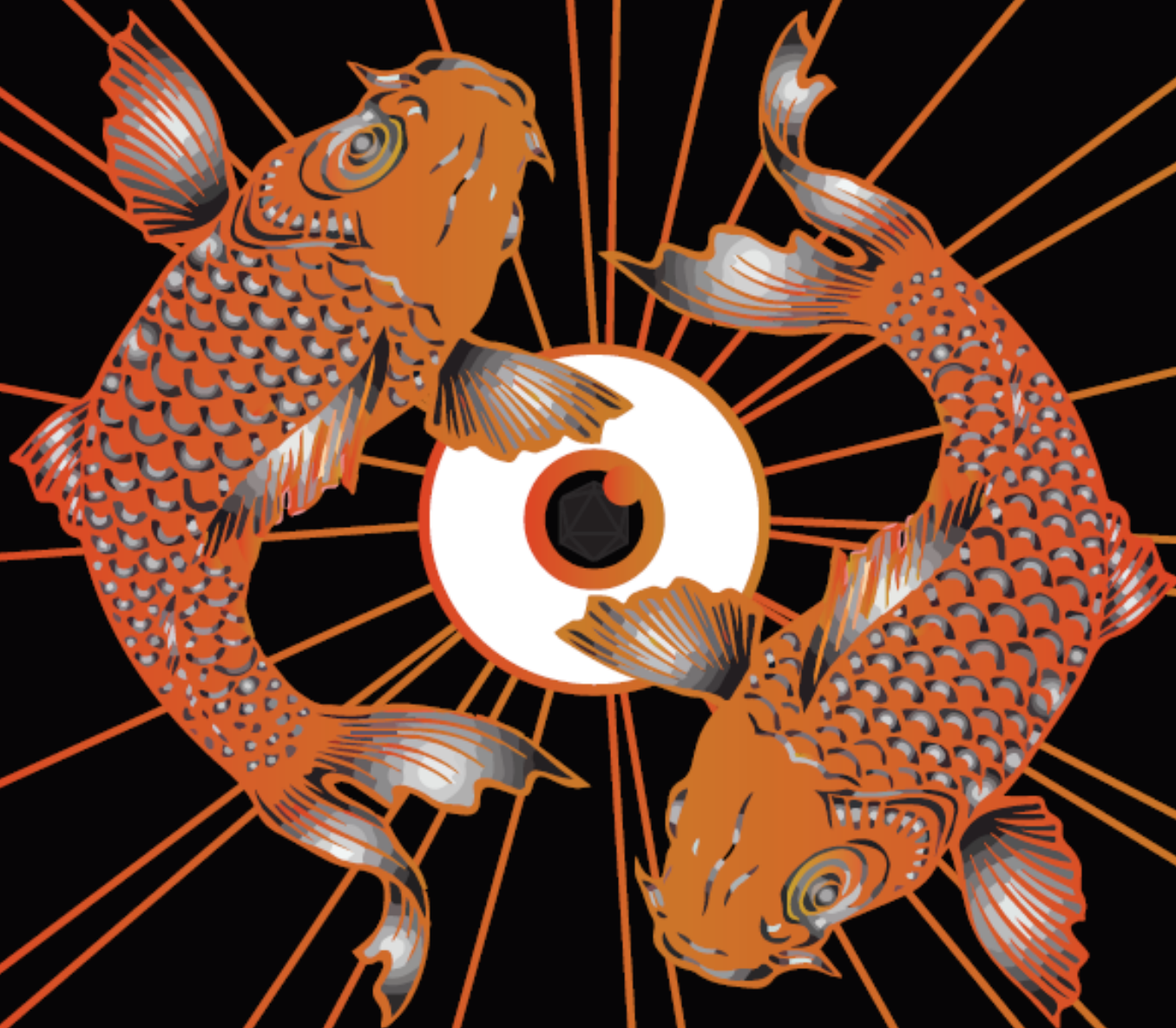


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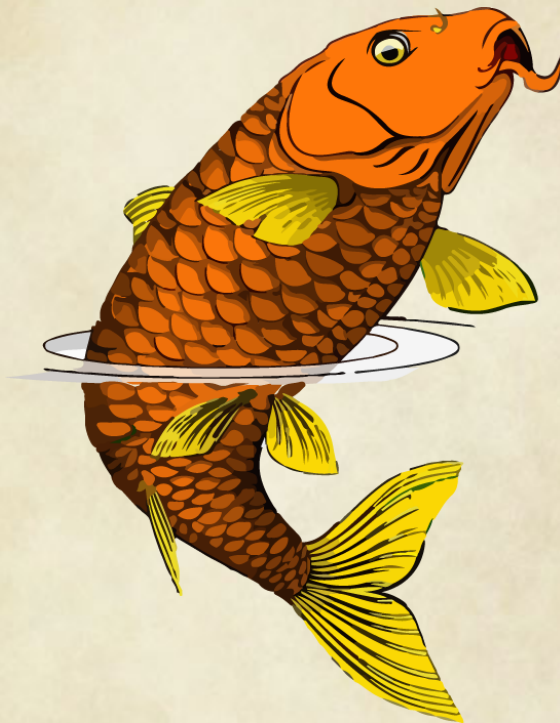
Guide to Everything Else



Just when you thought you were done, even more
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SYLGAR'S GUIDE TO EVERYTHING ELSE

INSIGHTS AND OPTIONS FROM THE OTHER SIDE OF THE FISHBOWL



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On the Cover: A stylized depiction of Sylgar and the ever-watchful Xanathar, by Kyle Consolver

Disclaimer: Sylgar and all of his thoughts, however brief, are the highly intellectual property of Xanathar, supreme and undisputed ruler of his domain. Sylgar humbly thanks Xanathar for feeding him, cleaning his bowl, and especially for the small castle that he loves so much.

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CHAPTER 1: CHARACTER OPTIONS

This chapter details numerous options for your character that supplement the classes and options listed in the *Player's Handbook*.

SUBCLASSES

Class	Subclass	Level Available	Description
Barbarian	Path of the Wild Tamer	3rd	Fight alongside a beast companion
Barbarian	Path of the Brawler	3rd	Eschew weapons for your fists and feet
Barbarian	Path of the Inner Beast	3rd	Unleash a bestial, rage-fueled transformation
Barbarian	Path of the Battle-Scarred	3rd	Draw power from the wounds you suffer
Barbarian	Path of the Inverted Mind	3rd	Channel your rage to give your mental strength
Barbarian	Path of the Wild Mage	3rd	Channel the magic of druids in battle
Bard	College of Sound	3rd	Use the magic of sound to track and locate
Bard	College of Eloquence	3rd	Deliver stirring speeches to inspire your allies
Bard	College of Dance	3rd	Perform with dances that weave magic around you
Bard	College of the Crew	3rd	Enjoy a home at sea, surrounded by shipmates
Cleric	Undeath Domain	1st	Use the forces of necromancy to grow in power
Cleric	Hunt Domain	1st	Revel in the hunt and find home in the forest
Cleric	Luck Domain	1st	Twist fate and fortune to your favor
