvish Followers. Shevanites show no patience for drow or duergar and will mince no words before killing them on sight, but they are welcoming of all others who seek vengeance upon the traitorous denizens of the Underdark.

Background Story Option

d4 Event

- 1 As a child living in a happy, sunny elven settlement, I had never met one so grim as the Shevan cleric who passed through to buy medicine. When I learned he wore no smile because of his tireless duty to protect us from threats below, I began to pursue the teachings of Shevarash myself.
- 2 My childhood dream was to be an architect, but when all of my models collapsed, I began to study their flaws more closely. Eventually, my knowledge of how structures break drew the interest of Shevanite siege specialists.
- 3 My hunting party became lost in dark caves and were set upon by a drow ambush. I was the only soul left alive when the Avengers and Siege clerics found me. They nurtured my need for revenge and brought me into the fold.
- 4 Since I was a small child, the Shevanites who ran my orphanage reminded me regularly that Lolth's servants killed my family. I have only ever known a desire for revenge.

Ashley May



CLERIC: SIEGE DOMAIN

Killing them will only slow them down, collapsing entrances on their heads, however, proves to be much more effective. Clerics of the Siege domain are master strategists who predict and counter the movements of the enemy before they can strike. Skilled at destroying fortifications and making traps, Siege domain clerics are the first to enter the Underdark, and the last

to leave.

SIEGE DOMAIN FEATURES

Cleric Level	Feature
1st	Domain Spells, Bonus Proficiencies, Tremor
2nd	Channel Divinity: Bombardment
6th	Darkness' Bane
8th	Darkened Strike
17th	Form of the Night Hunter

DOMAIN SPELLS

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

Cleric Level	Spells
1st	catapult, grease
3rd	shatter, knock
5th	glyph of warding, conjure barrage
7th	stone shape, Ottiluke's resilient sphere
9th	Bigby's hand, destructive wave

BONUS PROFICIENCIES

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

TREMOR

At 1st level, as an action, you may cause tremors in a 5-foot radius centered on you. Each creature in the area must make a Constitution saving throw or take 2d6 thunder damage, and the creature is knocked prone if it is a Large or smaller creature. Structures within the area automatically fail their save and take 4d6 thunder damage. You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long rest.

CHANNEL DIVINITY: BOMBARDMENT

Starting at 2nd level, you can use your Channel Divinity

feature to destroy the environment around you.

When you roll damage for any spell that does damage to terrain, the spell instead does maximum damage to that terrain. Any creatures within 5 feet of terrain damaged by this effect must succeed on a Constitution saving throw or be stunned until the end of their next turn.

DARKNESS' BANE

At 6th level, you are adept at evading creatures that rely on darkvision. Creatures with darkvision are unable to perceive you by sight-based means, while you are in an area of darkness.

DARKENED STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with shadow energy. Once on each of your turns when you hit a creature in dim light or darkness with a weapon attack, you can cause the attack to deal an extra 2d8 cold damage to the target. When you reach 14th level, the extra damage increases to 4d8.

FORM OF THE NIGHT HUNTER

At 17th level, when you are in an area of dim light or darkness, you can use your bonus action to become invisible. You remain invisible until you make an attack, cast a spell, or are in an area of bright light. Also, your weapon attacks have the siege property, dealing double damage to objects and structures.

Isaac May



RANGER: AVENGING ARCHER

Avengers are rangers who revere Shevarash. They have suffered at the hands of others, and seek to bring the fight to those who threaten their very existence. Avengers may gather others to their cause, or go on personal quests to unleash vengeance upon their enemies.

AVENGING ARCHER FEATURES

Ranger Level	Feature
3rd	Avenger, Shadow Stalker
7th	Avenger's Resolve
11th	Avenger's Rebuke
15th	Avenger's Fury

AVENGING ARCHER MAGIC

Starting at 3rd level, you learn an additional spell when you reach certain levels. The spell counts as a ranger spell for you but doesn't count against the number of ranger spells you know.

Ranger Level	Spells
3rd	<i>shield</i>
5th	<i>invisibility</i>
9th	<i>nondetection</i>
13th	<i>greater invisibility</i>
17th	<i>far step</i>

AVENGER

Starting at 3rd level, drow are now considered one of your favored enemies. In addition, your seething hatred for your favored enemies makes you more deadly when facing them in combat. Whenever you hit your favored enemy with a weapon attack, you can add your Wisdom modifier to the damage roll.

SHADOW STALKER

At 3rd level, you are accustomed to stalking your foes through dark and dimly lit areas. You gain darkvision to 60 feet. If you already have darkvision, its range increases by 30 feet.

AVENGER'S RESOLVE

At 7th level, your determination hardens your resolve. You have advantage on saving throws against being frightened.

AVENGER'S REBUKE

At 11th level, you are quick to threaten those who mean you harm. Whenever you are hit with an attack, you can use your reaction to make a weapon attack against the attacker.

AVENGER'S FURY

At 15th level, your desire to unleash vengeance upon your enemies drives you to action. Whenever you take the Attack action on your turn, you can make three attacks instead of two.

Scott Bean

NEW SHEVARASH SPELL

The following spell is only available to the faithful of Shevarash.

BOLSTERED BLACK ARROW

3rd-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a small black rock crushed in the hand)

Duration: Instantaneous

Shevanites know that an open tunnel from the Underdark can lead to the destruction of the surface. A dark blast from a Night Hunter can destroy fortifications in an instant. A long black javelin in the shape of an arrow appears in your hand. Make a ranged spell attack against the target. If the target is a structure, you have advantage on the attack roll and the attack does double damage. On a hit, the target takes 8d6 force damage, and the target and each creature within 5 feet of it, must succeed on a Constitution saving throw or be knocked prone. Regardless of the outcome, the javelin explodes.



SOLONOR THELANDIRA

Keen-Eye, The Great Archer, The Forest Hunter

Solonor Thelandira (Solonorian)

The Great Archer teaches us to walk in harmony with nature. Hunting is vital, but should only be done to sustain life, and the faithful of Solonor know to seek balance over trophies; aim not for the bull of the woods, but instead, for the weakest of the herd. When your work is complete, both kin and nature should be stronger for your efforts. In all parts of life, think carefully before you act, as the arrow loosed cannot be returned to its quiver.

Clergy. The priesthood of Solonor are often called Hawkeyes, and they resemble woodland scouts more than priests. Besides scouting, they often serve as archers in the military, work as fletchers, bowyers, and archery instructors, or even hunters and providers within their communities. The Hawkeyes do not gather in temples or shrines, but instead conduct their duties surrounded by nature.

Holy Days. Under the full moon, Hawkeyes and the devout faithful of Solonor gather in woodland clearings to honor their god. They sacrifice hunting trophies, but specifically, only those that cannot be employed to better one's survival; meat, fur, organs, usable bone and horn, fats, and the like are never sacrificed, but instead sacrifice things like teeth or eyeballs, which serve little to no purpose. Arrows are etched with the name of the Great Archer and fired in the sky, with the prayer that they will pierce the sky and let the light of Solonor Thelandira shine down on his people.

Background Story Option

d4 Event

- 1 The first creature I ever hunted as a child was a squirrel. I did not need to kill it, but my arrow struck true. My grandmother saw the pride in my eyes and knew it must be snuffed out immediately. I sobbed until my eyes ran dry as she made me clean it, cook it, treat the pelt, use every part of its tiny body, and give thanks with each step. Never again will I kill without purpose.
- 2 I joined with a pack of hunters, collecting meat for a starving town on the edge of civilization. In exchange for feeding the starving townsfolk, the archers insisted they cut down no more trees to make room for their farm fields, which I thought a cruel arrangement. As I traveled with them, they taught me Solonor's teachings, and it was then that I finally understood their intentions.
- 3 I was walking under the light of the full moon one night when an arrow bearing the name of Solonor landed between my feet. I sought out the fool that was shooting arrows into the air in the middle of the night and instead found myself welcomed into a moonlit ceremony.

- 4 An arrow engraved with our god's name hung above my cradle. The light of Keen Eye's teachings have always shone down upon me.

Ashley May



CLERIC: HUNT DOMAIN

In the eyes of clerics of the Hunt domain, all things are simultaneously both predator and prey, the hunter and the hunted. They worship gods, such as the elven deity Solonor Thelandira, and go on wild hunts for bigger, stranger, and more powerful prey. Many clerics of this domain use their miracles to keep the borderlands of humanity safe. Others raise great hunting lodges, and train trappers, huntsmen, and rangers to slay the weird creatures of the wild.

HUNT DOMAIN FEATURES

Cleric Level Feature

1st	Domain Spells, Blessings of the Hunter
2nd	Channel Divinity: Hunt Prey
6th	Camouflage Striker
8th	Divine Strike
17th	Divine Arrow of Slaying

DOMAIN SPELLS

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

Cleric Level Spells

1st	<i>alarm, snare</i>
3rd	<i>locate animals or plants, pass without trace</i>
5th	<i>nondetection, plant growth</i>
7th	<i>freedom of movement, locate creature</i>
9th	<i>conjure volley, tree stride</i>

BLESSINGS OF THE HUNTER

At 1st level, you gain proficiency in the Survival skill if you don't already have it. You also gain proficiency with long bows and nets.

CHANNEL DIVINITY: HUNT PREY

Starting at 2nd level, you can use your Channel Divinity to hunt even the strangest of prey.

As an action, display your holy symbol. Creatures of your choosing within 30 feet must succeed on a Wisdom saving throw or be marked as your prey. Creatures marked as prey are frightened of you for 1 minute.

While frightened in this way, they have disadvantage on Dexterity (Stealth) checks to hide from you, and you have advantage on Wisdom (Survival) checks to find them. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

CAMOUFLAGE STRIKER

At 6th level, you know that as the prey, you sometimes must hide. You gain proficiency in the Stealth skill if you don't already have it. Your proficiency bonus is doubled for any ability check you make that uses this proficiency. Additionally, you can move stealthily while traveling at a normal pace.

DIVINE STRIKE

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

DIVINE ARROW OF SLAYING

Upon reaching 17th level, you can summon forth the divine arrows of slaying used by the elven god, Solonor Thelandira. As a bonus action, you conjure a levitating arrow of slaying that rotates around you. As an action, you can launch this arrow of slaying by making a ranged spell attack. The arrow has a range of 60/120 ft. and you decide which particular kind of creature the arrow of slaying is meant to slay upon conjuring the arrow. The Constitution saving throw DC to avoid taking the extra damage from the arrow, is equal to your spell save DC. This unique arrow of slaying cannot be fired from a bow or lent to another creature, as it is a divine gift from your god to you. If the arrow is not used within 1 minute of being conjured, it disappears.

Once you've used this feature, you cannot use it again until you finish a long rest.

Marquis Hartis

RANGER: ARCHER

Rangers who revere Solonor are superlative archers who protect sylvan woodlands from those who would threaten the sanctity of their forests. Often, rangers will seek to follow the path of an archer ranger to learn advanced techniques to improve their skills in archery, as hunters, and as woodland protectors.

ARCHER FEATURES

Ranger Level	Feature
3rd	Adept Archer, Extended Threat
7th	Archer's Advantage
11th	Volley
15th	Avenger's Fury

ARCHER MAGIC

Starting at 3rd level, you learn an additional spell when you reach certain levels. The spell counts as a ranger spell for you but doesn't count against the number of ranger spells you know.

Ranger Level	Spells
3rd	<i>magic missile</i>
5th	<i>keen eye</i>
9th	<i>archer's redoubt</i>
13th	<i>conjure woodland beings</i>
17th	<i>conjure volley</i>

ADEPT ARCHER

At 3rd level, you are comfortable fighting with a bow in your hands in melee combat. You don't suffer disadvantage when making a ranged weapon attack with a bow, when an enemy is within 5 feet of you. In addition, you are proficient with melee weapon attacks made with a bow, such as when you're out of ammunition. On a hit, the bow deals 1d4 + your Strength modifier bludgeoning damage.

EXTENDED THREAT

At 3rd level, while wielding a bow, you don't provoke opportunity attacks when you leave an enemy's reach.

ARCHER'S ADVANTAGE

At 7th level, you can exploit enemies' vulnerabilities when they are threatened by your allies. You have advantage on your ranged weapon attacks when an ally is within 5 feet of your target. You must be farther than 5 feet away from the target to gain this advantage.

VOLLEY

At 11th level, you can use your action to make a ranged

weapon attack against each creature of your choice, that is within 10 feet of a point you can see within your weapon's range.

ULTIMATE ARCHER

At 15th level, you are an unparalleled archer. You no longer suffer disadvantage when making ranged attacks with a bow against targets outside the weapon's normal range. In addition, you have advantage on your ranged weapon attacks against targets within 30 feet of you.

Scott Bean

NEW SOLONOR THELANDIRA SPELLS

The following spells are only available to the faithful of Solonor Thelandira.

ARCHER'S REDOUBT

3rd-level evocation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

You evoke an invisible barrier of force that protects you from ranged attacks. You are considered to have three-quarters cover against ranged attacks for the duration.

KEEN EYE

2nd-level transmutation

Casting Time: 1 bonus action

Range: Self

Components: V, S, M (a hawk feather)

Duration: Concentration, up to 1 minute

You have the visual perception of a hawk. You gain advantage on your Wisdom (Perception) checks. In addition, your ranged weapon attacks ignore up to three-quarters cover.



ZANDILAR

The Dancer

The elves of the Yuirwood are a mysterious and reclusive sect, one few creatures even knew existed. Yet they carried with them a history and culture unlike other elves, including their own gods. While they worshipped the Seldarine, those were not the only deities who heard their prayers.

Zandilar the Dancer was one of these gods. Her control over joy and sorrow made her a central figure to their culture. Worshipping her was part of their revelries, to the point where she was the patron of moving into adulthood.

However, when her people were discovered by the drow, she would not sit idle. Her plans of seducing a drow god were cut short when she was captured, and were it not for Sharess, her power would have been absorbed by those dark gods. Instead she willingly handed her divinity over to that goddess.

In the years since, well after the Spellplague and Second Sundering, Sharess has relinquished control over Zandilar's divinity. Having returned, she is now worshipped widely by elves all across Faerûn. She urges her worshippers to find passion wherever they can, to help it burn bright and quick, and then to not begrudge the sadness that follows. Joy and sadness are both pigments of a passionate soul.

Zandilar (Zandilan)

Priests and priestesses of Zandilar are rare, as her powers are still growing now that she's been released from the embrace of Sharess (whose followers they remain on good terms with).

Spring Equinox. This holiday is when the faithful of Zandilar gather great groups of folks together at dusk and hold rituals of joy and togetherness. They foster feelings of love and rebirth at this time, encouraging others to find their passion wherever they can.

Feast of the Moon. The other holiday celebrated by the faithful, this is when priests invite people to sit down and recall stories of the dearly departed, to help heal wounds and slake sorrow.

Background Story Option

d4 Event

- 1 I was a follower of Sharess, until we were introduced to a splinter faction. It was then I realized that following my passion meant the bitter-sweetness of leaving one church to join another.

- 2 I've always been what you might call a "People Person". I just get along with anyone and everyone. Following my heart has always felt right, and I know it's the truth because Zandilar came to me in a dream. She said nothing, but her warm smile told me I was doing the right thing.
- 3 I've travelled across this world and seen many different dances. Each culture carries with it their own traditions, but dancing is universal. Dance leaves no room for excessive thoughts; just release yourself to the music. The church has taught me that this music IS Zandilar.
- 4 It was sunset when I met my love. It was true, and pure, but it didn't last long. The sickness and darkness came shortly after. I spiraled out of control, unable to cope with my loss. Then Zandilar came to me in a dream, and showed me that it's ok to hurt, but not to lose sight of the joy I had, or still have.

Bryan Holmes

PALADIN: OATH OF PASSION

Zandilar the Dancer was once the beacon of passion and tragedy. The elves who worshipped her understood that with any intense love comes equally intense loss.

There are paladins in the world who want to apply that profound duality, to every corner of the realms.



Unlike other paladins, those who follow passion seem to be aimless wanderers with no clear goal. In truth, these paladins seek out those who are experiencing intense passionate changes in their lives.

TENETS OF PASSION

Paladins of this oath often create works of art such as paintings or poems, explaining these tenets.

Intensity. Some believe in hiding or restricting their feelings, out of fear. Instead, always follow your passion and don't hold back!

Sorrow. A thing isn't beautiful because it lasts. It is your privilege to witness passion, but it is your duty to help others accept the loss of that passion.

Acceptance. Loss doesn't mean you failed. You can do everything right and still end up losing. Don't be defined by your losses, be defined by your ability to overcome them.

OATH OF PASSION FEATURES

Paladin Level Feature

3rd	Oath Spells, Channel Divinity
7th	Aura of Passion (10 ft.)
15th	Tragic Loss
18th	Aura of Passion (30 ft.)
20th	Emotional Blossom

OATH SPELLS

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

Paladin Level	Spells
3rd	<i>charm person, excessive indulgence</i>
5th	<i>calm emotions, prayer of healing</i>
9th	<i>life transference*, spirit guardians</i>
13th	<i>compulsion, freedom of movement</i>
17th	<i>dream, Rary's telepathic bond</i>

* Xanathar's Guide to Everything

CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options. See the Sacred Oath class feature for how Channel Divinity works.

Desire. You can use your Channel Divinity to exude a presence of pure attraction. As an action, each creature of your choice that you can see within 15 feet of you, must make a Wisdom saving throw. On a failed save, the creature becomes charmed of you for 1 minute. The charmed creature can repeat this saving throw at the end of each of its turns, ending the effect on itself on a success. While charmed in this way, the creature will try to protect you and your allies to the best of its abilities.

Woe. You can use your Channel Divinity to demoralize your opponent. When you succeed on an attack roll, you can use your Channel Divinity and the target creature must make a Wisdom saving throw. On a failed save, the creature becomes incapacitated, and must use its movement to flee as long as it can see you. The incapacitated creature can repeat this saving throw at the end of each of its turns, ending the effect on itself on a success.

AURA OF PASSION

Starting at 7th level, you constantly emanate an aura of encouragement while you're not incapacitated. The aura extends 10 feet from you in every direction, but not through total cover.

If a creature is affected by one of the following conditions due to a failed saving throw when it starts its turn within your aura, it can make a saving throw at the start of its turn, ending the condition on a success; blinded, charmed, deafened, or incapacitated.

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

TRAGIC LOSS

Starting at 15th level, creatures who see you take down their ally, are filled with an overwhelming sense of despair, either because they had an emotional attachment to that creature or because they sense their own impending doom.

Whenever you reduce a creature to zero hit points, any of its allies within 120 feet that can see you, have disadvantage on Intelligence, Wisdom, or Charisma saving throws, until the start of your next turn.

EMOTIONAL BLOSSOM

At 20th level, you gain the ability to fill the air with a multitude of overpowering emotions. As an action, you can magically become an avatar of emotion, gaining the following benefits for 1 minute:

- As a bonus action, choose a creature within 30 feet of you. That creature must succeed on a Wisdom saving throw or become overwhelmed with emotion and is charmed by you. If the creature fails its save by 5 or more, it is frightened of you instead.
- Creatures within 30 feet of you have disadvantage on any saving throw caused by your paladin abilities or your oath spells.

Bryan Holmes

DRUID: CIRCLE OF REVELRY

Those druids of the Circle of Revelry believe that love and revelry are Zandilar's gift to mortal-kind. Through the joining of hearts and the kinetic energy of dancing, all may know the joy of creation, and experience divinity. While wishing to live lives of freedom, and in extreme cases hedonism, their goal is to help everyone they meet experience the joy of communion with the gods. While druids of this circle are most commonly elves, any creature who appreciates the joy of complete release, and values personal freedom, may join the circle.

CIRCLE OF REVELRY FEATURES

Druid Level	Feature
2nd	Bonus Proficiency, Appeal of Revelry, Circle Spells
6th	Zandilar's Confidence
10th	Captivating Dance
14th	Touch of Consolation

BONUS PROFICIENCY

When you choose this circle at 2nd level, you gain proficiency in the Performance skill.

APPEAL OF REVELRY

Starting at 2nd level, when you make a Charisma (Performance) check, you now use your Wisdom modifier in place of your Charisma modifier, as Zandilar's ways illuminate your dance. Additionally, you may use a Wisdom (Performance) check in place of any Charisma (Persuasion) check.

CIRCLE SPELLS

Your ecstatic connection to revelry infuses you with the ability to cast certain spells. At 3rd, 5th, 7th, and 9th level you gain access to circle spells that help others experience the ecstasy you always feel in your heart.

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

Druid Level	Spells
3rd	<i>calm emotions, Zandilar's dance</i>
5th	<i>hypnotic pattern, tiny servant*</i>
7th	<i>compulsion, divine visions</i>
9th	<i>commune with nature, geas</i>

* Xanathar's Guide to Everything

ZANDILAR'S CONFIDENCE

At 6th level, your carefree confidence and focus on revelry, protects your mind from outside attacks. You are resistant to psychic damage and have advantage on saving throws against being charmed and frightened.