Druid	Circle of Pestilence	2nd	Use the corruption of the wood in your magic
Druid	Circle of the Beast	2nd	Strengthen your bond with beasts with a companion
Druid	Circle of the Crescent	2nd	Modify your shapechanging into a hybrid form
Druid	Circle of the Totem	2nd	Conjure totems to help allies and harm foes
Fighter	Weaponsmith	3rd	Craft unique weapons that set you apart in combat
Fighter	Skirmisher	3rd	Move among your foes and exploit enemies' weakness
Monk	Way of the Slayer	3rd	Smite the forces of darkness in the world
Monk	Way of the Zen Archer	3rd	Wield a ranged weapon alongside your martial arts
Monk	Way of the Sensei	3rd	Dispense invaluable advice to your companions
Monk	Way of the Swift Step	3rd	Move with speed that defies the possible
Paladin	Oath of Equilibrium	3rd	Keep the balance in the forces of the world
Paladin	Oath of the Code	3rd	Uphold a code of honor and loyalty
Paladin	Oath of Cooperation	3rd	Work with your allies to defeat great obstacles
Ranger	Dracowarden	3rd	Channel the magic of the majestic dragon
Ranger	Magebane	3rd	Fight off forces of magic that defile the natural world
Ranger	Survivalist	3rd	Outlast the forces of the world that bring others low
Rogue	Skinchanger	3rd	Change your form to better carry out roguish tasks
Rogue	Trap Maker	3rd	Ensnare your foes with clever traps and tricks
Rogue	Masquerade	3rd	Supplement your skill with magical masks
Sorcerer	Dark Magic	1st	A dark forces grants you power at a price
Sorcerer	Giant Heritage	1st	Your lineage is great in history and stature
Warlock	The Shadow	1st	Your patron hails from the dark of the Shadowfell
Warlock	The Oracle	1st	Glimpse the future and use it to plan your actions
Wizard	School of Gravitation	2nd	Bend the laws of the physical world
Wizard	The Universalist	2nd	Focus on manipulating all magic, not a single school
Wizard	School of Botany	2nd	Learn nature magics in precise and technical detail
Wizard	School of Dracomancy	2nd	Draw arcane inspiration from ancient wyrms

PRIMAL PATH

At 3rd level, barbarians choose a path that shapes the nature of their rage. This choice grants features at 3rd, 6th, 10th, and 14th level.

PATH OF THE WILD TAMER

Due to their time spent in nature, it is unsurprising that barbarians will often form bonds of friendship and loyalty with wild animals. When these bonds grow in strength, a barbarian may follow the Path of the Wild Tamer, exploring and fighting with their animal companion alongside them.

ANIMAL COMPANION

At 3rd level, you gain a beast companion that accompanies you on your adventures and trains alongside you. Choose a beast that has a challenge rating of 1/4 or lower. Add your proficiency bonus to the beast's AC, attack rolls, damage rolls, and any saving throws or skills it is proficient in. Its hit point maximum is equal to five times your barbarian level.

The beast obeys your commands as best it can. It takes its turn on your initiative, though, and unless you command it to do otherwise, it takes the Dodge action. On your turn, you can also command the beast where to move (no action required). You can use your action to command it to take the Attack, Dash, Disengage, or Help actions. Once you have the Extra Attack feature, you can make one weapon attack yourself when you command the beast to take the Attack action.

BEAST SPELLS

Also at 3rd level, you gain the ability to cast *beast sense* and *speak with animals* as rituals. Your spellcasting ability is Wisdom for these spells.

ENHANCED TRAINING

Beginning at 6th level, you can use a bonus action to command the beast to take the Dash, Disengage, or Help actions. Additionally, when you command the beast to take the Attack action, it can make two attacks, or use Multiattack, if it has that option.

SHARED RAGE

Starting at 10th level, your animal companion shares in your rage. While you are raging, your animal companion gains the same benefits of that rage.

BESTIAL RETALIATION

Beginning at 14th level, when you take damage from a creature within 5 feet of your beast companion, you may have it use its reaction to make a melee weapon attack against that creature. Similarly, when your beast companion takes damage from a creature within 5 feet of you, you may use your reaction to make a melee weapon attack against that creature.



PATH OF THE BRAWLER

Barbarians following the path of the brawler focus on the *raw* part of the word. Who needs metal and wood when you've got two perfectly crafted weapons at the ends of your arms?

FISTS OF IRON

When you choose this path at 3rd level, your unarmed strikes become more potent. You can roll a d8 in place of the normal damage of your unarmed strike. This die changes to a d10 at 10th level.

UTILIZE LEVERAGE

Starting at 6th level, your carrying capacity is doubled. Additionally, the normal and long ranges of your thrown weapons (including improvised weapons) are doubled.

KEEP YOUR FRIENDS CLOSE

At 10th level, you learn to shield your friends from harm. When an ally within 5 feet of you is targeted by an attack, you can use your reaction to interpose yourself between your ally and the attacker. The ally is grappled until the end of the turn and gains three-quarters cover against the attack. If the attack would miss as a result of the cover but not without it, the attack hits you.