CAPTIVATING DANCE

Starting at 10th level, you can weave a dance to captivate those around you. As an action, you can target up to three creatures that can see you within 120 feet of you, forcing them to make a Charisma saving throw. On a failed save, the creature is stunned until the start of your next turn.

You may use this ability even while using your Wild Shape ability. Once you use this ability, you cannot use it again until you finish a short or long rest.

TOUCH OF CONSOLATION

At 14th level, your touch carries such tenderness and compassion, that it can instantly rally even the saddest creature. As an action, you may touch a creature. If the creature is suffering from the charmed or frightened condition, your touch ends the condition and the target creature gains a number of temporary hit points equal to your druid level. You may use this ability even while using your Wild Shape ability. You can use this ability a number of times equal to your Wisdom modifier (a minimum of once). After using this ability, you cannot use it again until you have completed a long rest.

Ryan Langr

NEW ZANDILAR SPELLS

The following spells are only available to the faithful of Zandilar.

DIVINE VISIONS

4th-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You force a creature to commune with divinity. Make a ranged spell attack against a target you can see within range. On a hit, the target takes 6d6 psychic damage and must succeed on a Charisma saving throw or fall unconscious. You may use your bonus action to deal an additional 3d6 psychic damage to the target while it is unconscious. The target may repeat the saving throw with advantage, any time it takes damage, or at the end of each of its turns, ending the effect on itself on a success.

EXCESSIVE INDULGENCE

1st-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a red carnation)

Duration: Concentration, up to 1 minute

Choose a humanoid within range. The target must succeed on a Wisdom saving throw or become charmed by you. While charmed in this way, the target becomes obsessed with a single object or creature of your choice that they can also see. The target creature must spend its turn trying to get as close as possible to this object or creature, protecting it from all other creatures. The target creature is entirely focused on the subject of its obsession.

The target may repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. When the spell ends, the target is not aware that they were affected by this spell.

ZANDILAR'S DANCE

2nd-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

You target one creature you can see within range. The target creature must make a Charisma saving throw or begin dancing. Creatures that can't be charmed are immune to this spell.

A dancing creature must use all its movement and its action, to dance without leaving its space. While the target is affected by this spell, other creatures have disadvantage on attack rolls against it. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



DEAN SPENCER

THE GNOMISH PANTHEON

BAERVAN WILDWANDERER

The Masked Leaf, the Forest Gnome, Father of Fish and Fungus

Baervan Wildwanderer (Wanderers)

Venture forth from your burrows, forgotten folk! The gnomes indeed have a place in the sun with grass between their toes and the wind at their backs. The Father of Fish and Fungus encourages us to seek out places of natural beauty in the world. Fuel your curiosity and follow it wherever the wandering winds might lead.

Clergy. The priesthood of Baervan Wildwanderer do not organize themselves into strict hierarchies within churches, but instead, associate as loose regional sects that have little interaction with one another. Of the few unifying elements of the clergy is that they often wear brown clothes, green caps, travel in the company of raccoons, or sometimes even dire raccoons. Their primary focus is the protection of nature, and to that end, they actively work to drive evil from their lands.

Holy Days. Under full moons, Wanderers gather in sylvan glens to worship and give thanks, though it may simply appear to be a party to most; the primary activities are dancing and flicking acorns at each other. Sacrifices are made to the Father of Fish and Fungus, often in the form of magical treasure. If a follower can't obtain a magic treasure within the last moon cycle, they often will seek to have a temporary enchantment placed on a mundane item to sacrifice. These items are accepted by the Masked Leaf, for "it is the thought that counts".

Background Story Option

d4 Event

- 1 I got lost wandering in the woods as a child, and I was protected from predators by a dire raccoon. When the town found me, they believed I'd been shielded by Chiktikka Fastpaws, the dear ally of Baervan Wildwanderer.
- 2 I apprenticed in a magic shop, and every month, an elderly hunter with a tattered green cap would come in and ask for an enchantment on a mundane trinket. Some months he didn't have enough coin, or his trinket would be something strange like one of his worn-out shoes. My master never turned him away, claiming it would be an insult to the Masked Leaf not to care for the oldest and most devoted of his Wanderers.



- 3 A storm came over as I was travelling in the woods and I got turned around. Each time I came to a crossroads, if I went to take a wrong turn, an acorn plunked down onto my skull! It's nothing short of a miracle that I made it out of that storm and into the safety of a town, and I thank the Masked Leaf for his guidance.
- 4 I've been flicking acorns since I was a wee tike! I've always been raised to follow Baervan Wildwanderer's teachings, and that means following my heart and curiosity wherever they might lead.

Ashley May

DRUID: CIRCLE OF THE RACCOON

Druids of the Circle of the Raccoon are especially dedicated to Baervan's companion Chiktikka Fastpaws and form a special bond with their own ally from Chiktikka's countless children. Circle of the Raccoon druids acts as messengers, spies, and - if desperately needed - light cavalry for remote forest gnome settlements and wilderness holds. They have also been known to aid travellers in need or combat the encroachments of monsters and savage humanoids.

CIRCLE OF THE RACCOON FEATURES

Druid Level	Feature
2nd	Beastspeech, Chiktikka's Child
6th	Brachiation
10th	Chiktikka's Blessing
14th	One Heart

BEASTSPEECH

Beginning at 2nd level, you can speak with any beast, relying on both verbal sounds, and a form of limited empathy that conveys feelings and emotions. Most beasts lack sufficient intelligence for complex interactions, but basic concepts can be relayed. This ability conveys no specific influence over animals but does offer the ability to use Charisma skills such as Deception, Persuasion, and Intimidation when communicating with beasts.

CHIKTIKKA'S CHILD

Starting at 2nd level, you gain the companionship of a Giant Raccoon (see statistics below). This is a celestial beast, and if slain returns to its home in the Feywild. If slain, you may resummon it in a ritual ceremony

taking 8 hours. Your companion is a lifelong friend, can understand any language you speak, and will assist you to the best of its abilities. It acts on its own initiative and actions, and if not given any instructions will defend itself or you, depending on the situation. If the relationship is abused – for example by deliberately sending your companion to its death, or otherwise selfishly exploiting the friendship – Chiktikka may revoke this ability until such time as suitable amends are made (at DM’s discretion).

BRACHIATION

Starting at 6th level, your speed increases by 10 feet and you gain a climb speed equal to your base speed. When you make a running jump from a tree you can use your choice of your Strength or Dexterity modifier to determine your jump distance.

CHIKTIKKA'S BLESSING

At 10th level, your companion becomes a Paragon Giant Raccoon (see statistics below) and will permit you to ride it should you desire.

ONE HEART

By 14th level, your connection with your companion has deepened to a true bond. You gain a telepathic bond and can converse telepathically up to a range of 100 feet. You know the exact location of each other up to 1 mile away. The pair of you are treated as one creature with respect to any spell you cast on either of you – the other gains the same benefit. For example, casting *barkskin* on yourself includes it on your companion or healing yourself with a *cure wounds* spell heals your companion for the same amount.

Micah Watt



ROGUE: FASTPAW

Most often, forest gnomes who venerate the Masked Leaf, choose the path of a fastpaw rogue. Typically living in isolated communities within sylvan forests, fastpaw rogues share Baervan’s love of forest creatures. These rogues learn the *find familiar* ritual, and always choose to summon a raccoon as a companion in honor of Chiktikka, Baervan’s beloved companion.

FASTPAW FEATURES

Rogue Level	Feature
3rd	Forest Companion, Survivalist
9th	Wanderer of the Wilds
13th	Nature Magic
17th	Woodland Friends

FOREST COMPANION

Starting at 3rd level, you learn the *find familiar* ritual. Whenever you cast this ritual, you summon a raccoon to be your familiar. Instead of being able to cast a touch spell through the familiar when it is within 100 feet of you, it can use its action to make a Dexterity (Sleight of Hand) check using your skill bonus.

In addition, unlike a normal familiar, your forest companion has maximum hit points for its kind, and it can take the Attack action on its turn.

At 13th level, you summon a giant Raccoon when you cast *find familiar*. Additionally, the range in which you can communicate telepathically with the beast, and for which it can use your skill bonus for Dexterity (Sleight of Hand) checks, increases to 300 feet.

SURVIVALIST

When you choose this archetype at 3rd level, you gain proficiency in the Nature and Survival skills if you don’t already have it. Your proficiency bonus is doubled for any ability check that uses either of those proficiencies.

WANDERER OF THE WILDS

At 9th level, you are accustomed to wilderness terrain. Difficult terrain no longer costs you extra movement. In addition, you have advantage on your saving throws against being grappled or slowed by plants – including magical plants from spells such as *entangle*.

NATURE MAGIC

At 13th level, while in a natural setting, you gain the *locate animals or plants* spell, but only as a ritual. In addition, while you’re in such an environment, you can cast the *pass without trace* spell without the need for material components once per day.

WOODLAND FRIENDS

At 17th level, you can cast *conjure woodland beings* without the need for concentration or material components. Once you use this feature, you can't use it again until you finish a long rest.

Scott Bean

NEW BAERVAN WILDWANDERER SPELLS

The following spells are only available to the faithful of Baervan Wildwanderer.

CHIKTIKKA'S AVATAR

5th-level transmutation

Casting Time: 1 action

Range: Touch (your companion only)

Components: V, S, M (a spinach leaf)

Duration: Concentration, up to 1 minute

You enhance your companion with the divine grace of Chiktikka. It gains 10 temporary hit points, and regenerates 5 hit points at the start of each of its turns. It gains your Wisdom modifier as a bonus to its attack rolls, and its attacks are treated as magical for the purposes of overcoming damage resistances.

Once the spell ends your companion gains one level of exhaustion as the divine essence leaves it.

FOREST DASH

3rd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (deer sinew)

Duration: 1 minute

You are able to take a special Dash action as a bonus action each turn, and you do not trigger opportunity attacks when you move out of a creature's reach.

RACCOON

Small beast, unaligned

Armor Class 13

Hit Points 3 (1d6)

Speed 30 ft., Climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	11 (+0)	3 (-4)	14 (+2)	8 (-1)

Skills Perception +4, Sleight of Hand +5, Stealth +5

Senses darkvision 60 ft., passive Perception 14

Languages -

Challenge 0 (10 XP)

Keen Smell. The raccoon has advantage on Wisdom (Perception) checks that rely on smell.

Actions

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

LARGE RACCOON

Small beast, unaligned

Armor Class 13

Hit Points 7 (2d6)

Speed 30 ft., Climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	11 (+0)	3 (-4)	14 (+2)	8 (-1)

Skills Perception +4, Sleight of Hand +5, Stealth +5

Senses darkvision 60 ft., passive Perception 14

Languages -

Challenge 1/4 (50 XP)

Keen Smell. The raccoon has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.
Hit: 5 (1d4+3) piercing damage.

GIANT RACCOON

Medium beast, unaligned

Armor Class 13
Hit Points 11 (2d8+2)
Speed 30 ft., Climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	12 (+1)	3 (-4)	14 (+2)	8 (-1)

Skills Perception +4, Sleight of Hand +5, Stealth +5
Senses darkvision 60 ft., passive Perception 14
Languages -
Challenge 1/4 (50 XP)

Keen Smell. The raccoon has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.
Hit: 5 (1d4+3) piercing damage.

PARAGON GIANT RACCOON

Medium beast, unaligned

Armor Class 13
Hit Points 30 (4d8+12)
Speed 30 ft., Climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	16 (+3)	3 (-4)	14 (+2)	10 (+0)

Skills Perception +4, Sleight of Hand +5, Stealth +5
Senses darkvision 60 ft., passive Perception 14
Languages -
Challenge 1 (200 XP)

Keen Smell. The raccoon has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Multiattack. The raccoon makes one attack with its bite and one with its claws

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.
Hit: 5 (1d4+3) piercing damage.

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



BARAVAR CLOAKSHADOW

The Sly One, Master of Illusion, Lord of Disguise, Bane of Goblins

Baravar Cloakshadow (Hoodwinker)

Experts at hiding away from the eyes of other races, most gnomish communities prefer an isolated lifestyle. To aid in that goal, they expertly craft illusions in and around their communities. The most skilled of these illusionists are often called upon by Baravar Cloakshadow to serve the rest of their kin.

Much like Baravar himself, the gnomes called upon by the church are often sly, intelligent, and have a penchant for using their powers for entertainment as much as protection. While not aggressive, these followers often follow the motto of “do unto others before they get a chance to do unto you.”

The Cloaking. Hoodwinkers must practice The Cloaking once a month, usually during the new moon. The event itself is generally held in a populated, public area, and the faithful are the only ones in on the ceremony. If the next morning, non-faithful are unaware that the ceremony happened in their midsts, then it is declared successful.

Temples and Shrines. In the hills west of Impiltur, the crypts of the nobility, and soldiers of great esteem, can be found. Unknown to the humans who use these crypts, deeper underground is the largest temple to Baravar in all the realms. The Vault of Seven Mysteries is a cloister of priests and illusionists who all worship Cloakshadow.

Background Story Option

d4 Event

- 1 The circus was visiting our town, and everyone was there. The crowds were thick, but I began to see a pattern in the placement of some members. Eventually I found a secret cabal, operating in plain sight! Of course, that sort of mystery is just too good not to join in on!
- 2 My skill with illusions has always come naturally to me. This talent became so well known, that a black sack was thrown over my head, and I was indoctrinated into this silly religion. Over time I learned that with great magical talent, comes great magical responsibility.
- 3 I was lost in the woods when I saw a great panther with two gigantic tentacles, hunting. I followed it for days and days, watching it and learning how to survive in the wild places of the world. By the time I found myself back in town, no one believed my story. Well almost no one, as the town coot told me ‘that was Baravar, starting my training’, and that he would finish it. Maybe one day, I’ll be an old coot too, and I can train more acolytes for my god.

- 4 Seven of us from town were exploring a nearby ruin. None of us had ever heard the name Baravar Cloakshadow before, but it turned out to be one of his temples. We spent some time there, reading and learning from the past. We made a pact that day; that the seven of us would protect the world: the seven secrets of cloaked shadows.

Bryan Holmes



PALADIN: OATH OF MISDIRECTION

Baravar Cloakshadow is a misunderstood god. While providing powers of illusion and trickery, the good-natured gnome provides these abilities to his followers as a way to protect their communities.

Paladins mostly stick close to those they protect, using their powers of disguise for good instead of harm.

TENETS OF MISDIRECTION

Paladins of this oath use invisible inks, or hidden cyphers to share their tenets with each other.

Protect. Illusions, traps, disguises, and camouflage are only tools; to be used how you see fit. We choose to use them to lift up and aid those who can’t protect themselves.

Deflect. Never confront a challenge head on; that’s the quickest way to end up dead. The only true defense is to never be attacked in the first place.

Trust. Do not completely trust anyone who has not proven themselves to you. Hope for the best, but prepare for the worst.

OATH OF MISDIRECTION FEATURES

Paladin Level Feature

3rd	Oath Spells, Bonus Proficiencies, Channel Divinity
7th	Aura of Misdirection (10 ft.)
15th	Hoodwink
18th	Aura of Misdirection (30 ft.)
20th	Nonexistence

OATH SPELLS

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

Paladin Level Spells

3rd	<i>disguise self, silent image</i>
5th	<i>blur, invisibility</i>
9th	<i>hypnotic pattern, major image</i>
13th	<i>greater invisibility, hallucinatory terrain</i>
17th	<i>creation, mislead</i>

BONUS PROFICIENCIES

Starting at 3rd level, you gain proficiency in the Stealth and Deception skills if you don't already have it.

CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options. See the Sacred Oath class feature for how Channel Divinity works.

Blend In. You can use your Channel Divinity to alter your own appearance. As an action, you gain the benefits of the *alter self* spell.

Terrify. You can use your Channel Divinity to terrify your opponent. When you succeed on an attack roll, you can use your Channel Divinity and the target must make a Wisdom saving throw. On a failed save, the creature becomes frightened, and must take the Dash action and move away from you by the safest available route on each of its turns, unless there is nowhere to move. The effect lasts as long as the target can see you. The creature can repeat this saving throw at the end of each of its turns, ending the effect on itself on a success.

AURA OF MISDIRECTION

Starting at 7th level, you constantly radiate an aura of concealment while you're not incapacitated. The aura extends from you in a 10-foot radius, but not through total cover.

You and all allies within the area that are targeted by any divination magic, or perceived through magical scrying sensors, appear to be in a location of your choosing that you have seen.

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

HOODWINK

Starting at 15th level, you can cast the *dimension door* and *suggestion* spells once each without using a spell slot. You cannot cast these spells again this using this feature until you complete a short or long rest.

NONEXISTENCE

At 20th level, as an action you gain the ability to become completely undetectable for 1 minute. You gain the following benefits:

- You and all creatures in your aura benefit from the *nondetection* spell.
- You gain the effects of the *mirror image* spell. Whenever an image is struck, the image does not disappear.
- At the start of your turn, you can recognize all illusions within range.

After using this ability, you must complete a long rest before you can use it again.

Bryan Holmes

WIZARD: TRICKSTER ARCANE

TRADITION

Gnomes who pay homage to the Sly One, often use trickery and deceit with illusion magic, to ensnare or neutralize their enemies. They are considered the protectors of The Forgotten Folk, who use their skills and magic to spy upon enemies. Trickster wizards can also be formidable in battle, as they use their mastery of illusion magic to protect themselves and their friends, or to trick and harm their foes.

TRICKSTER FEATURES

Wizard Level	Feature
2nd	Masked Trickster, Stumbling Block
6th	Improved Phantasmal Force
10th	Persistent Illusion
14th	Think Again

MASKED TRICKSTER

When you select this arcane tradition at 2nd level, you learn the *minor illusion* cantrip if you haven't already, and it doesn't count against the number of cantrips you know. You can also add *disguise self* to your spellbook.

STUMBLING BLOCK

At 2nd level, when a foe that you can see within 30 feet of you moves during combat, you can use your reaction to cause an illusion of a small object to appear in its path, at just the right moment. The creature must make a Dexterity saving throw, or it falls prone as it tries to avoid the object. The illusion dissipates shortly thereafter.

Once you use this feature, you must finish a short or long rest before you can use it again.

At 6th level, you can use it twice between rests, and at 14th level, you can use it three times between rests.

IMPROVED PHANTASMAL FORCE

At 6th level, you can add *phantasmal force* to your spellbook.

In addition, starting at 7th level, your knowledge of illusions allows you to cast *phantasmal force* using a higher-level spell slot. For every two slot levels above 2nd, you can either increase the spell's area by a 10-foot cube, or you can increase the psychic damage by 1d6.

PERSISTENT ILLUSION

At 10th level, your mastery of illusion spells allows you to maintain a 1st level illusion spell with a range of self for its full duration without the need for concentration. The decision to maintain the spell without concentration must be made when you cast the spell, and it can't consume a higher-level spell slot. You can only maintain

one illusion spell at a time using this feature.

At 14th level, you can maintain a 1st or 2nd level illusion spell using this feature, but only one at a time.

THINK AGAIN

At 14th level, when you cast an illusion spell and a creature succeeds in discerning or seeing through your illusion, or succeeds on its saving throw against your illusion, you can use your reaction to make the creature roll again, and it must use the second result.

Once you use this feature, you must finish a short or long rest before you can use it again.

Scott Bean



CALLARDURAN SMOOTHHANDS

Deep Brother, Master of Stone, Lord of Deep-Earth

Callarduran Smoothhands (Callarite)

The Deep Brother led his people deep below the dirt, to show them the glory of glittering rubies and gemstones he had prepared for them. Though the Underdark is full of threats, the devout trust in him. His coming is heralded by a low hum through the rocks, and the faithful know that they will be guided and protected.



Clergy. Though timekeeping and calendar-keeping are foreign concepts to many deep gnomes, the most devout of Callarduran Smoothhands's clergy keep these near-dead practices alive in svirfneblin settlements, in order to track their two most holy days; The Festival of the Ruby, and The Festival of the Star. The Callarite priesthood works to remind their brethren that they have not been abandoned in the hostile Underdark, but instead, their home was designed for them by their god. Other clerical duties of Callarite priests involve the teaching of illusionary magics to the svirfneblin people, and the organization of military forces to guard against the ever present drow threat.

Holy Days. The two major festivals of Callarduran Smoothhands are the Festival of the Ruby, and the Festival of the Star. At twilight on Midsummer Day, as the Great Red Ruby (the setting sun) sinks beyond the horizon, worshippers thank Callarduran for burying rubies deep in the earth as a blessing for the deep gnomes. At midnight on Midwinter Day, worshippers gather on the coasts of subterranean lakes to watch as phosphorescent algae blooms on the cavern ceiling, reflected like twinkling stars on the lake's surface.