AND YOUR ENEMIES CLOSER

At 14th level, you seldom let a foe escape. When you successfully grapple a creature, the creature is also considered restrained. In addition, creatures have disadvantage on checks to escape your grapples.

PATH OF THE INNER BEAST

While some barbarians revere the nature around them, others come to fully embody it, becoming one with the fauna and shifting their physiology to that of a savage animal.

RELEASE THE BEAST

Beginning when you select this path at 3rd level, you can transform into your choice of a **brown bear**, **dire wolf**, or **giant eagle**, as if you are under the effects of the *polymorph* spell when you enter a rage. The spell does not require concentration, but it ends if your rage does.

HEIGHTENED SENSES

Starting at 6th level, your connection to wildlife gives you unnatural hearing, smell, and sight. You have advantage on Perception checks that rely on your senses.

NATURAL PREDATOR

At 10th level, you become proficient in your choice of two of the following skills: Athletics, Stealth, Nature, or Survival. Your proficiency bonus is doubled for any ability check you make that uses either of those skills.

STRENGTH IN NUMBERS

Beginning at 14th level, you gain the ability to call other beasts to your aid. When you use your Release the Beast feature, you can cast *conjure animals* as a 3rd-level spell using your Wisdom. You conjure 2 beasts of the same type you choose to become. You must maintain concentration on the spell, and it ends if your rage ends.





PATH OF THE BATTLE-SCARRED

While most barbarians know how to shrug off a hit in the heat of battle, it is only those that follow the Path of the Battle-Scarred that inflict injuries upon themselves in order to gain the edge in a fight.

POWER FROM PAIN

Beginning when you select this path at 3rd level, you gain the ability to enhance your combat ability by inflicting pain upon yourself. When you enter a rage as a bonus action, you may expend one of your hit dice. You roll the expended die, then lose hit points equal to the result. Each time you use this ability, choose one of the following abilities, which lasts until your rage ends.

Bloodied Fists. Your unarmed strikes deal 1d4 bludgeoning damage on a hit, and you may make an unarmed strike as a bonus action on each of your turns.

Overwhelming Aggression. As a bonus action of each of your turns, you may move up to your speed towards a hostile creature you can see.

Unmatched Force. The first time you hit a creature with a melee weapon attack each turn, the creature must succeed on a Strength saving throw or be knocked prone. The save DC = 8 + your proficiency bonus + your Strength modifier.

UNFRIENDLY FACADE

When you reach 6th level, the scars from your wounds make a terrifying sight to behold. You gain advantage on Charisma (Intimidation) checks and gain disadvantage on Charisma (Persuasion) checks.

RAPID RECOVERY

Beginning at 10th level, your body has adapted to the wounds it receives, allowing it to heal faster than normal. While raging, you may use a bonus action to expend one of your hit dice as if you had just completed a short rest.

WAR-DRIVEN

Starting at 14th level, you relish the pain that others cringe away from. When you take bludgeoning, piercing, or slashing damage while raging, attacks on your next turn gain an additional bonus to damage equal to your Rage Damage.

PATH OF THE INVERTED MIND

Not all barbarians are simply a skin bag of muscles swinging a sharpened piece of metal. A select few are able to channel the rage inside them to such a fine-tuned degree that they can actually augment their mental abilities, instead of their physical ones.

INVERTED RAGE

Beginning when you select this path at 3rd level, you can choose to invert your rage when you enter it. If you do so, you temporarily switch your Strength score with your Intelligence score, and you switch your Dexterity score with your Wisdom score.

Instead of the normal benefits granted by your rage, you gain the following benefits during an inverted rage:

- You gain advantage on Intelligence saving throws and Wisdom saving throws.
- You add the bonus shown in the Rage Damage column of the Barbarian table to any ability checks you make that use Intelligence or Wisdom.

An inverted rage ends only if you fall unconscious, if you enter a normal rage, or if you choose to end it as a bonus action on your turn.

HIDDEN TALENTS

At 6th level, you become proficient in your choice of two of the following skills: Arcana, History, Nature, or Religion. Your proficiency bonus is doubled for any ability check you make that uses either of those skills.

EXTENDED INVERSION

Beginning at 10th level, you can maintain an inverted rage for longer than a standard one. When you enter an inverted rage, it lasts for 1 hour instead of 1 minute, unless it ends early for any of the reasons listed above.

LATENT SPELLCASTING

At 14th level, your ability to channel your rage into a mental stimulus gives you insight into the mystical weave of spellcasting.

Choose a 1st-, 2nd-, and 3rd-level spell from the wizard spell list. You can cast each spell once while in an inverted rage. Once you do so, you must finish a long rest before you can cast the spell again. Intelligence is your spellcasting ability for these spells.

PATH OF THE WILD MAGE

While many barbarians have minds too clouded with anger to channel the power of nature, those who follow the Path of the Wild Mage are able to focus their energy on the world around them and transfer that energy into mystic power.

Many of these barbarians come from shamanistic tribes where magic is revered and respected. For this reason, they often perform rituals and rites to honor the natural world, and do not take kindly to those who disrespect it.

SPELLCASTING

When you reach 3rd level, you gain the ability to cast spells. You have the ability to cast spells, even while raging, but your rage still prevents you from concentrating on spells.

See chapter 10 of the *Player's Handbook* for the general rules of spellcasting and chapter 11 for the druid spell list.

Cantrips. You learn two cantrips of your choice from the druid spell list. You learn an additional druid cantrip of your choice at 10th level.

Spell Slots. The Wild Mage Spellcasting table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

For example, if you know the 1st-level spell *absorb elements* and have a 1st-level and a 2nd-level spell slot available, you can cast *absorb elements* using either slot.

Spells Known of 1st-Level and Higher. You know three 1st-level druid spells of your choice, two of which you must choose from the abjuration and evocation spells on the druid spell list.

The Spells Known column of the Wild Mage Spellcasting table shows when you learn more druid spells of 1st level or higher. Each of these spells must be an abjuration or evocation spell of your choice, and must be of a level for which you have spell slots. For instance, when you reach 7th level in this class, you can learn one new spell of 1st or 2nd level.

The spells you learn at 8th, 14th, and 20th level can come from any school of magic.

Whenever you gain a level in this class, you can replace one of the druid spells you know with another spell of your choice from the druid spell list. The new spell must be of a level for which you have spell slots, and it must be an abjuration or evocation spell, unless you're replacing the spell you gained at 8th, 14th, or 20th level.

Spellcasting Ability. Wisdom is your spellcasting ability for your druid spells, since you learn your spells through your connection with the natural world. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a druid spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Wisdom modifier

Spell attack modifier = your proficiency bonus + your Wisdom modifier

WILD MAGE SPELLCASTING

Barbarian Level	Cantrips Known	Spells Known	1st	2nd	3rd	4th
3rd	2	3	2	—	—	—
4th	2	4	3	—	—	—
5th	2	4	3	—	—	—
6th	2	4	3	—	—	—
7th	2	5	4	2	—	—
8th	2	6	4	2	—	—
9th	2	6	4	2	—	—
10th	3	7	4	3	—	—
11th	3	8	4	3	—	—
12th	3	8	4	3	—	—
13th	3	9	4	3	2	—
14th	3	10	4	3	2	—
15th	3	10	4	3	2	—
16th	3	11	4	3	3	—
17th	3	11	4	3	3	—
18th	3	11	4	3	3	—
19th	3	12	4	3	3	1
20th	3	13	4	3	3	1

RITUALIST

At 3rd level, choose one spell from any spell list that has the ritual tag and is of a level for which you have spell slots. You gain the ability to cast the spell using your Wisdom, but only as a ritual. You may choose and cast one additional spell under these requirements at 7th, 13th, and 19th level. None of these spells count against your number of spells known.

ARCANE RESISTANCE

Starting at 6th level, when a spell forces you to make a saving throw, you can use your reaction and expend a spell slot to gain advantage on saving throws against spells for a number of rounds equal to two times the spell slot's level.

WAR MAGIC

Beginning at 10th level, when you use your action to cast a cantrip, you can make one weapon attack as a bonus action.

PRIMAL FURY

Starting at 14th level, you add your Wisdom modifier (minimum of 1) to the damage of your melee weapon attacks while you are raging.