Background Story Option

d4 Event

- 1 My first long journey as a child was to the surface to watch the Great Red Ruby fall into the earth, listening to the sermons of the priests. Their words have always followed me.
- 2 I took up a masonry apprenticeship in my youth, and my master insisted I polish a bronze statue of Callarduran Smoothhands every day until my hands were as smooth as his. I've barely any fingerprints left now.
- 3 While lost deep in the caves, I found myself swept into a battle between drow and deep gnomes. Though certain I was going to die, I was overcome by a low hum, before a cave in crushed the drow. Callarduran Smoothhands saved my life, and I have been a convert ever since.
- 4 My earliest memory is seeing rubies glittering in my father's eyes. I've always felt the warmth of Callarduran's blessings on our people.

Ashley May

CLERIC: EARTHBLOOD DOMAIN

Clerics of the Earthblood domain consider themselves not just having an affinity with the earth, but being of the earth itself. Earthbloods dedicate themselves to the protection and preservation of deep caverns and holds, working with the natural ecology to ward off destructive predators, and invasive, expansionist cultures or civilizations.

While Earthbloods have a lot in common with druids, they identify more with the natural stone and rock than the flora and fauna.

EARTHBLOOD DOMAIN FEATURES

Cleric Level Feature

1st	Domain Spells, One With The Earth, Gemstone Heart
2nd	Channel Divinity: Earthheal
6th	Channel Divinity: Rockskin
8th	Divine Strike
17th	Callarduran's Blessing

DOMAIN SPELLS

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

Cleric Level Spells

1st	<i>earth tremor*</i> , <i>impression</i>
3rd	<i>earthbind*</i> , <i>cast the stones</i>
5th	<i>erupting earth*</i> , <i>ruby axe</i>
7th	<i>stone shape</i> , <i>stoneskin</i>
9th	<i>creation</i> , <i>bloodstone</i>

* Xanathar's Guide to Everything

ONE WITH THE EARTH

When you choose this domain at 1st level, you gain proficiency with mining tools.

Additionally, you learn Auran, and all earth elemental creatures are friendly to you.

GEMSTONE HEART

Starting at 1st level, your heart changes to a living gemstone of utterly unique properties. It still beats and functions normally but purifies the blood that passes through it. You are immune to disease and poisons, and have advantage on saving throws against parasitic infections, or any spells or abilities that affect your blood specifically.

CHANNEL DIVINITY: EARTHHEAL

Starting at 2nd level, you can use your Channel Divinity to call soothing, healing mud from the earth, to salve the wounds of injured creatures. As an action, you generate a wave of rejuvenating mud to flow over, and recede from, creatures in a 30-foot-radius centered on you. All creatures of your choice within the area that are in contact with the earth, are healed for a number of hit points equal to 1d6 + your cleric level. These hit points cannot be used as temporary hit points, and cannot exceed the creature's hit point maximum.

CHANNEL DIVINITY: ROCKSKIN

Starting at 6th level, as an action you can use your Channel Divinity to bolster your allies, turning their skin to stone. All creatures of your choice within 30 feet of you, that are in contact with the earth, gain a +1 bonus to AC for 1 minute. They also double in weight, and gain advantage on Strength checks and saving throws to retain their footing against abilities that would render them prone, or move them against their will. During this time, these creatures are unable to fly by any means.

DIVINE STRIKE

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

CALLADURAN'S BLESSING

Starting at 17th level, you become a creature of the earth with the following abilities;

- You have the subtype elemental (earth).
- Your skin hardens to stone. You gain resistance to acid damage, and bludgeoning, piercing and slashing damage from non-magical weapons.
- You gain advantage on saving throws against the spells and abilities of earth elemental creatures.
- Whenever you are not in contact with the earth, you have disadvantage on ability checks.

Micah Watt

BARBARIAN: PATH OF STONE

Those who walk The Path of Stone are the bulwark of the Underdark. Fierce guardians tasked by Calladuran to protect his people, they are unwavering and stalwart in their defense. While legend holds they are able to turn into earth elementals, those who worship the Deep Brother know The Path of Stone is just a conduit for the gods's power—embracing such power grants the impenetrable power of the earth itself.

PATH OF STONE FEATURES

Barbarian Level	Feature
3rd	One with Earth and Darkness
6th	Skin of Earth and Rock
10th	Aid from Earth Below
14th	Swings with Earthly Might

ONE WITH EARTH AND DARKNESS

When you take this path at 3rd level, you gain darkvision out to 30 feet. If you already have darkvision, your range increases by 30 feet. Your darkvision can see through magical darkness, and you are not affected by earth-based difficult terrain.

SKIN OF EARTH AND ROCK

Starting at 6th level, you've learned how to turn your skin to stone. Whenever you enter your rage, your base AC becomes 13, you have immunity to poison damage and the poisoned condition, and your movement speed is reduced by 10 feet. These effects end when you finish raging.



AID FROM EARTH BELOW

At 10th level, you can plead to Calladuran for help. As an action, you pray to your god to aid you in battle. Roll a d20 and consult the table below for the outcome. The save DC equals 8 + your proficiency bonus + your Constitution modifier.

D20 roll	Result
1	Nothing. Calladuran ignores your plea.
2-5	Up to three creatures of your choice within 60 feet are grappled until the end of their next turn as the earth rises beneath them.
6-10	Up to three creatures of your choice within 60 feet of you take 6d6 bludgeoning damage as the earth erupts beneath them. A successful Dexterity saving throw halves the damage.
11-15	The ground in a 20-foot-radius around you, is affected as though by the spike growth spell for 1 minute. You are immune to its effects.
16-19	You summon 1 earth elemental to a point you can see within 120 feet of you. It acts on its own initiative, is friendly to you and your companions, and it obeys any verbal commands that you give to it (no action required). The elemental disappears after 1 minute, or when it is reduced to 0 hit points, whichever comes first.
20	Until the start of your next turn, you and up to 3 creatures of your choice are resistant to all non-magical damage.

After using this ability, unless you rolled a 1 on the d20, you cannot use it again until you have completed a long rest.

SWINGS WITH EARTHLY MIGHT

At 14th level, your Skin of Earth and Rock feature no longer hinders your movement. Your weapon attacks in this form do one extra die of damage.

Additionally, you gain tremorsense out to 30 feet.

Ryan Langr

NEW CALLADURAN SMOOTHHANDS

SPELLS

The following spells are only available to the faithful of Calladuran Smoothhands.

BLOODSTONE

5th-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (a ruby worth 500gp)

Duration: 8 hours

You temporarily imbue a ruby with some of your life force. You may store 1 Hit Die in the ruby, reducing your total Hit Dice for the duration of the spell.

The first time you would die as a result of a failed death save, you immediately spend the stored Hit Die, regaining hit points equal to the result of the rolled Hit Die.

This spell stacks with *death ward*.

The ruby must remain on your person for the duration of the spell. The spell ends early if the ruby is lost, destroyed, stolen, or otherwise is separated from you.

CAST THE STONES

2nd-level divination

Casting Time: 10 minutes

Range: Self

Components: V, S, M (a pouch of runestones)

Duration: 1 hour

You cast a set of runestones giving you flashes of insight into the future, but not the context of the images, imparting a very minor advantage in future actions. You gain a number of d4's equal to your Wisdom modifier. At any time you can roll a single d4 and add it to any attack roll, saving throw, or skill check you make. This may be added after the roll is made, but before the outcome is known. Your advantage you receive finishes when the spell ends or you expend all your dice, whichever comes first.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you increase the spell's duration by 1 hour.

IMPRESSION

1st-level divination (ritual)

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a ball of clay)

Duration: Instantaneous

By means of this spell you are able to touch a section of stone, rock, or earth up to 10 feet square and learn one of the following things;

- The approximate size of the last creature to touch or cross the area.
- The approximate height of the last creature to touch or cross the area.
- The approximate weight of the last creature to touch or cross the area.
- The body temperature of the last creature to touch or cross the area.
- The number of creatures to cross the area in the last 24 hours prior to the last creature to touch or cross the area.
- How long ago the last creature touched or crossed the area.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you may learn an additional piece of information for each slot level above 1st.

RUBY AXE

3rd-level transmutation

Casting Time: 1 bonus action

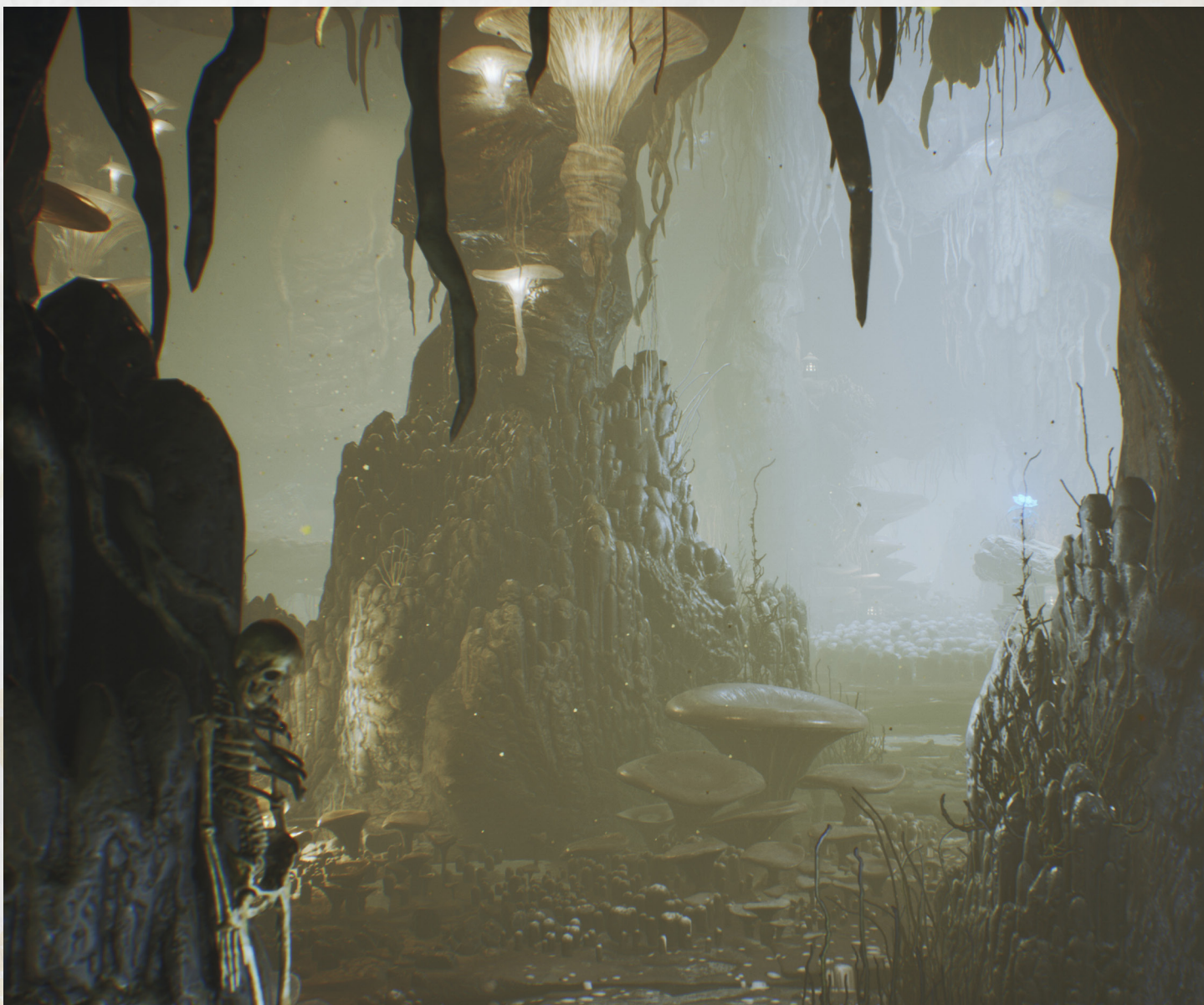
Range: Touch

Components: V, S, M (a small ruby worth 50gp)

Duration: Concentration, up to 1 hour

Touch any non-magical weapon. The weapon takes on a ruby glow, and until the spell ends, becomes a +1 magical weapon, and scores a critical hit on a roll of 19 or 20. Additionally, the weapon is unaffected by the shield spell.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the magical bonus increases to +2. When you use a spell slot of 7th level or higher, the magical bonus increases to +3.



FLANDAL STEELSKIN

Master of Metal, Lord of Smiths, The Armorer, The Weaponsmith, The Great Steelsmith, The Pyromancer



Flandal Steelskin (Steelskinned)

The Master of Metal forged Arumdina, the beloved sentient battleaxe of Garl Glittergold, and became the right-hand man of the gnomes' Watchful Protector. Ever since, Flandal Steelskin has guided the hands of gnomish craftsmen, and has been protecting the lives of miners who seek out the earth's deepest treasures.

Clergy. Being any less than a master weaponsmith is unacceptable for priests of Flandal Steelskin, and Steelskinned clergy spend much of their days pursuing their craft. Other duties involve protecting miners and overseeing the production of gnomish smithies. Fire spells are especially attractive to the Steelskinned clergy, as their god often makes his appearances as a sudden flare in a hearth or forge, or the flame of a torch or lantern leaning toward a godly gift of untapped ore.

Temples and Shrines. From a cursory glance, a church of Flandal is indistinguishable from any other forge. However, the clergy who work within the shrine, dedicate their time to improving their craft, reciting prayers, and offering guidance to fellow smiths. Steelskinned places of worship often contain arsenals, fully prepared to arm and armor their local militia.

Holy Days. The most holy day in the Steelskinned calendar is High Forge, celebrated on Midsummer Day. On High Forge, the faithful gather together to sing hymns lead by their priests, whilst sacrificing weaponry in Flandal's name.

Background Story Option

d4 Event

- 1 When I was a child, my village elders used to take me out with them to learn to 'sniff out' precious metals, a talent bestowed by Flandal Steelskin. I'm told I have the most proficiently probing proboscis in town!
- 2 Participating in my first High Forge, I sang along with the clergy, and approached the ceremonial fire to throw in the dagger that my parents helped me forge. When I threw it in, the flames leapt towards the ceiling! Ever since, the Steelskinned have claimed that I am blessed.
- 3 I originally entered a church of Flandal in order to study under the master weaponsmiths who lived and worked there, but over time, I found myself participating in their mid-day prayers as well. I wouldn't say I "found" Flandal, so much as he found me, so suddenly within the fold.
- 4 My first toy was a tiny hammer, and hymns of the Great Steelsmith were sung as my lullabies. There was no way I wasn't going to be a follower of Flandal.

Ashley May

CLERIC: PYROSMITH DOMAIN

Gnomes who choose the Pyrosmith domain pursue a life of artisanship at the forge, refining their craft using smith's tools to produce fine weapons and armor. Like the Lord of Smiths, pyrosmiths train in the art of war, nurturing their skills with weapons and armor, in order to defend gnomish enclaves against those who would seek to do them harm. Some pyrosmiths have been known to take up an adventuring life in order to discover rare metals to use in their craft.

PYROSMITH DOMAIN FEATURES

Cleric Level Feature

1st	Domain Spells, Bonus Proficiencies, Pyrosmith Magic
2nd	Channel Divinity: Protection of the Forge
6th	Pyrosmith
8th	Divine Strike
17th	Master of Fire and Steel

DOMAIN SPELLS

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

Cleric Level Spells

1st	<i>searing smite, steelskin</i>
3rd	<i>heat metal, scorching ray</i>
5th	<i>fireball, metal shape</i>
7th	<i>elemental bane*, shades of Rhondang</i>
9th	<i>conjure elemental (fire only), immolation</i>

* Xanathar's Guide to Everything

BONUS PROFICIENCIES

When you choose this domain at 1st level, you gain proficiency with martial weapons, heavy armor, and smith's tools.

PYROSMITH MAGIC

Starting at 1st level, you gain the *produce flame* cantrip if you don't already know it, and it doesn't count against the number of cantrips you know.

CHANNEL DIVINITY: PROTECTION OF THE FORGE

At 2nd level, you can use your Channel Divinity to invoke the fury of the forge to protect you. For 1 minute, you are surrounded by a dimly lit (5-foot radius) halo of fire. During this time, you are resistant to fire damage, and any creature that hits you with a melee weapon

attack while within 5 feet of you, takes 1d6 fire damage.

PYROSMITH

Starting at 6th level, the gold it costs, and the time it takes you to craft items with your smith's tools, are both halved. Additionally, you have advantage on ability checks to craft items made of metal.

DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with the divine fire of the forge. Once on each of your turns, when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 fire damage. The damage increases to 2d8 at 14th level.

MASTER OF FIRE AND STEEL

At 17th level, you are resistant to fire damage. Additionally, when you use your Channel Divinity to invoke your Protection of the Forge ability, for the duration, you are immune to fire damage, and creatures take an extra 2d6 fire damage when they hit you with a melee weapon attack.

Scott Bean



MONK: WAY OF STEEL

The monks of the Way of Steel have become adept at conditioning their bodies to mimic the properties of steel – hardness, resilience, and durability. The Way of Steel teaches the value of flexibility, bending before breaking, and to turn their foes weapons against them. They are able to generate heat from the divine forges, scorching their foes with Flandal's Fire.

WAY OF STEEL FEATURES

Monk Level Feature

3rd	Bonus Proficiency, Way of Steel
6th	Steelskin
11th	Purity of Flame
17th	Riddle of Steel

BONUS PROFICIENCY

At 3rd level, you gain proficiency in smith's tools.

WAY OF STEEL

Beginning at 3rd level, you can manipulate your ki to affect your opponent's combat ability or weapon properties. When you hit a creature with one of the attacks granted by your Flurry of Blows, you can impose one of the following effects on that target;

- Heat a metal weapon or armor to searing temperatures, causing it to deal 1d4 fire damage at the start of the creature's next turn, and impose disadvantage on its first attack on that turn.
- Increase the density of a creature's worn metal items reducing their movement by 15 feet until the end of their next turn.
- Strike with the impact of steel. The target must succeed on a Dexterity saving throw or be knocked prone.

STEELSKIN

Starting at 6th level, you can temporarily harden your body to steel-like toughness, a moment before an attack lands. You can use your reaction to gain a +3 bonus to AC until the end of your next turn. Each use of this ability costs 2 ki points.

PURITY OF FLAME

Beginning at 11th level, you can use your action to generate a surge of healing flame through your body, purging it of any impurities, and sealing wounds. You heal a number of hit pints equal to 3 times your monk level and reduce any levels of exhaustion by one. You regain the use of this ability after completing a long rest.

RIDDLE OF STEEL

Starting at 17th level, you may partially ignore metal

objects. You have resistance against bludgeoning, piercing, and slashing damage from metal weapons. You have advantage on attack rolls when using your unarmed strike to attack metal objects or creatures, or creatures wearing metal armor.

Micah Watt

NEW FLANDAL STEELSKIN SPELLS

The following spells are only available to the faithful of Flandal Steelskin.

METAL SHAPE

3rd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (up to 100 gold pieces worth of metals needed to craft an item of your choice)

Duration: Instantaneous

You gather up to 100 gold pieces worth of metals of the type needed to craft a metal object; such as a breastplate, chain armor, or a shield, and place them onto an anvil or on a table near a forge. The metals dissolve and then coalesce into the item you chose—if its cost to craft is equal to or less than, the value of the material you contributed to the spell. If not, progress equal to the cost of the materials is achieved. You can cast this spell multiple times until the item is finished.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can add another 50 gold pieces worth of materials for each slot level above 3rd.

SHADES OF RHONDANG

4th-level evocation

Casting Time: 1 bonus action

Range: Touch (Self)

Components: V, S, M (a warhammer)

Duration: Concentration, up to 1 minute

The head of a nonmagical warhammer you wield bursts into divine flames, shedding bright light in a 10-foot radius, and dim light for another 10 feet, as it takes on a sliver of Flandal's chosen weapon - Rhondang. This spell can only be cast on a non-magical warhammer, and only you can wield it. Any other creature wielding the hammer causes the spell to fail instantly. The hammer is considered magical for the duration, and deals an extra 2d8 fire damage on a hit. Undead creatures take an additional 1d8 radiant damage on a hit as the hammer flares when it strikes such a creature.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the radiant damage dealt to undead increases by 1d8 for every two slot levels above 4th.

STEELSKIN

1st-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (a holy symbol and a small steel rod)

Duration: Concentration, up to 1 minute

You touch a creature and its skin hardens with a steel-like sheen. For the duration, when the target creature is hit by an attack, or it takes damage from a spell or an effect, it can decrease the damage it takes by 3, for all damage types except acid, necrotic, poison, or psychic damage. However, for the duration, the creature has disadvantage on its saving throws against spells and effects that deal lightning damage. This spell does not stack with other forms of damage reduction (such as the Heavy Armor Master feat).