AQUATIC TOTEMS

These aquatic totems grant additional options to barbarians that choose to follow the Path of the Totem Warrior.

SPIRIT SEEKER

The feature is unchanged from the base class presented in the *Player's Handbook*. For more information, see the description of the Path of the Totem Warrior subclass on page 50.

TOTEM SPIRIT

You may choose one of these aquatic options as your totem spirit when you select the Path of the Totem Warrior archetype at 3rd level.

Shark. While you are raging, when you use your Reckless Attack feature against a creature that doesn't have all of its hit points, you add a d4 to your attack roll (after applying the effect of reckless attack).

Crab. While you are not wearing any armor, your Armor Class is equal to 13 + your Dexterity modifier + your Constitution modifier. You can use a shield and still gain this benefit.

Toad. You can make a long jump equal to your walking speed and a high jump equal to half that amount, with or without a running start. If you move at least 20 feet by jumping on your turn and then hit a creature with a melee weapon attack in the same turn, the creature takes an additional 1d6 damage from the attack. You can deal this extra damage only once per creature per turn.

ASPECT OF THE BEAST

At 6th level, you gain a magical benefit based on the totem animal of your choice.

Shark. You gain a swimming speed equal to your walking speed.

Crab. You can breathe both air and water.

Toad. You have advantage on Dexterity (Stealth) checks made to hide underwater or in swampy terrain.

SPIRIT WALKER

The feature is unchanged from the base class presented in the *Player's Handbook*. For more information, see the description of the Path of the Totem Warrior subclass on page 50.

TOTEMIC ATTUNEMENT

At 14th level, you gain a magical benefit based on the totem animal of your choice.

Shark. While you are raging, when you use your Reckless Attack feature against a creature that doesn't have all of its hit points, the attack deals an additional 1d4 damage on a hit.

Crab. When you succeed in grappling a creature, it is restrained as long as it remains grappled.

Toad. When you use your movement to jump away from a creature, the movement does not provoke opportunity attacks. Additionally, the extra damage granted by your Totem Spirit feature increases to 2d6.

BARD COLLEGE

At 3rd level, bards delve into the advanced techniques of their chosen college. This choice grants features at 3rd, 6th, and 14th level.

COLLEGE OF SOUND

Every bard strives to harness the energy held in the music of the world. Bards who enter the College of Sound look to go a step farther. Not content to merely use sound, the seek to amplify it and bend it to their will.

BONUS CANTRIPS

At 3rd level, you learn the *booming blade* and *thunderclap* cantrips, which count as bard cantrips for you. If you know either cantrip, you can choose a different one from the bard spell list.

BARDIC ECHOLOCATION

Also at 3rd level, you learn to use your instrument to pick up on vibrations from things other might miss. As an action, you can expend one of your Bardic Inspiration dice and add the result as a bonus to your passive Investigation and passive Perception scores. You also gain blindsight with a radius of 10 feet. The bonus and blindsight both last for 1 minute.

MAGNIFY MELODY

Starting at 6th level, you can enhance the energy of your sound-based spellcasting. When you cast a spell (including a cantrip) that deals thunder damage, you may expend one of your Bardic Inspiration dice and add the result to the damage of that spell.

AMPLIFY SPELL

Beginning at 14th level, you can use waves of energy around you to push spells beyond their normal limits. When you cast a spell, you can expend one of your Bardic Inspiration dice to increase the range of that spell by a number of feet equal to up to 5 times the result. If the spell has an area of effect (such as *shatter*) you may instead increase one provided dimension (such as the radius) of the spell's area by that amount.

COLLEGE OF ELOCUTION

Bards entering the College of Elocution use their vocal talents to instill courage and direction in their allies. They are valued in leadership roles in both the military and the government.

STIRRING SPEECH

At 3rd level, you learn to weave words as elegantly and masterfully as a seamstress weaves thread. As an action, you can begin a speech that inspirits those around you. Each creature of your choice within 60 feet of you that can hear you benefits from the speech as long as you concentrate on it, as if concentrating on spell. Choose one of the following speech focuses when you begin it. You can shift the focus of the speech as a bonus action on your turn.

Courage. Each creature benefitting from the speech has advantage on saving throws against becoming frightened.

Ferocity. Each creature benefitting from your speech has advantage on attack rolls, but attack rolls against them also have advantage.

Inspiration. Any creature benefitting from your speech who uses one of your Bardic Inspiration dice can roll it twice and take either result.

Tenacity. Each creature benefitting from your speech has advantage on saving throws against becoming charmed.

Relentlessness. Each creature benefitting from your speech gains a number of temporary hit points at the start of its turn equal to your Charisma modifier (minimum of 1).

INSPIRED COMMAND

At 6th level, you have learned to direct others to the benefit of your party. As a bonus action on your turn, you can expend a use of Bardic Inspiration and command a creature within 30 feet of you to make a weapon attack using its reaction. On a hit, add the result of the Bardic Inspiration die to the attack's damage.

SWAY THE MASSES

At 14th level, you learn the *mass suggestion* spell if you do not know it already. When you cast it, you can expend a use of your Bardic Inspiration and add the roll the save DC of the spell.



COLLEGE OF DANCE

Bards who enter the College of Dance express themselves through movement as much as music. Incorporating weaponry into their dances, these bards are as skilled in combat as they are in concert.

BONUS PROFICIENCY

When you choose this college at 3rd level, you gain proficiency with martial weapons.

EXOTIC DANCE

Also at 3rd level, you gain the ability to perform a dance routine that captivates your audience. As an action, expend any number of your bardic inspiration dice and choose one creature within 60 feet of you that can see you for each die spent in this way. You make Charisma (Performance) check contested by each targeted creature's Wisdom (Insight) check. Each creature that fails is charmed by you for 1 minute as long as you maintain concentration on the dance, as if concentrating on a spell. If a creature charmed in this way takes damage, it may attempt another skill contest, ending the effect on a success.

SWORD DANCING

Beginning at 6th level, you gain the ability to incorporate your martial prowess into your dance performances. While concentrating on your exotic dance, you may add your Charisma modifier as a bonus to your Armor Class, and you may make an additional attack as a bonus action on each of your turns.

IMPROVED SWORD DANCING

Starting at 14th level, you have pushed your dancing ability to new heights. While concentrating on an Exotic Dance, you now add your Charisma as a bonus to damage with your weapon attacks.

Additionally, you gain advantage on concentration checks made to maintain your Exotic Dance.

COLLEGE OF THE CREW

Bards entering the College of the Crew are team players. They may not be the strongest or fastest, but they are a vital piece of any team, bolstering their allies in and out of combat.

SEA CHANTEY

At 3rd level, you learn and song that rallies your allies and lifts their spirits. As an action, you can expend one of your Bardic Inspiration dice. Any number of creatures within 30 feet of you who can hear you gain temporary hit points equal to the roll plus your Charisma modifier.

A WEATHER EYE

Starting at 6th level, you can add your Charisma modifier to your passive Perception and passive Investigation. You have a honed your senses keeping watch and exploring new lands.

DECKHAND

Also at 6th level, you gain climbing and swimming speeds equal to your walking speed as long as you are not wearing heavy armor or wielding a shield.

CAPTAIN OF THE CREW

Beginning at 14th level, you can, as an action, expend one of your Bardic Inspiration dice and choose any number of creatures within 30 feet of you. Each of those creatures must succeed on a Wisdom saving throw or be charmed or frightened of you (your choice) for a number of rounds equal to the roll. The DC for the save is equal to your spell save DC. A creature who succeeds on the saving throw is immune to this feature for 24 hours.



DIVINE DOMAIN

Your choice grants you features at 1st level, and again at 2nd, 6th, 8th, and 17th level.

UNDEATH DOMAIN

This domain stands as an alternative to the Death and Grave Domains presented in other materials. Clerics of Undeath seek to corrupt the forces of the afterlife and use necromantic energies to further their own power. Orcus is the most commonly worshipped deity of these clerics, though he is far from the only example. Many clerics in this domain seek to someday become powerful lichs or death knights by proving to their god that they are worth of an eternal existence.