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the creature can reduce the damage it takes from an attack, spell, or an effect by an additional 1 point for every two slot levels above 1st.



GARL GLITTERGOLD

The Joker, The Watchful Protector, The Priceless Gem, The Sparkling Wit

Garl Glittergold (Garlians)

Once upon a time, the gnomish people were solemn, cold, and lonely, wandering in the deepest depths. Then, one day, they came across a man who glimmered like precious gold was woven into his clothes and hair. The man told them a joke, and for the first time, the gnomes knew laughter. Delighted by their joy, the man led them to the surface, and he would become their watchful protector, their priceless gem, their sparkling wit; Garl Glittergold. Our chief god teaches us that even when life is hard, you should always keep a sense of humor and never take yourself too seriously.

Clergy. The Garlian priesthood serve their communities as protectors, educators, mediators, and certainly not least of all, entertainers. Though their highest priority is the protection of the gnomish people, and they dedicate themselves to the ever-vigilant defense against kobolds and denizens of the Underdark, the clergy are never so serious that they can't stop to play a good-hearted prank, or tell a joke.

Temples and Shrines. Garlian churches are places of charity in which every visitor has a seat at the table. Your plate might have a few too many spicy peppers hidden in it, but you will be fed. If you can endure the pranks and jests, you'll find the church to be kind, welcoming, and generous. Libraries within these churches always contain a sizable section for jokes, pranks, and tales of dubious historicity.

Holy Days. The Communion of Laughter is held on the 13th of every month and lasts from sunrise to sundown. There are times for dancing, times for quiet contemplation, times for communal meals, and of course, times for gold and silver to be thrown into the church's alms bucket, knowing that every coin will go to the benefit of the community.

Background Story Option

d4 Event

- 1 My favorite thing to do since childhood has been making people laugh. The Garlian priests thought I was a delightful child, and a blessing upon our village. I spent most of my childhood learning jokes in their libraries.
- 2 I was being chased by kobolds when a suspiciously well-timed cave in dropped a ceiling on their heads but spared me. I was told by the Garlian priests that I had been saved by Garl Glittergold himself.



- 3 Whilst sitting in a tavern, I heard a raucous bunch telling jokes. I decided to throw one their way, and the next thing I knew, I was being carried back to their church to trade more bad puns.
- 4 I was born with a joke on my tongue, a prank in my heart, and a little strand of gold in my hair. Truly, I've always been a child of Garl Glittergold's ways.

Ashley May

BARD: COLLEGE OF GLITTER

Bards of the College of Glitter believe that every performer on stage serves a role, not matter how small. Likewise, every adventurer deserves their time to shine — and shine they will. While the Glitter bard may shine on stage, they prefer to play a supporting role in the adventuring life, by combining their love of trickery and protection, and providing their allies with

all the tools they need to come home safely. Glitter is more than just a fashion statement, it's a way of life.

COLLEGE OF GLITTER FEATURES

Bard Level Feature

3rd	Bonus Proficiencies, Not All That Glitters
6th	Glitter For All!
14th	It Gets Everywhere

BONUS PROFICIENCIES

When you choose this college at 3rd level, you gain proficiency with jeweler's tools, and learn one language of your choice. You know the *faerie fire* spell but it doesn't count against the number of bard spells you know.

NOT ALL THAT GLITTERS

Starting at 3rd level, your allies can use your Bardic Inspiration die to increase the damage they do to their enemies. When an ally hits a creature under the effects of the *faerie fire* spell, they can roll the Bardic Inspiration die and add the result to their damage roll.

GLITTER FOR ALL!

At 6th level, when you roll initiative, if you don't have any 1st level spell slots remaining, you regain one 1st level spell slot which can only be used to cast *faerie fire*.

IT GETS EVERYWHERE

At 14th level, when you deal damage to a creature under the effects of the *faerie fire* spell, you regain one use of your Bardic Inspiration. You cannot use this ability again until you finish a short or long rest.

Ryan Langr



CLERIC: GLITTERBRIGHT DOMAIN

Clerics of the Glitterbright domain consider themselves to have the sacred responsibility of protecting, shepherding, and educating their communities in Garl's teachings, if not a little humor. Glitterbrights espouse that a life well lived; amid the often, harsh world, is marked by appreciating the finer things in life. Such things include both the material (beauty in gems and craft) and ephemeral (entertainment, merriment and cheer). Whatever a creature's goals may be, accomplishment is as much about the personal journey to achievement, as it is the achievement itself.

GLITTERBRIGHT DOMAIN FEATURES

Cleric Level Feature

1st	Domain Spells, Bonus Proficiencies, Bonus Cantrip, Tricks of the Trade
2nd	Channel Divinity: Displacement
6th	Channel Divinity: Multiplicity
8th	Divine Strike
17th	Garl's Blessing

DOMAIN SPELLS

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

Cleric Level Spells

1st	<i>scintillating display, silent image</i>
3rd	<i>gemshield, mirror image</i>
5th	<i>gembomb, hypnotic pattern</i>
7th	<i>freedom of movement, Ottiluke's resilient sphere</i>
9th	<i>edge of Arumdina, seeming</i>

BONUS PROFICIENCIES

At 1st level, you gain proficiency with jeweler's tools and the Performance skill.

BONUS CANTRIP

At 1st level, you gain the *prestidigitation* cantrip, which becomes a cleric cantrip for you.

TRICKS OF THE TRADE

Starting at 1st level, you have advantage on saving throws against all illusion spells and magical effects.

CHANNEL DIVINITY: DISPLACEMENT

Starting at 2nd level, you can use your Channel Divinity to cloak yourself in an illusion which shifts your visible image one foot from your actual location. This effect lasts for 1 minute. Creatures that rely on sight to locate you, have disadvantage on attack rolls. The first successful attack on you ends this effect until the start of your next turn.

CHANNEL DIVINITY: MULTIPLICITY

Starting at 6th level, as an action, you can use your Channel Divinity to create a number of identical illusions of you equal to 1+ your Wisdom modifier (minimum 2). The images have no physical form, an AC equal to 10 + your Dexterity modifier, and lasts for 1 minute or until struck by an attack. As a bonus action, you can move any, or all, of the illusions up to your speed. They mimic your actions, and any actions, attacks, or spells you cast, seem to come from the duplicates, concealing your true location.

DIVINE STRIKE

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

GARL'S BLESSING

Beginning at 17th level, you become immune to illusion and enchantment spells and effects. You can still perceive illusions, but automatically know them to be false.

Micah Watt

NEW GARL GLITTERGOLD SPELLS

The following spells are only available to the faithful of Garl Glittergold.

SCINTILLATING DISPLAY

1st-level enchantment

Casting Time: 1 action

Range: 20 feet

Components: V, S, M (a faceted crystal on a string)

Duration: Concentration, up to 1 minute

You dazzle a single creature with a hypnotic pattern of swirling colors that appears and vanishes. The creature must make a Wisdom saving throw. On a failed save the creature is charmed by you for the duration, becoming incapacitated, and having its speed reduced to 0.

At the end of each of its turns it may attempt another saving throw, ending the effect on a successful save. The spell ends for the creature if it takes any damage, or if or someone uses an action to shake or slap the target.

GEMSHIELD

2nd-level abjuration

Casting Time: 1 action

Range: Self

Components: V, S, M (a clear crystal)

Duration: 1 minute

You generate a visible, translucent field of force around you that appears to be made of crystal. The spell reduces damage from incoming physical attacks, granting resistance against bludgeoning, piercing, and slashing attacks for the first three attacks that hit you within the duration. The shield visibly cracks on each strike, and visibly shatters harmlessly after the third. The spell ends after 1 minute, or the crystal has reduced the damage you take from from 3 attacks.

GEMBOMB

3rd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a gem worth 50gp, which the spell consumes)

Duration: 1 minute

You enchant a gem with explosive power for up to 1 minute. You may throw the gem accurately within 30 feet as part of the casting or hold it to throw as an action later. Upon impact the gem explodes in a 10-foot radius, dealing 3d6 force damage, and covering all creatures in the area of effect with glittering dust, granting advantage to all attack rolls. Affected creatures cannot

benefit from being invisible for the duration of the spell. Creatures in the area may make a Dexterity saving throw to take half damage and avoid being affected by the dust. If the duration expires without the gem being thrown it reverts to its non-magical state and is not consumed.

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

EDGE OF ARUMDINA

5th-level enchantment

Casting Time: 1 action

Range: Touch

Components: V, S, M (diamond dust worth 100gp, which the spell consumes)

Duration: Concentration, up to 1 minute

You enchant a single non-magical edged weapon (sword, dagger, axe etc) with an aura that allows it to cut through earth, stone, and metal, as easily as flesh. If the weapon is used to cut through inanimate objects that are not being carried or worn, the material is treated as having an AC of 10 and a Damage Threshold of 0. If the weapon is used to attack creatures that are made of stone or metal, or that are wearing stone or metal armor, the attacks are made with advantage. A successful attack by the weapon can destroy non-magical weapons or armor. If targeted by an attack, worn or carried non-magical weapons or armor are destroyed, if the creature fails a Dexterity saving throw. Destroying an item this way ends the spell.



THE HALFLING PANTHEON

ARVOREEN

The Defender, The Vigilant Guardian, The Wary Sword

Arvoreen (Trueswords)

The small folk aren't famed for their ability to go to war. Their habits tend towards more homely activities, often involving their very large families. Despite all that, halflings still have a need to protect their communities, and those who do this act often give prayers to Arvoreen.

Followers of Arvoreen are as stoic and dour as the god himself. Often mocked by other halflings for being more akin to a dwarf than anything, the trueswords are the first and last line of defense in most halfling communities.



The Ceremony of Remembrance.

Trueswords lead this ceremony that occurs during the feast of the moon, helping communities remember and honor those who have perished protecting their communities. Reports of spirits even returning during these events to visit the living aren't uncommon.

Temples and Shrines. Temples to Arvoreen are few, with the followers of the watchful god preferring to be always ready. Most halfling barracks hold an icon to the god for pre-battle prayers. One exceptional fortress/temple does exist in Tethyr, the Citadel of the Banner Raised Anew is the largest holy site dedicated to Arvoreen in all of Faerûn.

Background Story Option

d4 Event

- 1 As soon as I was old enough to pick up a sword, I've stood between danger and my family. As long as I draw breath, they continue to be safe.
- 2 A goblin slipped into my home while I slept. I was dreaming about my favorite hillside, when in my dream a warning came to me from an unseen source. I woke up just in time to stop it from slitting my throat. The dream-voice must have been Arvoreen, and for saving my life, I will stand watch so others can sleep safely.
- 3 Halfling orphans don't exist within halfling lands, or so they say. Somehow, I ended up on the doorstep of our village barracks. The priest there raised me as his own, treating me as family. When he passed on into the golden hills of heaven, his duties fell to me.

- 4 My days of fishing by the riverbanks were over the minute those elves started trying to tell us we were living in their forest. Every able-bodied halfling was recruited by the trueswords that day, including myself. The elves respected our position on the matter, but I learned that I would do anything to defend my homeland.

Bryan Holmes

CLERIC: TRUESWORD DOMAIN

Clerics of the Truesword domain are the sworn protectors, and warders of the way of life, of the halfling people. Trueswords are always on alert for potential trouble, to the point of being downright suspicious and closed off – rare traits for the race. Trueswords can often be found leading a community's militia, conducting drills, and seeing to defences or snares.

TRUESWORD DOMAIN FEATURES

Cleric Level Feature

1st	Domain Spells, Vigilance of Arvoreen, Training of Arvoreen
2nd	Channel Divinity: Instant Preparedness
6th	Channel Divinity: Fortify Allies
8th	Divine Strike
17th	Stubborn Resilience

DOMAIN SPELLS

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

Cleric Level Spells

1st	<i>alarm, shield of faith</i>
3rd	<i>warning shout, ally shield</i>
5th	<i>giant-size, glyph of warding</i>
7th	<i>death ward, guardian of faith</i>
9th	<i>dispel evil and good, hallow</i>

VIGILANCE OF ARVOREEN

At 1st level, you gain proficiency in the Insight and Perception skills if you don't already have it. Your proficiency bonus is doubled for any ability check you make that uses either of those proficiencies.

TRAINING OF ARVOREEN

Beginning at 1st level, you are proficient with heavy armor and martial weapons.

CHANNEL DIVINITY: INSTANT PREPAREDNESS

Starting at 2nd level, you can use your Channel Divinity to immediately mitigate an ambush. If you or any nearby allies are surprised at the beginning of combat and you are not incapacitated, you may expend your Channel Divinity and any creatures of your choice within 30 feet of you, are no longer considered surprised in this combat.

CHANNEL DIVINITY: FORTIFY ALLIES

Starting at 6th level, as an action you can use your Channel Divinity to bolster your allies. You and all creatures of your choice within 30 feet of you, gain a +1 bonus to AC and have advantage on saving throws for a number of rounds equal to your Wisdom modifier (minimum 1 round).

DIVINE STRIKE

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

STUBBORN RESILIENCE

Starting at 17th level, you reduce the damage you take from each weapon attack by 2. This ability does stack with the Heavy Armor Master feat.

Micah Watt



PALADIN: OATH OF THE WATCHFUL

Arvoreen is a stern and tactful god, asking his followers to always be aware and vigilant against the dangers that threaten all things good in the world, to be a light against the darkness. When not engaged in active defense, his paladins engage in drills or practices to keep their skills sharp.

TENETS OF THE WATCHFUL

Paladins use the tenets of their oath as cries on the battlefield, as a way of spreading their ideals.

Peace. Avoid conflict, except to end it. Protection is more important than aggression.

Trust. Theft is neither honorable nor dishonorable, but never steal from your own people. Your flock needs to be able to trust you.

Protection. Use your every breath to protect the innocent, even if it's your last. Never run from a fight until everyone else is safe.

OATH OF THE WATCHFUL FEATURES

Paladin Level	Feature
3rd	Oath Spells, Channel Divinity
7th	Aura of Awareness (10 ft.)
15th	Vigilance
18th	Aura of Awareness (30 ft.)
20th	Radiant Defender

OATH SPELLS

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

Paladin Level	Spells
3rd	<i>alarm, shield of faith</i>
5th	<i>enlarge/reduce, hold person</i>
9th	<i>glyph of warding, Leomund's tiny hut</i>
13th	<i>freedom of movement, Mordenkainen's faithful hound</i>
17th	<i>hallow, wall of force</i>

CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options. See the Sacred Oath class feature for how Channel Divinity works.

Oath of Assistance. You can use your Channel Divinity to aid your allies to great effect. As an action, an ally gains a +5 bonus to their next attack roll, saving throw, or ability check.

Oath of Protection. You can use your Channel Divinity to protect an ally. As a reaction to an ally

within 60 feet being forced to make a saving throw, or being the target of a weapon or spell attack, you can use your Channel Divinity to swap places with that ally. You become the target for that attack or spell.

AURA OF AWARENESS

Starting at 7th level, you constantly radiate an aura of awareness while you're not incapacitated. The aura extends from you in a 10-foot radius, but not through total cover.

You and any creature within the aura gain a +5 bonus to your passive Perception checks against traps.

Additionally, creatures within the aura have advantage on saving throws against traps.

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

VIGILANCE

Starting at 15th level, you can ignore the effects from exhaustion (except death). You still possess these levels and must remove them through magic or rest, you simply ignore their effects.

RADIANT DEFENDER

At 20th level, your aura becomes a holy barrier against aggression. As an action, you gain the following benefits for 1 minute:

- Your aura doubles in size.
- Your aura duplicates the effect of the *protection from evil and good* spell.
- Any time a ranged attack passes into or through your aura, roll 1d20. On an 11 or higher, the ammunition hangs midair and the attack fails. If the ammunition belongs to a siege weapon, you must roll a 17 or higher. When this effect ends, all hanging ammunition falls to the ground.
- Creatures of your choice within your aura must treat it as difficult terrain.

After using this ability, you cannot use it again until you complete a long rest.

Bryan Holmes

NEW ARVOREEN SPELLS

The following spells are only available to the faithful of Arvoreen.

ALLY-SHIELD

2nd-level abjuration

Casting Time: 1 reaction

Range: 60 feet

Components: V

Duration: Instantaneous

This spell acts in all ways like the 1st level *shield* spell except that you may target either yourself, or another creature within range.

GIANTSIZE

3rd-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a giant's toenail)

Duration: Concentration, up to 1 minute

You cause a creature to grow to Large size, increasing its weight by 1500lbs and increasing its Strength by an amount equal to your Wisdom Modifier (to a maximum of 19). Until the spell ends, it has advantage on Strength checks and Strength saving throws. The target's weapons also grow to match its new size, and the target's attacks with them deal an extra 1d4 damage.

If the target is unwilling, it can make a Constitution saving throw. On a success the spell has no effect. If there is insufficient room for the creature to reach Large size, the spell fails.

WARNING SHOUT

2nd-level transmutation

Casting Time: 1 action

Range: 500 feet

Components: V, S, M (a replica horn)

Duration: Instantaneous

You let out a warning shout of a single word of your choice (usually "Intruders" or "Help"), that is magically amplified to be heard by every creature within range that is not unconscious, and isn't suffering from the deafened condition. All creatures automatically know the direction and distance of the origin of the shout.

Sleeping creatures may be awakened by the shout. They are granted a special Wisdom (Perception) check against a DC 10 to be awakened by the shout, even from a magically induced sleep. If the sleep effect was a result of a failed saving throw, the sleeping creature attempts saving throw against the sleep spell DC instead. On a failed save, the creature remains asleep.

BRANDOBARIS

Master of Stealth, Misadventure, The Trickster, The Irrepressible Scamp, The Friendly RapsSCALLION

Brandobaris (Brandobaric/Brandobarans)

It is a sad stereotype that halflings are considered by many to be scheming, greedy meddlers, with short attention spans. Arguably, Brandobaris is the cause of these stereotypes, as he embodies everything that the tall folk fear of his people. True followers of The Irrepressible Scamp know that greed is shallow, and instead, one's trickery, sneaking, and nimble fingers, should be put to work seeking adventure and excitement, rather than simply treasure.

Clergy. The priests of Brandobaris are known as The Hands of Misadventure. They build no temples or shrines to their god, but instead travel with the good word, holding sermons of the Church of Misadventure anywhere that open ears are willing to listen to the wily tales of the Scamp. Some especially cheeky Hands of Misadventure are known for giving out bags of candy molded into lewd shapes, after a tale of Brandobaris freeing thousands of captives and leaving only a vase of flowers and some erotic chocolates behind.

Holy Days. On the night of the full moon, Brandobarans will squirrel away one stolen item in the best hiding spot they can think of; this is known as Brandobaris's tithe. Children are often challenged to try to find these treasures to gain the god's favor. For this reason, bakers and toymakers go on high alert around the new moon, as they know their most beloved treats and playthings are in the most danger of being lifted and stuck away in a dark hole somewhere.

Background Story Option

d4 Event

- 1 When I was little, I would spend hours listening to tales of The Master of Stealth from the priests that passed through. My mother never let me keep the candy they handed out, though.
- 2 While fleeing from a merchant whom I'd unsuccessfully pickpocketed, I ran headfirst into The Hands of Misfortune. They protected me by striking up a spectacle and drawing a crowd to cover my escape, by telling tales of Brandobaris's bravado. I've tithe to him ever since.
- 3 I was sound asleep in a barn, hiding to get a moment's rest, when I heard children playing make-believe; 'sneaking into the fortress' in search of treasure. Though I hid, they found my coin purse, and were convinced Brandobaris had blessed them. That sparked my interest in their trickster god.
- 4 I was an unexpectedly easy childbirth; my mother didn't know she had gone into labor until she woke up to the sound of a baby crying! My stealthy midnight arrival was honored by The Church of Misadventure as a blessing from Brandobaris.

Ashley May



CLERIC: MISADVENTURE

DOMAIN

Clerics of the Misadventure domain are incorrigible scamps, tricksters, rogues and lovable rakes. They delight in mischief and adventure, particularly when such undertakings go awry. They embrace life, love, danger and daring, seek thrills for thrill's sake, and defy death with impunity. Charming and witty, they are infectious

scoundrels of the first order.

MISADVENTURE DOMAIN FEATURES

Cleric Level Feature

1st	Domain Spells, Roguish Allure
2nd	Channel Divinity: Chance Redistribution
6th	Failing Forward
8th	Divine Strike
17th	Brandobaris's Own Luck

DOMAIN SPELLS

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

Cleric Level Spells

1st	<i>feather fall, grease</i>
3rd	<i>misfire, spider climb</i>
5th	<i>bestow curse, charmed life</i>
7th	<i>confusion, freedom of movement</i>
9th	<i>animate objects, mislead</i>

ROGUSH ALLURE

Starting at 1st level, you add your Wisdom modifier to your Charisma (Persuasion) and Charisma (Deception) checks.

CHANNEL DIVINITY: CHANCE REDISTRIBUTION

Starting at 2nd level, you can use your Channel Divinity to redistribute chance from one creature to another. As an action, you can select two creatures you can see within 60 feet of you. Choose one creature to roll a d6 chance die and subtract the result from their next d20 roll, with the other creature to roll a d6 chance die but add it to their next d20 roll. An unwilling creature can make a Charisma saving throw. A successful save negates the effect of both chance dice.

This die changes when you reach certain levels in this class. The die becomes a d8 at 6th level, a d10 at 12th level, and a d12 at 14th level.

FAILING FORWARD

Starting at 6th level, as a reaction, you can turn a failure into a partial success. Whenever you fail a skill check or saving throw, you gain a bonus to your next d20 roll equal to your Wisdom modifier. You can use this ability a number of times equal to 1+ your Wisdom modifier. You regain the use of this ability after completing a long rest.

DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d4 damage to the target. As luck would have it, the type of damage will be either a damage type that the creature is vulnerable to (if applicable), or any damage type of your choice that the creature is not resistant to. If a creature possesses neither vulnerabilities nor resistances, the damage type is the same as the weapon type. When you reach 14th level, the extra damage increases to 2d4.

BRANDBARIS'S OWN LUCK

Beginning at 17th level, you simply succeed when you have no right to. When you fail on an attack roll, skill check, or saving throw, you may choose to succeed instead. The new result is treated as the minimum needed to succeed. You regain the use of this ability after completing a long rest.



ROGUE: RAPSCALLION

Rapscallions are driven by wanderlust to live a life of misadventure. They are often mischievous thrill-seekers and pranksters, who revel in life's experiences rather than solely seeking treasure as a reward.

RAPSCALLION FEATURES

Rogue Level	Feature
3rd	Quick and Elusive, Wily Trickster
9th	Amusing Comic
13th	Thrill of the Challenge
17th	Escape Artist

QUICK AND ELUSIVE

Starting at 3rd level, you can use your Cunning Action to take the Dodge action or to make a Dexterity (Sleight of Hand) check. You can take the Dodge action using this ability once per short rest at 3rd level, twice per short rest at 9th level, and three times per short rest at 17th level.

WILY TRICKSTER

When you choose this archetype at 3rd level, you gain proficiency in the Deception and Persuasion skills if you don't already have it. Your proficiency bonus is doubled for any ability check you make that uses either of those proficiencies.

AMUSING COMIC

At 9th level, your sense of humor and cunning wit can distract your foes. As an action, you can make a Charisma (Persuasion) check contested by the target's Wisdom (Insight) check. The target creature must be within 30 feet of you, be able to hear you, and the two of you must share a language.

If you succeed, the target has disadvantage on attack rolls against creatures other than you, and on Wisdom (Insight) checks. This effect lasts for 1 minute, or until the creature takes damage, or is affected by a spell.

If you succeed, and the creature is not hostile toward you, then you have advantage on any opposed Charisma (Deception or Persuasion) checks you make against that creature for 1 minute.

THRILL OF THE CHALLENGE

At 13th level, whenever the stakes are high, the thrill of the challenge empowers you. Whenever you are below half your hit point maximum, you have advantage on your ability checks and saving throws.

ESCAPE ARTIST

At 17th level, spells and effects can't reduce your speed, nor can they cause you to be paralyzed or restrained. In

addition, you can use your Cunning Action to attempt to break free from non-magical restraints such as a grapple or a set of manacles.

Scott Bean

NEW BRANDOBARIS SPELLS

The following spells are only available to the faithful of Brandobaris.

CHARMED LIFE

3rd-level enchantment

Casting Time: 1 action

Range: Self

Components: V, S, M (a rabbit's foot)

Duration: 1 minute

You cast a spell that places you in Brandobaris's good graces, lending you a little of his luck. At the start of your turn, roll 1d4. The result is the total number of points you have to allocate across any number of d20 rolls you make until the start of your next turn. Any remaining points are depleted and replaced by the new roll.

MISFIRE

2nd-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a prism)

Duration: Concentration, up to 1 minute

You target a creature you can see within 60 feet, slightly scrambling its magic. Each time the creature casts a spell, uses a spell-like ability, or uses a magic item while the spell is in effect, it must make a Wisdom saving throw or generate a wild magic surge, similar to that of a Wild Magic sorcerer. The target creature is considered the origin of the wild magic surge. The target creature's spell, spell-like ability, or magic item, functions as normal in all other respects.



UROGALAN

He Who Must Be, The Black Hound, Lord in the Earth, The Protector, The Shaper

Urogalan (Urogalanite)

Death is not to be feared, for He Who Must Be is a gentle god who leads us to peace and slumber. Walk with the Black Hound down into the soil and return to the earth, that life might spring anew where you lay. Earth is both the giver and receiver of life.

Clergy. The priesthood of Urogalan go by many names. Young initiates are often called Earthlings, while the experienced are Vassals of the Black Hound; as a whole, many call them grimwardens. Grimwardens tend to be solemn individuals who oversee not only funeral proceedings, but also record keeping and genealogy. Their blessings are often called upon before ground is broken on new construction, as halflings realize that any plot of dirt with life in it is a place where something once died. Grimwardens are always barefoot, bringing them closest to Urogalan's land.

Temples and Shrines. The temples of Urogalan are not generally places that people visit on a regular basis. They are often built beside graveyards, and more commonly resemble libraries, containing a wealth of local knowledge. Held within are the collected deeds of those who have died, and genealogical lines tracing back beyond living memory. It is not uncommon for local masters, artisans, farmers, or merchants, to donate personal diaries containing their trade secrets to the temple shortly before their deaths.

Background Story Option

d4 Event

- 1 I was too young to remember my great-great-grandfather when he died, but I remember the grimwardens singing and encircling his grave, tapping a steady beat with their bare feet on the stones. Their solemn duty left an impression on me, even then.
- 2 I studied as an Earthling in a temple of Urogalan, and spent hours organizing books and pouring over the information within. Collecting knowledge before it goes softly into the soil is a driving force in my life.
- 3 A recurring dream haunted me, of a huge black hound leading me through the woods. I climbed from my bed one night and ran down a path I'd never walked in my waking hours, and by the time the sun rose, I found myself barefoot at the edge of a halfling cemetery. A grimwarden saw me, and the confusion on my face, and simply invited me in for a cup of tea. The rest, as they say, is history.
- 4 Death is a natural end, and most occur so that life can continue. Many tears were shed the day I was born, as it was also the day my mother died. The Lord of the Earth teaches that I must live my life to the fullest, to honor hers.

Ashley May



DRUID: CIRCLE OF BURIAL

Returning to the earth is beautiful. With death there is a certainty, a finality, and a promise of new life. Those that walk the path of Urogalan walk it knowing that all things must eventually return to the soil. The priesthood of Urogalan participate in burial rights and record the history of halfling families. The druids of the Circle of Burial, however, have a much darker task. They tend the earth, dig the graves, and walk the graveyards, while waiting for The Black Hound to find the buried. The earth must be tended, and those that despoil it, or dare to raise bodies from the grave, will be delivered as an offering to He Who Must Be.

CIRCLE OF BURIAL FEATURES

Druid Level	Feature
2nd	Soil Shaper
6th	They Who Must Not Be
10th	Protectorate Soil
14th	Return to the Shaper

SOIL SHAPER

When you choose this circle at 2nd level, you gain the *mold earth* cantrip if you don't already know it. Also, while your bare feet rest on the ground, you have a tremorsense out to a range of 60 feet.

THEY WHO MUST NOT BE

At 6th level, you have learned ways to return the dead who walk to their graves by applying subtle vibrations to your blows. The first creature you hit on each of your turns with a melee weapon attack, or with a natural weapon whilst in beast shape, must make a Constitution saving throw against your spell save DC or have its speed reduced to 0 until the start of your next turn. Undead creatures have disadvantage on this saving throw.

This attack does an additional 1d8 force damage to undead targets. The extra damage increases to 2d8 at 14th level.

PROTECTORATE SOIL

At 10th level, you've learned how to draw magical properties from the earth itself. You select a point on an area of ground within 60 feet of you. Creatures you choose within a 30-foot radius of that point gain advantage on Constitution saving throws and cannot be knocked prone while within the area. This effect lasts for 1 minute. Once you use this ability, you cannot use it again until you have completed a long rest.

RETURN TO THE SHAPER

At 14th level, any undead that you reduce to zero hit points, with a CR equal to or less than your druid level, and that are in contact with the ground, must make a Wisdom saving throw against your spell save DC or be destroyed.

Additionally, when you are reduced to zero hit points, and you are standing on solid ground with no more than 2 feet of material between you and the natural earth, the earth lunges up to take you under. You are taken 10 feet underground until you die or are stabilized. When you roll a death save under this effect, add your Wisdom modifier to the roll. If any roll would be above 20 with this bonus, you return to the surface and are restored to life with 3d8 hit points. If you fail all three death saves, you are completely destroyed and only a *wish* spell can return you to life. Once you use this ability, you cannot use it again until you have completed a long rest.

Isaac May

BARBARIAN: PATH OF ASHES

'From the earth, to the earth, for that is the Path of Ashes'. Barbarians who walk the Path of Ashes live with the constant awareness that all things will return to the earth. Seeing this return as sacred, they wander the earth caring for graves and protecting the dead. They view undead as an abomination and use their rage to return them to the earth as ashes. This, they believe, is justice and peace for the dead, and allows every death to bring forth growth.

PATH OF ASHES FEATURES

Barbarian Level	Feature
3rd	Radiant Soul
6th	Bane of Undead
10th	From Ashes You Came
14th	To Ashes You Will Return

RADIANT SOUL

At 3rd level, when you use the Attack action while you are raging, your first strike deals an additional 1d6 radiant damage. If your target is an undead, you may expend a Hit Die to deal an additional 2d6 radiant damage. Any undead creature that is reduced to 0 hit points by this ability, and does not have legendary resistance, is reduced to ashes and destroyed.

BANE OF UNDEAD

Starting at 6th level, you are resistant to necrotic damage. You have advantage on saving throws against

fear effects from undead. When you reduce a creature to ashes, you regain a number of lost hit points equal to your level.

FROM ASHES YOU CAME

At 10th level, you may spend an action to spread ashes over another creature. That creature gains temporary hit points equal to your level and has resistance to necrotic damage for 10 minutes. For the duration, that creature has advantage on fear effects from undead. Once you use this feature, you cannot use it again until you finish a short or long rest.

TO ASHES YOU WILL RETURN

At 14th level, you can spend an action to throw ashes around the ground and cast Urogalan's Protection (DC equals 8 + your proficiency bonus + your Constitution modifier). Once you use this feature, you cannot use it again until you finish a long rest.

Ryan Langr

NEW UROGALAN SPELL

The following spell is only available to the faithful of Urogalan.

UROGALAN'S PROTECTION

6th-level conjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (ashes)

Duration: Concentration, up to 10 minutes.

You target an area you can see within range, from which a wall of radiant light springs forth. You can choose to make the wall up to 60 feet long, 10 feet high, and 5 feet thick, or a circle that has a 20-foot diameter and is up to 20 feet high, and 5 feet thick. Any creature that passes through the wall must make a Constitution saving throw. On a failed save, the creature takes 6d8 radiant damage and is blinded until the end of their next turn. If the creature is an undead, and fails the save by more than five, they take an extra 6d8 radiant damage. On a successful save, the creature takes half damage and is not blinded.

YONDALLA

The Protector and Provider, The Nurturing Matriarch, The Blessed One

Yondalla (Yondallan)

Those who seek to pattern their lives after the teachings of the Nurturing Matriarch will find themselves gifted with a cornucopia of riches. These riches come not only as coin, but in warmth, comfort, love, and happiness. Family and unity are of the utmost importance but remember that ‘family’ is not limited only to your own parents and to your own children, for we are all the children of Yondalla.

Clergy. The Yondallan priesthood serve important roles within their communities, both religious and secular. Because reverence to the Nurturing Matriarch, our Protector and Provider, is so tightly woven into halfling society, the priests focus less on leading periodic ceremonies, and more on providing guidance, blessings, and leadership within the towns and villages in which they live. It is not at all uncommon to find Yondallan clergy in governing roles, in addition to other community services like healers, midwifery, charity kitchens, and so on.

Temples and Shrines. Yondallan temples are often mistaken by outsiders as secular community centers. The temples are frequent focuses of activities ranging from donation drives, to local theatre, children’s classes and events, to shelters for the homeless and infirm. In addition, small shrines of Yondalla are often set up along roadsides or near less-fortunate neighborhoods. At these shrines, those who have plenty will leave food and clothes, not as offerings to the goddess, but as donations to anyone who needs them. Anyone is welcome to take what they need from the shrines, even if they are not followers of the Nurturing Matriarch, because the Blessed One’s love extends to all who have goodness in their hearts.

Background Story Option

d4 Event

- 1 Growing up, I spent more time in the Yondallan temple than I did in my own home. I learned the love of community there, and the understanding that a hearth’s fire grows all the more comforting, the more people who gather round.
- 2 I was only passing through a halfling town when a terrible storm struck and left me stranded. I was prepared to sleep in cow sheds for the next tenday, but a priestess of Yondalla took me into the temple, where they clothed me, fed me, and saw that I was bathed and well rested. Their kindness left a deep impression on me.

- 3 It was a great honor to be invited to a halfling wedding, and there I experienced all of the joys of the Nurturing Matriarch’s teachings. Though only an acquaintance, I was welcomed like one of the family to drink, dine, dance, and sing, and I’ve never felt so loved as I did whilst surrounded by those strangers. Ever since, I have been a devotee of Yondalla.
- 4 I was delivered into this world by a Yondallan midwife, and I have never strayed from the warmth of the Nurturing Matriarch’s protection.

Ashley May



CLERIC: PROVIDER DOMAIN

Clerics of the Provider domain see the health and wellbeing of all goodly creatures, but especially halflings, as their concern. Providing comfort and protection is not a responsibility to be taken lightly, and Provider clerics will not hesitate to succor and defend the weak from the predations of the strong.

PROVIDER DOMAIN FEATURES

Cleric Level Feature

1st	Domain Spells, Bonus Proficiencies, Bonus Cantrip, Blessing of Yondalla
2nd	Channel Divinity: Assuage Suffering
6th	Channel Divinity: Bolster Allies
8th	Divine Strike
17th	Yondalla’s Embrace

DOMAIN SPELLS

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

Cleric Level Spells

1st	<i>purify food and drink, sanctuary</i>
3rd	<i>calm emotions, comfort</i>
5th	<i>beacon of hope, Leomund’s tiny hut</i>
7th	<i>cornucopia of plenty, guardian of faith</i>
9th	<i>creation, hallow</i>

BONUS PROFICIENCIES

At 1st level, you gain proficiency with heavy armor and cooking utensils.

BONUS CANTRIP

At 1st level you gain the *spare the dying* cantrip if you don’t already know it.

BLESSING OF YONDALLA

Beginning at 1st level, you can infuse your *spare the dying* cantrip with healing energy. When you cast this cantrip on a creature with zero hit points, it regains a number of hit points equal to your Wisdom modifier. You may use this ability a number of times equal to your Wisdom modifier (a minimum of once). You regain all uses of this ability after completing a long rest.

CHANNEL DIVINITY: ASSUAGE SUFFERING

Starting at 2nd level, you can use your Channel Divinity to rid creatures of ongoing, debilitating conditions. As an action, you generate a burst of rejuvenating energy in a 30-foot radius centered on you. All creatures of your choice within the area, are cured of one of the following conditions or afflictions; one disease, the blinded, deafened, paralyzed, or poisoned condition.

CHANNEL DIVINITY: BOLSTER ALLIES

Starting at 6th level, as an action, you can use your Channel Divinity to bolster your allies. All creatures of your choice, within 30 feet of you, gain a number of temporary hit points equal to your cleric level. These temporary hit points last until the creature finishes a short rest.

DIVINE STRIKE

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

YONDALLA'S EMBRACE

Beginning at 17th level, once per day you are able to generate an effect similar to a Rod of Security. The sanctuary created resembles a comfortable halfling-style home, though has appropriately sized facilities for each creature taken. You may take up to five times your cleric level in creatures and remain in the extraplanar space for up to 24 hours. You may expend this ability each day to maintain the extraplanar space. You regain the use of this ability after completing a long rest.



MONK: WAY OF THE STALWART

They appear as simple farmers, living their lives with laughter in their hearts. They are your neighbors, your friends, your best cheesemakers! They live close, so they can protect you. Before the enemy can strike, the Monks of Yondalla that follow the Way of the Stalwart, rise up to stop tyranny in its tracks.

WAY OF THE STALWART FEATURES

Monk Level	Feature
3rd	Bulwark of the Matriarch, Stalwart Guardian
6th	Calm of the Protector
11th	Hearth and Home
17th	Blessed Defense

BULWARK OF THE MATRIARCH

When you enter Way of the Stalwart at 3rd level, you gain proficiency with shields. Shields are monk weapons for you, they do 1d6 bludgeoning damage, and have the thrown property with a range of 20/60 ft.

Use of a shield no longer interferes with the monk abilities of Martial Arts, Unarmored Defense, or Unarmored Movement. The damage of this weapon increases to match your Martial Arts die when it exceeds the damage of the shield.

STALWART GUARDIAN

At 3rd level, you have learned how to quickly interpose yourself between danger and your allies to protect them from harm. Whenever you use Flurry of Blows, you may select one creature within 5 feet of you. Until the start of your next turn, the target creature has disadvantage on any attack made against a target

other than you, and when the target attacks a creature other than you, you may use your reaction to move up to your speed towards the target, and make a single Martial Arts attack against it.

CALM OF THE PROTECTOR

At 6th level, when using Patient Defense, all hostile creatures within 10 feet of you must make a Wisdom saving throw against your Ki save DC. On a failed save, the creature cannot willingly move away from you on its next turn.

HEARTH AND HOME

At 11th level, when you are reduced to zero hit points, you can expend 1 ki point (no action required) to make a Martial Arts attack against every creature within 5 feet of you.

Also, any effect which would stabilize you, returns you to consciousness with 1 hit point instead.

BLESSED DEFENSE

At 17th level, you have learned how to grab the attention of your enemies and capitalize constantly on their mistakes. When a creature provokes an opportunity attack, you may also make a Martial Arts attack as part of this reaction. Additionally, whenever a creature leaves your reach, provoking an opportunity attack, you can spend 2 ki points instead of your reaction, to make that attack. You are unable to use your Martial Arts ability as part of this opportunity attack.

Isaac May

NEW YONDALLA SPELLS

The following spells are only available to the faithful of Yondalla.

COMFORT

2nd-level enchantment

Casting Time: 1 action

Range: Touch

Components: V, S, M (a small pillow)

Duration: 10 minutes.

By means of this spell, you are able to temporarily suspend any negative conditions a creature is suffering. For the duration of this spell, all conditions affecting a creature are suspended. This spell does not cure any conditions, all of which return once the duration ends.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you may affect one additional creature for each slot level above 2nd.

CORNUCOPIA OF PLENTY

4th-level conjuration

Casting Time: 10 minutes

Range: 30 feet

Components: V, S, M (a cornucopia horn)

Duration: 1 hour

You conjure a great feast, including magnificent food and drink. The feast takes 1 hour to consume and disappears at the end of that time, and the beneficial effects don't set in until this hour is over. A number of creatures up to twice your cleric level can partake of the feast.

All creatures that partake of the feast are sated and sustained, not requiring food or drink for another 24 hours. They are also refreshed; removing 1 level of exhaustion, being cured of all disease and poison, and becoming immune to disease and poison for 24 hours.

At Higher Levels. When casting this spell using a spell slot of 5th level or higher, you create enough food and drink to satisfy an additional number of creatures equal to your cleric level for each slot level above 4th.



THE ORCISH PANTHEON

BAHGTRU

The Leg Breaker

Bahgtru (Bahgtran)

The son of Gruumsh is known for his strength, and little else. Indeed, Bahgtru the Strong is not known for his keen eye or his sharp wit; on the contrary, Bahgtru is known for being somewhat dumb. Questions and philosophy do not give Bahgtru pause, nor limit his actions. Though oral traditions do not necessarily describe how he became known as The Leg Breaker, it is easy to make an educated guess.

Clergy. Bahgtran ceremony-leaders are often the strongest orcs of their communities, and share their gods' abhorrence for weapons, armor, and magic most of all. They teach that the orcish body is the greatest tool one has at their disposal, with its potential for ripping, crushing, and bashing. Like their god, Bahgtran worshippers respect the dwarves and their pantheon, but would like to crush their skulls with great reverence.

Holy Days. Bahgtrons do not maintain calendars. Any hard-won victory is cause for celebration. Though worshippers of The Strong are unwaveringly dedicated to their chieftains, if their chief is killed in a challenge of strength, Bahgtrons will eagerly celebrate their new, stronger chief, by trampling the bones of the old one. These are the best of days.

Temples and Shrines. Structures dedicated to Bahgtru are usually built of the broken bones of his followers' conquests. Because the bones are broken as a matter of course, they make for poor construction materials on their own; they are instead mixed into a plaster solution to form walls. Bahgtru's shrines are not elegant; nor are they structurally sound, but they stand as a testament to... breaking bones.

Background Story Option

d4 Event

- 1 Since I was born, I worshipped Ilneval like my chieftain. He died. Our new chieftain worships Bahgtru. Now I worship Bahgtru.

- 2 When I was young, our tribe's seer gave the children toys to play with. One child played with small soldiers, for she was blessed by Ilneval. One child played with a baby doll, for he was blessed by Luthic. One child stole my toy, for he was blessed by Shargaas. I broke his arm, for I was blessed by Bahgtru.
- 3 Studying prayers, and dogmas, and texts, frustrated and distracted me from what's really important in life; breaking bones. I feel Bahgtru represents me for who I am.
- 4 I cracked my mother's pelvis whilst she gave birth to me. Though she wanted to throw me in a hole, a Bahgtran ceremony-leader announced I was a blessing from Bahgtru. She still remains unconvinced

Ashley May



BARBARIAN: PATH OF THE PAINBRINGER

The Path of the Painbringer is Bahgtru's philosophy of; "survival of the fittest" and "competitive cruelty", manifest in the most brutal of his warrior elite. Painbringers believe that it is not enough to defeat an enemy. To them, inflicting the greatest, lingering harm, is the best way to assert dominance over foes and allies alike.

PATH OF THE PAINBRINGER FEATURES

Barbarian Level Feature

3rd	Debilitating Wounds, Masochism
6th	Share the Pain
10th	Inner Strength
14th	Restorative Sadism

DEBILITATING WOUNDS

At 3rd level, while raging, you are able to inflict punishing wounds by drawing on your inner hate. When you hit a creature with a melee weapon attack, you may expend 1 of your hit dice to inflict a crippling wound. The creature must succeed on a Constitution saving throw (DC equals 8 + your proficiency bonus + your Constitution modifier) or suffer a special debilitating condition similar to a level of exhaustion. You may inflict up to 3 debilitating wounds (effects corresponding to stacking levels of exhaustion) on a single foe, and these do not stack with other forms of exhaustion. The debilitating wounds last until ended with a *lesser restoration* spell (which removes all levels of debilitating wounds), or similar magic, or after finishing a long rest.

MASOCHISM

At 3rd level, you can restore spent hit dice by ritualistically inflicting pain upon yourself. Once per day after finishing a short rest, you can regain a number of spent hit dice equal to half your barbarian level, rounded down. You cannot spend hit dice to heal yourself on the same short rest that you use this ability.

SHARE THE PAIN

Starting at 6th level, you can use your reaction to deflect the incoming damage of a single attack against an adjacent ally or mount. You may use this feature a number of times equal to your Constitution modifier (minimum of once). You regain any expended uses when you finish a long rest.

INNER STRENGTH

Starting at 10th level, you may expend 1 of your hit dice to draw on your inner might for feats of physical strength. As an action (or reaction if appropriate) you may expend one of your hit die to treat a Strength check or Strength saving throw as if you had rolled a 20 on the d20. You must choose to use this ability before you roll.

RESTORATIVE SADISM

Starting at 14th level, each time you score a critical hit on an enemy, you regain a number of expended hit dice (up to your maximum number of hit dice) equal to your Constitution modifier (minimum of 1).

Micalh Watt



FIGHTER: BONEBREAKER

Bonebreakers are Bahgtru's faithful warriors. These battle-hardened warriors seek to grapple and pummel their foes asunder with their physical might and martial skill. They practice techniques to toughen their skin, and strengthen their bones, in order to endure the physical abuse caused by the demands of their fighting style and way of life. Bonebreakers honor Bahgtru's abhorrence to wearing armor, and wielding weapons.

BONEBREAKER FEATURES

Fighter Level	Feature
3rd	Toughened Body, Smash and Grab
7th	Close Quarters Fighter
10th	Knockdown Punch
15th	Devastating Punch
18th	Brutal Grappler

TOUGHENED BODY

When you choose this archetype at 3rd level, while you are not wearing any armor, or wielding a shield, your Armor Class equals 10 + your Constitution modifier + your Dexterity modifier + your Strength modifier.

SMASH AND GRAB

Starting at 3rd level, you are experienced at grappling and pummeling your foes. You have advantage on Strength (Athletics) checks to grapple a target. In addition, your unarmed strikes deal 1d4 + your Strength modifier bludgeoning damage. This die changes when you reach certain levels in this class. The die becomes a d6 at 7th level, a d8 at 10th level, a d10 at 15th level, and a d12 at 18th level.

Furthermore, when you use the Attack action to make an unarmed strike, you can use a bonus action to either make an additional unarmed strike, or to make a Strength (Athletics) check to grapple a target within 5 feet of you.

CLOSE QUARTERS FIGHTER

Starting at 7th level, your unarmed strikes count as magical for the purposes of overcoming resistances and immunities to non-magical attacks and damage. In addition, whenever you succeed on a Strength (Athletics) check to grapple a creature or to maintain a grapple, the target takes bludgeoning damage equal to your Strength modifier – this damage also bypasses resistance and immunity to non-magical attacks and damage.

KNOCKDOWN PUNCH

At 10th level, once per turn when you hit a creature with an unarmed strike, you can force the target to make a Dexterity saving throw or be knocked prone.

The DC equals 8 + your Strength modifier + your proficiency bonus.

DEVASTATING PUNCH

At 15th level, when you score a critical hit with an unarmed strike, you gain a bonus to the damage roll equal to your level in this class.

BRUTAL GRAPPLER

At 18th level, you add your proficiency bonus to the bludgeoning damage of your Close Quarters Fighter feature when you grapple a creature, or maintain a grapple.

Scott Bean



GRUUMSH

He Who Never Sleeps, He Who Watches, The One-Eyed God

Gruumsh (Shaman)

Gruumsh is a brutal leader, devoting all his time to conquest. Since the dawn of time, the other gods have cheated Gruumsh out of territory for his creations, and in a rage, he created all the caves and caverns that orcs would inhabit. Since then, his directive has been for orcs to conquer the world above.

The shamans of Gruumsh are much like their conquering lord; they believe that the strong rule by force, that taking what belongs to weaker creatures is the natural order of things, and only by growing their forces can they hope to please their god.

The Feats of Vengeance. Falling on the last day of Marpenoth, this is the highest holy day for orcs. Those wanting to duel are seen as blessed if they do so on this day and win. For others, the day is about recalling their victories over their enemies (elves in particular).

The Blood Sacrifice. Once a month, under the dark of a new moon, a sacrifice is made to Gruumsh. This sacrifice is made to maintain the blessing of strength that orcs believe Gruumsh grants them, and failure would sap this strength entirely.

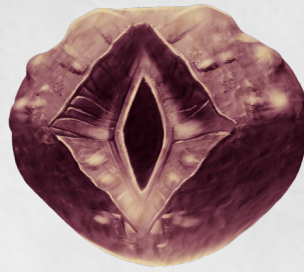
Temples and Shrines. Whenever and wherever shamans can erect shrines to the one-eyed god, they do so. A shrine is considered better than others if it is built on conquered lands.

Background Story Option

d4 Event

- 1 I woke from a dream, covered in the blood of an elf. I realized Gruumsh must be pleased with me and controlled my body. I yearn for that again, to lose control to his rage.
- 2 Elves, filthy creatures, tried storming into our lands. They killed many of my brothers and sisters. Now I have purpose; follow Gruumsh to glory and slaughter the pointy eared mongrels.
- 3 The weak must listen to the strong. This is natural law. Gruumsh is strongest, we all know it. We must listen to him.
- 4 BLOOD FOR THE ORC GOD! WORSHIP GRUUMSH OR ELSE!

Bryan Holmes



CLERIC: BLOODEYE DOMAIN

Bloodeyes are the ultimate fanatics of Gruumsh, putting out one of their own eyes and offering it up as a tribute to their savage god. For the chosen few, this sacrifice is honored with power. A glowing point of light emanates from the socket, replacing the lost vision with a supernatural sense. For the weak or wavering, a pointless maiming is their fate.

Bloodeyes are the heralds of war and slaughter, acting as spiritual rallying points and advisors to war chiefs.

BLOODEYE DOMAIN FEATURES

Cleric Level Feature

1st	Domain Spells, Blessing of Gruumsh, Born for War
2nd	Channel Divinity: Fight On
6th	Channel Divinity: Savage Surge
8th	Divine Strike
17th	Truesight

DOMAIN SPELLS

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

Cleric Level Spells

1st	<i>hunter's mark, predatory sight</i>
3rd	<i>darkvision, vulnerability sight</i>
5th	<i>bestow curse, blazing sight</i>
7th	<i>arcane eye, war sight</i>
9th	<i>flame strike, life sight</i>

BLESSING OF GRUUMSH

Beginning at 1st level, your lost vision is replaced by a supernatural sight. You can see normally, and the socket acts as a focus for several specialized 'sight' spells. The blessing cannot be dispelled but ceases to function while in an area affected by *antimagic field*, in a dead magic zone, or for up to 1 minute if subjected to a *wish* spell. While not functioning, you have disadvantage on attacks and sight-based skill checks. If the eye is ever regenerated, you lose access to your 'sight' spells.

BORN FOR WAR

At 1st level, you gain proficiency with heavy armor and martial weapons. You gain an additional +1 bonus to attack and damage rolls with a spear.

CHANNEL DIVINITY: FIGHT ON

Starting at 2nd level, you can use your Channel Divinity to sustain yourself after a blow that would normally fell you. When you are reduced to zero hit points, you can use your reaction and use your Channel Divinity to restore a number of hit points equal to your Wisdom modifier.

CHANNEL DIVINITY: SAVAGE SURGE

Starting at 6th level, as an action, you can use your Channel Divinity to inspire your nearby allies into frenzied feats of savagery. You and all willing allies within 30 feet of you are instilled with a killing rage. For a number of turns equal to your Wisdom modifier, affected creatures make attack rolls with advantage, and attacks against them are made with advantage. Any creature choosing to be affected cannot end this effect early.

DIVINE STRIKE

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

TRUESIGHT

Beginning at 17th level, you are permanently under the effects of the *true seeing* spell.

Micah Watt



RANGER: FEY STALKER

Gruumsh was cheated by the gods. All of the gods were dedicated to ensuring his orcs had nowhere to exist. But of all the gods, Corellon has always been his most hated enemy. Followers of the orc god often learn how to track and kill elves and their kin.

ARCHER FEATURES

Ranger Level Feature

3rd	Fey Tracker, Fey Stalker Magic, Ritual Scars
7th	Expand the Hunt
11th	Stalker's Rage
15th	Master Stalker

FEY STALKER MAGIC

Starting at 3rd level, you learn an additional spell when you reach certain levels. The spell counts as a ranger spell for you but doesn't count against the number of ranger spells you know.

Ranger Level Spells

3rd	<i>cause fear</i> *
5th	<i>hold person</i>
9th	<i>haste</i>
13th	<i>wall of fire</i>
17th	<i>Bigby's hand</i>

* Xanathar's Guide to Everything

FEY TRACKER

At 3rd level, your skills at hunting fey are well honed. You gain the following benefits:

- When looking at tracks, camps, or other signs of creatures passing, you instantly recognize if they belong to an elf or fey.
- You have advantage on Wisdom (Survival) checks when tracking elves or fey. If you already possess advantage, you can double your proficiency bonus.
- As an action you can cast *detect magic* without using a spell slot, however it only reveals to you magic created by elves and fey.
- Your saving throws have advantage against enchantment spells, and spells cast by elves or fey.

RITUAL SCARS

At 3rd level, you've carved into your own flesh, prayers to Gruumsh to aid in your conquests. While you are wearing no armor, your AC is 10 + your Dexterity modifier + your Wisdom modifier. You may still use shields with this ability.

EXPAND THE HUNT

Starting at 7th level, you begin hunting other foes of Gruumsh. Select one of your favored enemies. Your Fey Stalker abilities also apply that creature type.

Additionally, any of your abilities that cause a target to suffer from, or to be afflicted with, a condition, imposes disadvantage on the saving throws of elves, fey, or the creature of the type chosen in this feature.

STALKER'S RAGE

Starting at 11th level, the first time you damage an elf or fey on a turn, you deal an extra 1d12 damage.

MASTER STALKER

Starting at 15th level, whenever an elf, fey, or the creature type selected by your Expand the Hunt feature, makes an attack roll within 60 feet of you, as a reaction, you can make a melee or ranged weapon attack against that target. Where applicable, your Stalker's Rage ability increases to 2d12 for this attack.

Bryan Holmes

NEW GRUUMSH SPELLS

The following spells are only available to the faithful of Gruumsh who have access to the Blessing of Gruumsh feature from the Bloodeye Domain.

BLAZING SIGHT

3rd-level evocation

Casting Time: 1 bonus action

Range: Self (60 feet)

Components: M (an empty eyesocket)

Duration: Concentration, up to 1 minute

Your supernatural eye bursts into flame. As a bonus action, you may turn this burning gaze on a creature you can see within 60 feet. The target must make a Constitution Saving throw, taking 2d6 fire damage on a failed save.

LIFE SIGHT

5th-level divination

Casting Time: 1 action

Range: Self (30 feet)

Components: M (an empty eyesocket)

Duration: 1 minute

You gain the ability to perceive living creatures out to a range of 30 feet; regardless of visibility conditions, or mundane or magical abilities, that conceal or obscure detection.

PREDATORY SIGHT

1st-level divination

Casting Time: 1 bonus action

Range: Self

Components: M (an empty eyesocket)

Duration: Concentration, up to 1 minute

Your vision is able to discern the following things;

- Identify both the specific strongest and the weakest (measured by total hit dice) creatures in sight, but not actual statistics (you know which creature has the least hit dice, but not how many hit dice it possesses).
- The slowest creature in sight (measured by base speed) but not the actual speed.
- Any creature that is wounded (measured as any hit point loss), regardless of any methods used to conceal the injury.

VULNERABILITY SIGHT

2nd-level divination

Casting Time: 1 bonus action

Range: Self

Components: M (an empty eyesocket)

Duration: Concentration, up to 1 minute

You are able to focus your vision on a single creature and try to determine its weaknesses. As a bonus action, you turn your gaze on a creature, forcing it to make a Wisdom saving throw. On a success the creature is immune to this casting of Vulnerability Sight. On a failure you learn your choice of either its lowest saving throw category (but not the actual number) or one damage vulnerability type it possess (if any). You may continue to use this ability each turn on a single creature for further information, or turn it to a new creature, but each use requires a new saving throw by the target.

WAR SIGHT

4th-level divination

Casting Time: 1 bonus action

Range: Self

Components: M (an empty eyesocket)

Duration: Concentration, up to 1 minute

Your supernatural eye is able to perceive the subtle shifts in combat around you and adjust accordingly. At the start of your turn you may select one of the following options;

- Gain a +2 bonus to AC
- Gain a +2 bonus to saving throws
- Gain a +2 bonus to attack rolls

You may change your selection at the start of each turn.

ILNEVAL

The Horde Leader, The War Maker

Ilneval (Ilnevan)

Though considered a “lesser god”, Ilneval’s teachings stand at the core of every orcish war party. The Horde Leader serves as Gruumsh’s lieutenant and teaches orcs that strength is as much a matter of mind, as it is a matter of body. Ilneval is especially beloved by halfbreeds, tanarukks, and orogs. Though Ilneval is not necessarily powerful in his own right, he symbolizes patience to his followers, who believe one day he will rise up and take everything from Gruumsh. For this reason, Ilnevan followers often take subservient roles to Gruumsh clergy, but are simply waiting for the appropriate time to take power for themselves.

Clergy. Ilnevan priests often serve important roles in their communities, but seldom as leaders. The role of the lieutenant is respected to them, because they function as a vital intermediary between leadership and followers. They are strategists, often deciding the best use for every specialized force within an orcish tribe, even how best to use the diseased, on the battlefield.

Holy Days. There are no firmly established holy days in the Ilneval calendar, but worshippers often keep record of their chieftain’s mistakes. On days in which their leaders have failed them, Ilnevan worshippers commit these events to memory and make prayers to Ilneval, that these failings will culminate in their chief’s eventual downfall.

Non-Orcish Followers. Many non-orcs who fall into orcish tribes, for whatever reason, find themselves gravitating toward Ilneval. The worship of Gruumsh’s lieutenant is as natural as any survival mechanism, as they pray to the god that accepts them for whatever they can offer.

Background Story Option

d4 Event

- 1 When my tribal leader shouted for the warriors to sharpen their axes, it was his lieutenant who commanded the women to sharpen their claws, the stablemasters to prepare the aurochs, and the healers to cart the diseased to the front line to charge in first. I’ve always understood who was really in control here.
- 2 I listened when priests of Ilneval addressed the nurtured, the tanarukks, and the other ‘outcast’ folk of our tribe; building them up and encouraging them to fight hard for all of us. They taught me that strength that is ignored or wasted, is a blight on the tribe.
- 3 When Gruumsh turned his eye away from me, and Bahgtru sneered at the weakness in my arms, it was Ilneval that saw the strength in my mind, and I saw the wisdom in his ways.

- 4 When I was a whelp, a crimson spot bled through my swaddling, though no wound was to be found. The Ilnevan priests considered me marked by the War Maker, and I have prayed to Ilneval my whole life.

Ashley May



BARD: COLLEGE OF THE WARCALLER

If the Warheralds are the tacticians of the orcs, the Warcallers are the firebrands. Warcallers sound the horns and drums of war and incite orcs to greater feats of strength and savagery. Tapping into the primal rage of the race, Warcallers channel the undirected destruction into a wave of purposeful devastation at critical moments and places, to ensure overall victory.

COLLEGE OF THE WARCALLER FEATURES

Bard Level Feature

3rd	Bonus Proficiencies, Sound the Charge
6th	Drums of Rage
14th	Intimidating Cadence

BONUS PROFICIENCIES

When you become a Warcaller at 3rd level, you gain proficiency with medium armor and martial weapons.

SOUND THE CHARGE

Beginning at 3rd level, as an action, you may expend one use of your Bardic Inspiration to inspire a charge in all allies within 30 feet. On their next turn, affected allies gain a +10 feet bonus to their base speed, and a +1 bonus to attack rolls if they move toward and attack a foe. If they choose not to advance or attack, they do not gain this benefit.

DRUMS OF RAGE

Beginning at 6th level, you can exhort an ally to greater savagery. As a bonus action, select one ally within 30 feet. On their next turn, they may make an additional attack as a bonus action, if they take the attack action. If they do not, the ability is wasted. You may use this ability a number of times equal to your Charisma modifier (a minimum of once) and regain all uses when you finish a long rest.

INTIMIDATING CADENCE

Beginning at 14th level, as an action, you may expend one use of your Bardic Inspiration to force all creatures of your choice within 30 feet, that can hear you, to make a Wisdom saving throw or hesitate, momentarily demoralized. On a failed save, each affected creature loses its reaction until the end of its next turn.

Micah Watt

CLERIC: WARHERALD DOMAIN

Warheralds are the blessed of Ilneval, and serve as strike leaders and banner bearers of the orcish hordes. While gifted in strategy and tactics, Warheralds understand the fractious orc nature does not allow for pre-planning, so they instead guide their troops from within the fray to gain advantage on their foes, and temper the more, rash inclinations of their troops.

WARHERALD DOMAIN FEATURES

Cleric Level Feature

1st	Domain Spells, Special Weapons and Tactics, Raise the Banner
2nd	Channel Divinity: Sound the Assault
6th	Channel Divinity: Tactical Redeployment
8th	Divine Strike
17th	Military Discipline

DOMAIN SPELLS

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

Cleric Level Spells

1st	<i>bless, defensive banner</i>
3rd	<i>marching banner, silence</i>
5th	<i>breaching blast, mass healing word</i>
7th	<i>protection banner, wall of fire</i>
9th	<i>passwall, rallying cry</i>

SPECIAL WEAPONS AND TACTICS

At 1st level, you gain proficiency with heavy armor and martial weapons, as well as banner poles (see New Items).

RAISE THE BANNER

Beginning at 1st level, you may display a banner in combat, offering inspiration to your allies. The banner must be either on a banner pole held in your hand, or attached to your armor, and must be visible to generate any effects. A banner pole held in hand precludes the use of two-handed weapons or the use of the hand for a weapon or shield. A banner pole attached to armor reduces speed by 5 feet, and generates disadvantage on Strength (Athletics) checks and checks to escape a grapple or bindings.

While in combat, all allies within 60 feet that can see the banner, gain a +1 bonus to attack rolls and a +1 bonus to saves versus fear effects.



CHANNEL DIVINITY: SOUND THE ASSAULT

Starting at 2nd level, you can use your Channel Divinity to inspire your allies for a punishing assault on your foes. Using your action, you and all allies within 60 feet, gain a bonus to their next attack equal to your Wisdom Modifier.

CHANNEL DIVINITY: TACTICAL REDEPLOYMENT

Starting at 6th level, as an action, you can use your Channel Divinity to redeploy your closest allies. When you use this ability, all allies within 30 feet may use their reaction to take a special move action, moving up to their speed. This movement does not provoke opportunity attacks, but creatures must still observe the standard movement rules regarding things such as, but not limited to, difficult terrain, as normal.

DIVINE STRIKE

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

MILITARY DISCIPLINE

Beginning at 17th level, you project an aura in a 20-foot radius that abjures fear and trickery while your banner is raised, as per the Raise the Banner ability. You and all allies within the effect are immune to being charmed as well as being immune to all fear effects.

Micah Watt

NEW ILNEVAL SPELLS

The following spells are only available to the faithful of Ilneval.

BREACHING BLAST

3rd-level evocation

Casting Time: 1 action

Range: Self (30-foot line)

Components: V, S, M (a door knocker)

Duration: Instantaneous

You create a 30-foot long and 5-foot wide, line of force that shoots out from you in any direction you choose. Each creature in the line must make a Dexterity saving throw. On a failed save, a creature takes 4d8 force damage and is pushed back 15 feet on a failed saving throw. On a successful save, the creature takes half as much damage and isn't pushed.

This spell ignores the damage thresholds of objects, but can only affect non-magical, objects that aren't being worn or carried, in this way.

DEFENSIVE BANNER

1st-level abjuration

Casting Time: 1 action

Range: Self (30 feet)

Components: V, S, M (your banner)

Duration: Concentration, up to 1 minute

While you banner is raised, you create a defensive aura centered on it, out to a range of 30 feet. All allies within the area gain +1 bonus to all saving throws while in the area of effect.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the saving throw bonus increases by +1 for each slot level above 1st. You can convey a maximum bonus equal to your Wisdom modifier (maximum 5).

MARCHING BANNER

2nd-level transmutation

Casting Time: 1 action

Range: Self (60 feet)

Components: V, S, M (your banner)

Duration: 1 hour

While you banner is raised, you create an aura centered on it, out to a range of 60 feet. All allies within the area gain a +5 feet bonus to their base speed. This bonus is lost if they leave the area of effect.

PROTECTION BANNER

4th-level abjuration

Casting Time: 1 action

Range: Self (30 feet)

Components: V, S, M (your banner)

Duration: Concentration, up to 1 minute

While your banner is raised, you create a protection aura centered on it, out to a range of 30 feet. All allies within the area gain a +2 bonus to AC while in the area of effect.

RALLYING CRY

5th-level enchantment

Casting Time: 1 action

Range: Self (30 feet)

Components: V, S, M (a miniature bellows)

Duration: Instantaneous

You bellow forth an inspiring cry, rallying your allies out to a range of 30 feet. All allies regain 1 hit point, and all allies under the effects of ongoing conditions from spells or abilities, may make another saving throw to mitigate these effects, where the spell or ability would normally allow one.

NEW ITEMS

BANNER POLE

A banner pole is a long pole with a cross beam designed to hold a war banner aloft and above the chaos of battle, to identify a person or unit, to convey signals, or to act as a rallying point. A typical banner pole is 12 feet in length; though they can be marginally longer or shorter, with a four-foot to six-foot crossbeam set about one foot below the pole's top, allowing a banner to be hung. Banner poles can be carried in a single hand, resting on the bearer's shoulder. Usually constructed of reinforced wood or steel, these durable items can be used as a two-handed weapon if fitted with a spear point.

Name Banner Pole; **Cost** 12 gp; **Damage** 1d8 piercing; **Weight** 12lb.; **Properties** Heavy, two-handed, reach, special.

Special – The banner pole imposes disadvantage to attacks made with it within 5 feet.

BANNER HARNESS

A banner harness is a battle harness comprised of a belt, chest and shoulder straps, with a pouch and clip designed to hold a banner pole tightly to the wearer's back, projecting it above the wearer. The harness allows a banner pole to be displayed while keeping the bearer's hands free. However, a banner carried in this way is unbalancing, prone to catching on anything above the wearer and acts as a potential point of leverage if grappled. The wearer has disadvantage to Strength and Dexterity ability checks while displaying a banner in the harness.

Cost 25gp, **Weight** 4lbs

SHARGAAS

The Night Lord, the Blade in the Darkness, the Stalker Below

Shargaas (Shargaan)

Worshippers claim the Blade in the Darkness holds dominion over The Night Below, a system of endless, pitch-black caverns, in the lowest layer of Gehenna. Darkness is a blessing of Shargaas, cloaking his devotees in the mantle of the night, that they might move with their god's quickness and stealth to do what must be done. Theft, trickery, and assassination, are all within the realm of Shargaas's blessing, and his dogma teaches his followers to remove weakness from orcish tribes, and eliminate all others.

Holy Days. New moons are days of Shargaan worship, and followers will take this time to sacrifice stolen items to him under the moonless night. The night of the winter solstice, as the longest night of the year, is considered especially holy.

Temples and Shrines. Because of the secretive nature of the Shargaan faith, shrines are often small, and hidden in the darkest caverns. They are dark and unlit, decorated only in black and red, and often serve as a sanctuary to bats, the sacred animal of Shargaas.

Non-Orcish Followers. Though half-orcs are welcome among the faithful, Shargaan dogma is rather clear about eliminating all other races. That being said, strength is paramount, and sufficiently stealthy and successful assassins of other races, can win the favor of Shargaas with enough hard work. Many Shargaan worshippers of other races adopt secular orcish practices as well, to make up for their 'hereditary failings'.

Background Story Option

d4 Event

- 1 When my chieftain made a decision, which put our tribe at risk, I watched a blade pass through his throat the moment the order left his lips. Though chaos briefly ensued, we were reunited by a strong leader, and I have been grateful to Shargaas ever since.
- 2 While walking under a new moon, I heard Shargaas's silent whisper flow through my senses; like a blade passing through flesh, awakening me as though I'd been sleeping all my life. His divine inspiration gives me strength.
- 3 As a lone survivor, I fought tooth and nail and impressed my would-be killer with my strength. They took me into the fold of Shargaan faith and I never looked back.
- 4 From the time I took my first steps, I've walked in the shadow of the Night Lord, and will follow his steps until the day I stumble and fall from his grace.

Ashley May



FIGHTER: SHADOWBLADE

Shadowblade fighters revere the Night Lord. These fighters learn techniques to manipulate shadows, and use darkness to their advantage. They train to skulk through darkness and ambush unwary prey while using shadow magic and martial prowess to defeat their foes.

SHADOWBLADE FEATURES

Fighter Level Feature

3rd	Shadow Sight, Shadow blade
7th	Shadow Shroud
10th	Shifting Shadows
15th	Shadow Step
18th	Darkness Attunement

SHADOW SIGHT

At 3rd level, you gain darkvision out to a range of 60 feet. If you already have darkvision, its range increases by 30 feet.

SHADOW BLADE

At 3rd level, you can use your action to summon a shroud of shadows, surrounding one melee weapon you're wielding. You can choose one of the following effects, that lasts for 1 minute:

- The melee weapon deals an extra 1d4 necrotic damage. The damage increases to 1d6 at 10th level, 1d8 at 16th level, and 1d10 at 20th level.
- Any nonmagical armor a target creature is wearing, isn't calculated into its AC, as the shadowy blade easily finds its way through its defenses.

Once you use this feature, you must finish a short rest before you can use it again.

SHADOW SHROUD

At 7th level, you can summon a shroud of shadows that surround you. For 1 hour, you gain advantage on all Dexterity (Stealth) checks, you gain a +1 bonus to your AC, and you have advantage on Dexterity (Sleight of Hand) checks.

Once you use this feature, you must finish a long rest before you can use it again.

SHIFTING SHADOWS

At 10th level, while your Shadow Shroud is in effect, shifting shadows surround you. Creatures have disadvantage on attacks that only target you, while the shroud is in effect.

SHADOW STEP

At 15th level, when you are in darkness or within a

source of dim light, you can use a bonus action to teleport 30 feet to an unoccupied space of darkness or dim light that you can see.

Once you use this feature, you must finish a short rest before you can use it again.

DARKNESS ATTUNEMENT

At 18th level, your darkvision extends another 30 feet, and you can see in both magical and non-magical darkness. In addition, creatures with darkvision are unable to perceive you by sight-based means, while you are in an area of darkness.

Scott Bean

ROGUE: NIGHT HARVESTER

The domain of the orcish god of darkness and assassination, is a system of caverns known as 'The Night Below'. The devotees of 'The Stalker' known as the Night Harvesters can be found in many places in orcish society; lying in wait and observing their structures of leadership. They are ever vigilant in their duty to remove weakness from their tribes. When a leader stumbles, they are often dead before they hit the ground. Such is the will of their god, the Blade in the Darkness, The Lord of the Night, Shargaas.

NIGHT HARVESTER FEATURES

Rogue Level	Feature
3rd	Smell Fear, Cull the Weak (1d6)
9th	Dissection
13th	Tunnel Walker, Cull the Weak (2d6)
17th	Exploit

SMELL FEAR

Cowering weaklings are an abomination. When you choose this archetype at 3rd level, you learn to identify weakness in others at a glance. Once per combat, as a bonus action, you appraise all creatures that you can see. The DM tells you which creature has the lowest score in one of the following characteristics of your choice:

- Strength score
- Constitution score
- Current hit points
- Armor Class

CULL THE WEAK

The Night Lord does not suffer the weak. Starting at 3rd level, when using your sneak attack on a creature that has already taken damage this round, you may add an

additional 1d6 to your sneak attack damage. When you reach 13th level, this additional sneak attack damage increases to 2d6.

DISSECTION

Starting at 9th level, you may spend one hour examining the remains of a creature you killed or that you saw when it died, in order to learn its weaknesses. For the next 24 hours, your attacks can ignore one resistance of your choice in creatures of the same type (beast, undead, fiend, etc).

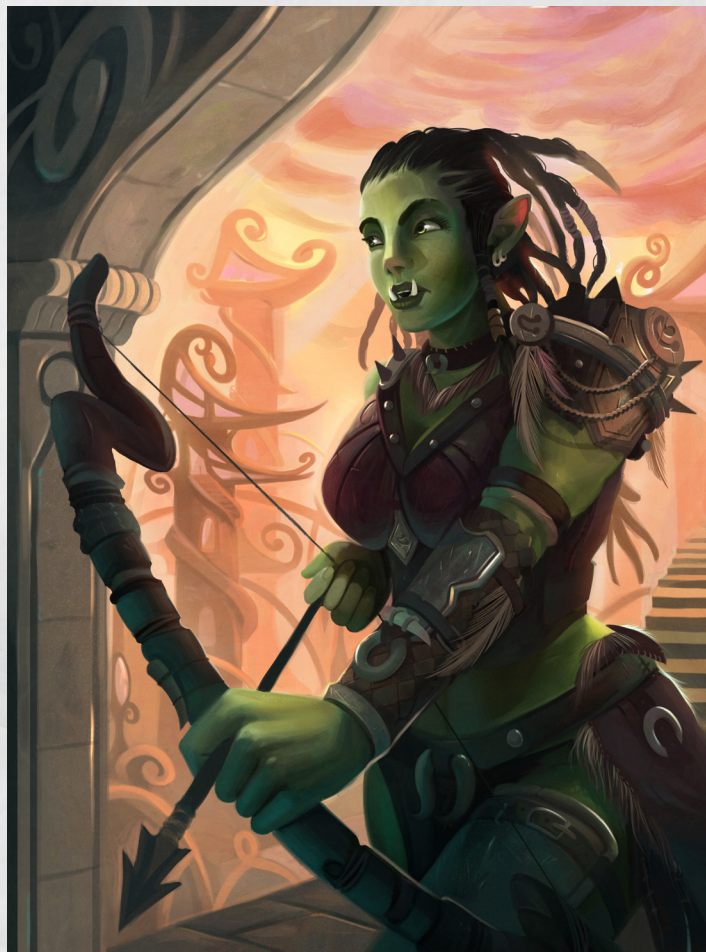
TUNNEL WALKER

Starting at 13th level, you can see normally in darkness, both magical and non-magical, out to a range of 120 feet. While in dim light or darkness, you may move an additional 10 feet while ever you remain in dim light or darkness.

EXPLOIT

Starting at 17th level, when another creature you can see misses an attack or fails a saving throw, you may use your reaction to make a single attack against that creature. You have advantage on this attack.

Ashley May



HOLY TEXTS

The following are a selection of unique Holy Texts from the various religions detailed in *Faiths of the Forgotten Realms*. These are by no means the definitive works of the religion, merely representative of the types of holy books that might be found across Faerûn. They are likely to be found in the possession of a high ranking figure in the clergy, and at a site of significance.

ARVOREEN: THE TAPESTRY OF VIGILANCE

In trying to teach halflings about the importance of watchfulness and protection, the followers of Arvoreen have come up with a novel solution; a broad tapestry that holds the image of every heroic halfling who followed their goddess, and how they died. This ever-expanding holy relic has become a living history into the stout folk, being both a tribute and a heavy reminder, that their duty is sacred. Followers are expected to try to memorize the original, and craft their own version of it. While it is considered an important and holy relic, it is never actually on display. Instead near perfect copies are kept so that should something happen to one, another is ready for display (a great act of watchfulness in and of itself). *Bryan Holmes*

DEEP DUERRA: THE PRECEPT

Having shunned the powers of wizards and other spellcasters who don't use their minds to manipulate the world around them, the idea of the faithful having a tome or other book is ludicrous. Instead, crystals that are specially tuned to psionics are crafted by her followers in secret rituals. Only by connecting to the crystal with telepathy, as though it were a creature, can they learn the 'writings' contained within. To anyone else, these are simply natural, pretty, but very mundane, crystals.

Bryan Holmes

DUMATHOIN: THE ENIGMA STONE

The accounts of the enigma stone, both its description and its contents, are many and varied. This is courtesy of a deliberate campaign of Dumathoin's faithful to obscure the truth with as many credible falsehoods as possible.

The most widely believed account is that the enigma stone is a massive clear diamond, roughly 2 feet in length and 1 foot in width, cut in the classic round style. Some stories suggest the enigma stone levitates on its own, or has been known to teleport to locations under its own power and direction. Although the surface looks clear, it is set in an unknown cipher, and is actually inscribed in runes so small and perfect, that they are invisible to the naked eye, requiring eyes of minute

seeing to actually read. It is said that anyone able to decrypt the cipher would have access not only to the holy rites of Dumathoin, but some of the most potent and potentially devastating secrets of the multiverse, hidden on the stone for safe keeping.

Micah Watt

EILISTRAEE: THE VEIL

The Veil is a weightless, translucent garment similar to a kimono. A close examination indicates musical notes sewn into the fabric in silver thread – a hidden song. When worn by a creature that dances under a full moon, accompanied by this melody (sung, played, or otherwise) the veils trailing edges leave words and images in the air, recounting the history of Eilistraee, her break from the Dark Seldarine and journey to the surface, and her joyous discovery of the moon that became intrinsically woven into her faith. As the dance continues, the veil displays descriptions and illustrations of the holy rites of the faith, all intricate dances for various ceremonies and purposes. The images last as long as the dancer continues, fading as the dance ends.

Micah Watt

FLANDAL STEELSKIN: THE LOREHAMMER

The lorehammer is a plain looking blacksmith's hammer cast in gold, though without the weakness of the usually soft metal. The haft of the hammer is an unknown black colored wood, unmarred with use. Stories suggest the hammer is occasionally found with the handle wrapped in a long linen cloth, but the accounts are inconsistent. The hammer demonstrates the hardness of forged steel and can be used as a masterfully balanced tool for that purpose.

If the correct prayer to Flandal is known, and chanted aloud by the smith as they work, the hammer causes writing of fire to appear on struck metal objects, lasting only a few minutes before fading, leaving the object unharmed. Legends suggest in addition to the holy rites of the faith, the hammer can impart formulae for a range of exotic metal alloys, and the means to forge them.

Micah Watt

GRUMMSH: THE LITANY OF WAR, DEATH AND CONQUEST

The one-eyed god demands the expansion of orcs into the territories of other beings. His children don't traditionally keep written records, but shamans have been known to inscribe the lessons in the form of icons into their weapons and equipment, as well as in tattoos. The most holy relic of all is the Litany of War, Death,

and Conquest: a wardrum of immense size, crafted by the first three shamans (War, Death, and Conquest) who followed Gruumsh. Their skin was literally tattooed with his messages, and when they died, these were drawn over the drums so that every beat would be a lesson to the tribes of the conquering god.

Bryan Holmes

ILNEVAL: THE ELFSKIN BANNER

The Elfskin banner is a pale stitched banner of flayed elfskin, three feet wide and over 8 feet long. The stitching is elven sinews, and the banner pole it hangs from is 100 fused elven femur bones, topping over 12 feet in height. Both sides of the banner depict the bloody sword symbol of Ilneval centrally, while the rest of the canvas is covered in orcish script in ink made from elven blood. The text recounts the holy laws of Ilneval, strategy and tactics, accounts of glorious victories, and anatomical weaknesses of a multitude of races – all the information a warrior needs to gain advantage over their foes in battle. Legends claim the banner can instill a berserk rage in warriors that view it, and that it bursts into flame if anointed in elven blood.

Micah Watt

KIARANSALEE: MORINKYORA

A book consisting of a literal spine, clad in drow skin, and inked in the blood of a thousand innocents, the Morinkyora is a manual for seeking out the secrets to becoming a lich. Written by Kiaransalee when she was alive, this was originally a journal but has taken on the position of the highest holy book by her followers. The book refuses to open for anyone wishing to read the contents: eyes and a mouth are stitched into the cover and they recite the information from within the tome. Should the book deem the reader unworthy of undeath, it teaches them incorrectly, allowing their soul to directly feed worthy lich followers of Kiaransalee.

Bryan Holmes

MORADIN: THE DIVINE ANVIL

The Divine Anvil is a mithril anvil three feet long and 2 feet wide (at its widest point), etched with barely visible lines and symbols. These do not constitute a known language. When a faithful supplicant sings the Deep Rites and strikes the anvil with a consecrated hammer, blue fire fills the symbols, spelling out the hidden knowledge within to the cadence of the holy songs. The various rites unlock deeper mysteries of the faith, including the secrets of enduring, magical craft, and the formula to the forging of legendary arms and armor. Legend tells of lost songs that reveal secrets to shape the earth or shatter steel from a distance with a single ringing hammer blow.

Micah Watt

SEHANINE: THE MOONLIT MANUSCRIPT

This large tome is around 2 feet in height, 1 foot in

width, and 8 inches thick. Its front and back covers are solid silver plates, engraved with intricate patterns surrounding a full moon. The book is bound in white leather, and the internal pages – soft pale parchment that feels like silk – are blank.

If the book is exposed to natural moonlight, the blank pages glimmer with a silvery light and the contents appear. The tome contains the rites and responsibilities of the faith, and their duty within the greater elven community.

The silver covers abjure the touch of fiends or undead, but lycanthropes can handle it without discomfort.

Micah Watt

SHARINDLAR: THE ALMANAC OF DAWN

Like other dwarven books, the almanac is the pinnacle of bookbinding. The pages within are a manual for dwarf life. Every single aspect of life from birth, through youth, and into adulthood, the entire dwarven lifecycle is described within. The book has two security features: the first is a padlock that prevents the tome from being opened by just anyone, and then, the more lurid and controversial topics are located beneath a specially crafted chamber at the back of the book. This is crafted from adamantium and requires four additional keys to access. The followers of Sharindlar consider it to be heresy of the greatest order, for any of the contents of those chapters to be copied.

Bryan Holmes

TIAMAT: THE 666 COINS OF TIAMAT

Dragons desire to have vast treasure hoards and little else. To get her children, and by extension anyone who would follow their draconic might, to learn her lessons, she had to inscribe them onto holy coins. These 666 coins will randomly appear in hoards across the plains, and any creatures who understand draconic are drawn to them. Each of these coins is specifically numbered with a minting order and is inscribed with a portion of the teachings of Tiamat. Most of the lessons are vanity proclamations talking about the awe and majesty of Tiamat herself.

Bryan Holmes

ZANDILAR: THE CELESTIAL MOVEMENTS

An elaborate tome, created from ivory, precious metals, and other expensive materials, The Celestial Movements looks on the surface to be a book detailing the movement of stars and other planets. However, to followers of Zandilar, the words of the book have a much greater meaning; detailing secret dances, each tied to a particular parable or moral lesson Zandilar wishes to impart upon her worshippers, who can use the dances taught by the manual to identify each other.

Bryan Holmes

NEW MAGIC ITEMS

BALM OF ANIMATION

Balm of Animation

Wondrous item, rare

Followers of Kiaransalee create this balm as a final test when they become acolytes. If they make the balm incorrectly, the raised creature is uncontrolled, killing and consuming the creator of the balm.

Applying the balm to a corpse takes 10 minutes. If this process is interrupted in any way, the balm is consumed, and the corpse rises immediately to kill the creature who applied it.

If successful, the balm raises the corpse as a zombie that obeys your command. Use the existing statistics for the creature, however its type changes to undead, it gains immunity to the poisoned condition, and resistance to poison damage. It also gains the following trait:

Undead Fortitude. If damage reduces the creature to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the creature drops to 1 hit point instead.

Bryan Holmes

BLINGDENSTONE WARPICK

Weapon (*war pick*), *rare*

These war picks are forged in Blingdenstone by the deep gnomes to aid in their mining efforts and to protect against drow intrusions.

A Blingdenstone warpick has a +1 bonus to attack and damage rolls. In addition, once per day, its wielder can speak its command word and cause the pick to secrete acid for 1 minute. During that time, a creature hit by the weapon takes an additional 1d6 acid damage.

Scott Bean

EVERBRIGHT BLADE

Weapon (*an elven bladed weapon*), *rare*

Everbright weapons are forged by the elves, and are often carried by forest protectors, to aid in tracking foes through dark sylvan forests and the Underdark.

The Everbright blade grants a +1 bonus to attack and

damage rolls, and sheds bright light in a 15-foot radius, and dim light for an additional 15 feet.

Once per day, its wielder can hold the sword aloft, speak its command word, and create a flash of bright light that blinds creatures who can see it. A creature within 30 feet that can see the flash of light must make a successful DC 15 Constitution saving throw, or be blinded for 1 minute. A blinded creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Scott Bean



FAITHLESS PERIAPT

Wondrous item, uncommon (requires attunement)

This small golden pendant, shaped like a single tear, hangs from a fragile looking chain. Despite its name, this is an item designed for divine casters to conceal their faith and affiliation, while still allowing

contact with their deity.

While attuned to the pendant, it acts as a holy symbol, and all visible images and paraphernalia of your faith, are magically obscured. Additionally, divination spells and abilities designed to determine your faith, return indecipherable results. It does not however, shield you from other divination effects.

Micah Watt



MINDSHIELD

Wondrous item, very rare (requires attunement)

This cerulean helmet covers the entire head of the creature, giving it an other-worldly appearance, that somehow crosses cephalopod with insect.

While attuned to this item, if you become charmed, you can instead choose another creature within 30 feet of you to become the target. That creature must succeed on a DC 15 Wisdom saving throw or become charmed. If the target is immune to the charmed condition, you cannot target them this way.

Additionally, you can telepathically speak with any creature who is charmed by your spells or abilities.

Bryan Holmes

RESTORATIVE CHALICE

Wondrous item, rare (requires attunement)

These chalices vary in appearance and material, but are most often found crafted of silver, gold, or crystal, and are emblazoned with the symbol of a deity important to the maker, or one associated with healing or renewal.

As an action, you may change a measure of liquid within to a restorative draught. Consuming the draught heals the creature that consumes it for 24 hit points, and grants them the benefits of the *greater restoration* spell. The draught must be consumed within 1 minute of creation to benefit from these effects.

In addition, for 10 minutes after consuming the draught, the creature that is attuned to the chalice, benefits from a *bless* spell that does not require concentration to maintain.

Once the chalice has been used, it can't be used again until the next dawn.

Micah Watt

RING OF SPELL BATTLE

Ring, rare (requires attunement by a spellcaster)

This battered, plain looking silver ring, is potent on an attuned spellcaster's hand. The ring has 3 charges that are replenished each day at dawn.

While attuned to the ring, the wearer can use its reaction to both identify a spell that it can see being cast within 30 feet, and cast *counterspell* using one or more of the ring's charges. It costs one charge to cast *counterspell* at 3rd level, two charges at 4th level, and three charges as a 5th level spell.

Scott Bean

ROD OF CATS

Rod, very rare (requires attunement)

This rod is 7 feet long with a cat's head carved atop. The rod is considered a +1 quarterstaff when used as a weapon. While attuned to the rod, the wielder gains advantage on Strength checks when climbing, as well as on Dexterity (Stealth) checks. In addition, the wielder gains darkvision out to a range of 60 feet, or if they already have darkvision, its range increases by 30 feet. Once per day, the attuned wielder can speak a command word and for 1 minute, they can see through both magical and non-magical darkness to 60 feet, as if it were dim light.

The rod has a hidden compartment in its head, that can either fit a set of thieves' tools or a small scroll case.

Scott Bean

SEVERING SPIKE

Wondrous item, very rare

This foot-long steel spike is engraved with runes that visibly crawl across its surface.

As an action, you may drive the spike into any solid surface with little effort. All spells that require a holy symbol as a component, automatically fail when cast within 20 feet of this point, as if subject to an *antimagic field* spell. If the spike is driven into an altar or other fixed consecrated site (or one particularly important to a recognized religion), this distance increases to 40 feet.

Once placed, the spike is permanently affixed and can only be removed with a DC 20 Strength check, or by being destroyed. The spike has an AC of 20, a damage threshold of 5, and 60 hit points. Once removed (or destroyed) the spike loses all magical properties.

Micah Watt

SHARINDLAR'S CURATIVE OILS

Potion, uncommon

When imbibed, this potion fills the body with warmth. If the creature is suffering from any effects that can be ended by a saving throw, it may immediately attempt to do so for each effect.

Additionally, the creature recovers a number of hit points equal to twice its level. If this would heal the creature beyond its maximum, it gains that number of temporary hit points instead.

Bryan Holmes



SHIELD OF THE FAITHFUL

Armor (shield), rare (requires attunement)

This heater shield has a smooth, polished surface, that displays no heraldry. Once attuned, you may use an action to alter its shape, texture, and color as you desire, though it retains the weight, properties, and general shape of a shield. As part of this transformation, you may display any heraldry you desire, including a holy symbol. If a holy symbol is chosen, it acts as a focus for spells and abilities requiring a holy symbol.

As an action, you may cause the shield to radiate the divine power of your god, causing all creatures of your choice in a 30-foot cone to make a Constitution saving throw (DC equals 8 + your proficiency bonus + your Wisdom modifier), or be blinded for 1 minute. A successful saving throw negates the blindness. The blinded creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Once this special action is used, it can't be used again until the next dawn.

Micah Watt

SHIELD OF THE PARAGON

Armor (shield), very rare (requires attunement by a cleric, or paladin)

This heater shield has a smooth, polished surface, that

displays no heraldry. While holding this shield you gain a +1 bonus to AC. This bonus is in addition to the shield's normal bonus to AC.

Once attuned, you may use an action to alter its shape, texture, and color as you desire, though it retains the weight, properties, and general shape of a shield. As part of this transformation, you may display any heraldry you desire, including a holy symbol. If a holy symbol is chosen, it acts as a focus for spells and abilities requiring a holy symbol.

As an action, you may cause the shield to radiate the divine power of your god, causing all creatures of your choice in a 30-foot cone to make a Constitution saving throw (DC equals 8 + your proficiency bonus + your Wisdom modifier), or be blinded for 1 minute. A successful saving throw negates the blindness. The blinded creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Once this special action is used, it can't be used again until the next dawn.

You may expend your Channel Divinity to power the blinding ability of the shield, and you may do so even if the shield's ability has already been expended.

Micah Watt

SHIELD OF THE AVATAR

Armor (shield), legendary (requires attunement by a cleric, or paladin)

This heater shield has a smooth, polished surface, that displays no heraldry. While holding this shield you gain a +2 bonus to AC. This bonus is in addition to the shield's normal bonus to AC.

Once attuned, you may use an action to alter its shape, texture, and color as you desire, though it retains the weight, properties, and general shape of a shield. As part of this transformation, you may display any heraldry you desire, including a holy symbol. If a holy symbol is chosen, it acts as a focus for spells and abilities requiring a holy symbol.

As an action, you may cause the shield to radiate the divine power of your god, causing all creatures of your choice in a 30-foot cone to make a Constitution saving throw (DC equals 8 + your proficiency bonus + your Wisdom modifier), or be blinded for 1 minute. A successful saving throw negates the blindness. The blinded creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. You regain the use of this ability after finishing a short rest.

You may expend your Channel Divinity as a bonus action to power the blinding ability of the shield, and you may do so even if the shield's ability has already been expended.

Micah Watt



SLIPPERS OF FREE MIND

Wondrous item, uncommon (requires attunement)

While attuned to these silk slippers, you have advantage on saving throws against being charmed. Additionally, you have advantage on Charisma (Performance) checks made while dancing.

Bryan Holmes

SPEAR OF RETRIBUTION

Weapon (spear), uncommon (requires attunement)

When Gruumsh is displeased with one of his clerics, they are often cursed with a Spear of Retribution. These magic spears attune themselves to the cleric who displeased Gruumsh, or any non-orc who picks the weapon up.

The weapon functions as a normal spear, but with a -3 penalty to attack and damage rolls until the wielder is damaged by a creature that is not an orc. Against that creature, the weapon functions as a +3 magic weapon.

Curse. This weapon is cursed and becoming attuned to it extends the curse to you. Until the curse is broken with a remove curse spell or similar magic, you are unwilling to part with the weapon. Additionally, while cursed, you cannot benefit from long rests, as Gruumsh wishes to weed weak orcs out of his tribes.

The weapon's curse is removed when the wielder kills a prespecified number of creatures (DM's decision), and becomes a +1 spear that returns to the throwers hand

as a bonus action.

Bryan Holmes

SPIDER ROD

Rod, rare

Crafted in the Underdark by the drow, these rods are often used by dark elven war parties to capture creatures to use as slaves. Each of these rods has 8 charges that replenish each night at midnight.

The rod's wielder can expend one of the rod's charges to cast the *web* spell (save DC 15). Alternatively, the wielder can expend two charges and use the rod to make a ranged spell attack (+7 to hit) to shoot strands of silk at a creature that it can see within 60 feet. On a hit, if the creature is Large or smaller, it is entangled by the webs and is grappled and restrained. An entangled creature can use its action to make a DC 20 Strength check to break free.

Scott Bean

STORM ARMOR OF THE EARTH'S CHILDREN

Armor (plate), legendary (requires attunement by a dwarf, gnome, or halfling)

This exquisitely crafted plate armor was created by the faithful of Moradin, and is often granted to exemplary champions sworn to protect earthen enclaves from the encroachment of evil forces.

The armor adjusts itself to fit dwarves, gnomes, and halflings who attune to it; creatures of other races may not wear or attune to this armor.

Once attuned to the armor, the wearer gains a +2 bonus to AC, and resistance to cold, fire, lightning, and thunder damage.

Scott Bean

THE DARKHIDDEN

Ring, very rare (requires attunement)

This ring is forged of dull silver and engraved with closed eyes around the circumference of its surface.

When worn by a creature attuned to the ring, it grants its wearer *invisibility* to both darkvision and normal vision, and grants the benefits of *nonetection* while heavily obscured by darkness. While in areas of bright or dim light, the wearer can be seen and detected normally.

Scott Bean

THE FIST

Wondrous item, rare

The dwarves forged these gauntlets out of adamantite and blessed them with magic. Dwarven fighters and barbarians sometimes wear these gauntlets to pummel their enemies asunder.

These gauntlets have sharp metal points at the knuckles; when used in battle, they are considered light weapons with a +2 bonus to attack and damage rolls, and deal 1d6 + the wearer's Strength modifier piercing damage.

Scott Bean

THE FIVE TERRORS OF TIAMAT

Weapon (flail), very rare (requires attunement)

This terrifying five headed flail is enormous, granting it the heavy and two-handed properties. The damage of this flail is impressive, dealing 1d10 bludgeoning damage plus 1d4 fire, 1d4 cold, 1d4 electricity, 1d4 poison, and 1d4 acid damage.

However, this power comes as a terrible cost. If a creature dies within 10 feet of the wielder and the creature did not die by the wielder's hand, the wielder suffers 1d4 fire, 1d4 cold, 1d4 electricity, 1d4 poison, and 1d4 acid damage.

Bryan Holmes

WATCHSTONE

Wondrous item, rare

Crafted by followers of Arvoreen to aid in their vigilance against magical threats, these stones are painted with a magical pigment that turns them white. If any creature that has the Shapechanger ability holds the stone, it turns blue. If any creature that is under the effects of an illusion or enchantment spell holds the stone, it turns red.

Bryan Holmes



SENTIENT MAGIC ITEM

TARENTEEN

Wondrous item, legendary (requires attunement)

Tarenten was one of the star elves of the Yuirwood, a devout cleric of Zandilar, and creator of the first pair of *slippers of free mind*. *Tarenten* had stayed behind when the nilshai forced her people back to Faerûn, and her heroic death was honored by Zandilar, by reforging her spirit into a unique pair of slippers.

While attuned to *Tarenten*, you have advantage on saving throws against being charmed, and gain a +3 bonus to the roll. Additionally, you have advantage on Charisma (Performance) checks made while dancing, gaining a +3 bonus to the roll.

You can cast *Otto's irresistible dance* 3 times. Once you use the slippers to cast this spell, you can't cast that spell again from it until the next midnight.

Sentience. *Tarenten* is a sentient chaotic good wondrous item with an Intelligence of 14, a Wisdom of 18, and a Charisma of 10. She cannot see, but has hearing out to a range of 60 feet. *Tarenten* speaks and understands common and elven.

Personality. *Tarenten* seeks to revive the many slain star elf gods, her purpose has been to spread her beliefs throughout Faerûn. Any time elven history comes up, she has a deep desire to understand it. She has a love for all things music.

Bryan Holmes

CONTRIBUTOR BIOGRAPHIES

SCOTT BEAN

Scott is the owner of Dragon Rock Games, which he started in 2016 with his first release on the DMs Guild – the Spirit Shaman character class. The bulk of Scott's game design experience includes developing character classes, class archetypes, spells, and magic items. Scott's project work experience includes art direction, editing, layout, product design, project lead, and writing. Some of his best-selling work has been released through collaborations, which include 'Elminster's Guide to Magic', 'Faiths of the Forgotten Realms', 'Monsters of the Guild', and 'Player's Companion'. @dragonrockgames on Facebook and Twitter.

DANTE EZIO CIFALDI

Dante Cifaldi is an Artist with a passion for all things entertainment, whether that be movies, videogames, books, or TTRPG's, and harbors a great ambition to work professionally across all areas one day.

He is most actively associated with Pyromaniac Press as the Lead Artist, ranging from Artwork, to Cartography and the Graphic Design Elements that can be found throughout the Adventure Path 'What Lies Beyond Reason', and the D&D 5e hardcover deity supplements 'Faiths of the Forgotten Realms 1 & 2'. You can find him on Facebook by his name or check out his Artstation https://www.artstation.com/dante_ezio_c.

STEVE FIDLER

Owner of Vorpal Dice Press, Steve started his foray into 5th Edition writing with multiple OGL titles on DriveThruRPG, as well as a whole host of content created under the Fan Content Policy such as the Warden class and Variant Fighter. Upon branching out to DMsGuild, Steve launched with the Krakin race supplement for Ghosts of Saltmarsh and followed that with the bestselling Prism class. All while somehow juggling a full-time job in the film industry and a pair of twin daughters who keep him more than busy enough!

ANNE GREGERSEN

Ever-working design student and certified Viking, Anne Gregersen is a writer, layout designer, and content creator from the cold reaches of Scandinavia. She has been involved with multiple projects on DMsGuild,

including solo releases like the bestselling series 'Monster Loot', and international collaborations such as 'Monsters of the Old World'. Her ramblings are found in their purest and most saturated form on Twitter @AnnesFlashBack where she posts bad jokes, quality puns, and musings about various aspects of student life.

MARQUIS HARTIS

Marquis is a writer of historical fiction and a creator of fantasy worlds. Their projects include editing and developmental work on the Ravaged Wasteland of Crifoth and the new 5E setting Scavenger: Nomads of Uncharted Worlds.

BRYAN HOLMES

It's said that if you listen very carefully, at the quietest point in the middle of the night, the echoes from clacking keys can be heard. As it turns out, these legends are true, and the clacking comes from Bryan's keyboard. Between being a programmer during the day, an author at night, a father all the time, and a moderator for the unofficial DMsGuild Discord, it seems like his soul must have been traded in a contract to somehow have more hours in the day than physics would allow. For a preview of what one can do with infernal gifts like these, check out the 'Backgrounds of Faerûn' series, 'Feats of the Forgotten Realms', or 'Hellbound Heists' on the DMsGuild.

JUSTYN JOHNSTON

Justyn has worked on a number of DMs Guild projects, as both a writer and an editor. His works include the highly acclaimed 'Artifacts of the Guild' and 'Advanced Arcana'. You can find him on Twitter @dnd_JJ.

RYAN LANGR

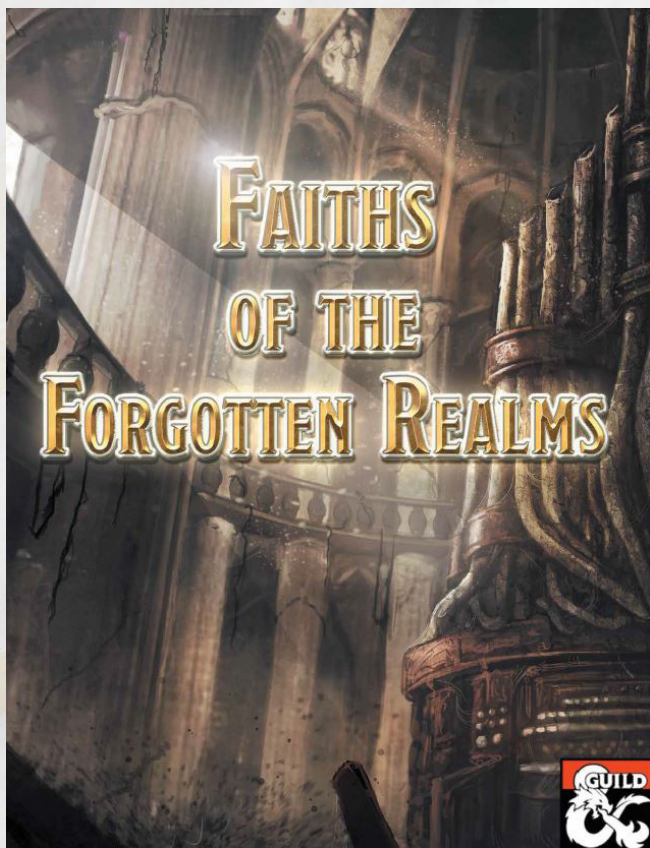
Owner of Realmwarp Media, Ryan incorporates his passion for creating variant and optional mechanics in most of his products for D&D 5e. He's known primarily for his variant race mechanics 'Grazilaxx's Guide to Ancestry', and for his 'Time Traveler's Guide to Chronomancy'. You can follow him on facebook at @realmwarpmedia, or on Twitter at @RealmwarpM.

ASHLEY MAY

Ashley May is a writer who found ways to pursue her passions for worldbuilding, role-playing, and cooperative storytelling, all within Dungeons & Dragons. She is best known for her works 'Festivals, Feasts, and Fairs', a guide to turning your "pleasant downtime" into a fully interactive experience, and 'I Had To Go Because', the solution to every campaign's worst nightmare; poor attendance. She prefers to take small, neglected subjects, throw them under a microscope, and examine all of their facets in minute detail. You can follow her on Twitter at @AshleyMayWrites.

ISAAC MAY

Isaac May, one half of YouMayTry Publishing is a writer by day and a... writer by night. Mostly he writes things, but there are times where he acts as editor, game designer, and even spiritual guide. Isaac is well known for his 'Weird Stuff' series and his endless colabs with his partner in crime, Ashley May. You can find Isaac's works on the DMsGuild and can find him on Twitter at @IceyKindaDicey.



MICAH WATT

Shrouded in mystery, hidden in darkness, and rumored to be the chosen of Dumathoin (because he started the rumor) Micah is the owner of Pyromaniac Press, and a successful Pathfinder and D&D 5e designer. Known widely for his epic adventure path 'What Lies Beyond Reason', the 'Rex Draconis RPG' conversion, and the D&D 5e hardcover deity supplement 'Faiths of the Forgotten Realms', you can stalk him at www.pyromaniacpress.com, or on Facebook or Twitter @pyromaniacpress.

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