UNDEATH DOMAIN SPELLS

Cleric Level Spells

1st	<i>false life, ray of sickness</i>
3rd	<i>blindness/deafness, ray of enfeeblement</i>
5th	<i>animate dead, bestow curse</i>
7th	<i>blight, confusion</i>
9th	<i>antilife shell, contagion</i>

BONUS PROFICIENCIES

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

CHANNEL DIVINITY: CONTROL UNDEAD

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

MARSHALL UNDEAD

Starting at 6th level, nonhostile undead creatures within 60 feet of you have advantage on saving throws against features that turn undead. Additionally, those creatures add your proficiency bonus to their damage rolls. Both effects end if you are incapacitated.

DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with corrupting 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 necrotic damage to the target. When you reach 14th level, the extra damage increases to 2d8.

SPECTRE OF DEATH

Starting at 17th level, your connection with the corruption of life becomes more potent. You gain resistance to necrotic damage.

Additionally, your weapon and spell attacks ignore resistance to necrotic damage and treat immunity to necrotic damage as if it were resistance.



HUNT DOMAIN

Although it shares some roots with the Nature Domain, those who follow gods and goddesses of the hunt know that nature exists to provide for those who know how to use it. Gods such as Malar, Ehlonna, Balinor, Sekolah, Artemis, and Uller have clerics of The Hunt.

Some deities bestow powers upon skilled hunters, using them as wardens of their realms. Others convert skilled trackers and outlanders who may act as guides to those who become lost in wooded expanses.

HUNT DOMAIN SPELLS

Cleric Level Spells

1st	<i>find familiar, hunter's mark</i>
3rd	<i>beast sense, cordon of arrows</i>
5th	<i>conjure animals, lightning arrow</i>
7th	<i>locate creature, freedom of movement</i>
9th	<i>conjure volley, swift quiver</i>

BLESSED HUNTER

When you choose this domain at 1st level, you gain proficiency with hand crossbows, heavy crossbows, and longbows.

You also gain proficiency in one of the following skills: Animal Handling, Nature, or Survival. Your proficiency bonus is doubled for any ability checks that use the chosen skill.

CHANNEL DIVINITY: HOLY GUIDANCE

Starting at 2nd level, you can use your Channel Divinity to gain unparalleled precision. As a bonus action, you can use your Channel Divinity to gain a bonus to your ranged weapon attacks equal to half your Wisdom modifier, rounded down (minimum of 1). This bonus lasts for 1 minute.

CHANNEL DIVINITY: TRACK QUARRY

Beginning at 6th level, you can use your Channel divinity to magically trace the movement of a creature you have seen before. If the creature is within 1 mile of you, you know the approximate direction and distance of the creature from your current location, and whether it is moving. If you use this ability and the creature is on a different plane of existence, the ability fails.

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 increase to 2d8.

IMPROVED GUIDANCE

At 17th level, the bonus you gain is equal to your Wisdom modifier, instead of half, when you use Holy Guidance.



LUCK DOMAIN

You will find few clerics with a stronger faith than those who follow the gods and goddesses of luck. It takes a good deal of trust and gut instinct to allow fortune to shape one's path. Gods such as Ralishaz, Bes, Hermod, Oiladra, Tymora, Beshaba, and Tyche have clerics of Luck.

Some deities bestow powers upon gamblers and gamers, using their love of risk and wagers to spread the influence of luck. Others empower the downtrodden, during their string of bad luck into good, making for easy converts.

LUCK DOMAIN SPELLS

Cleric Level	Spells
1st	<i>bane, bless</i>
3rd	<i>calm emotions, enhance ability</i>
5th	<i>bestow curse, blink</i>
7th	<i>dimension door, divination</i>
9th	<i>contagion, scrying</i>

BONUS PROFICIENCY

When you choose this domain at 1st level, you gain proficiency with martial weapons and a gaming set of your choice.

FATED FOLLY

Also at 1st level, whenever you make an attack roll, ability check, or saving throw, you may treat any roll of a 1 as a 10. You can use this ability a number of times equal to your Wisdom modifier, then you must finish a long rest before you can use it again.

CHANNEL DIVINITY: FORTUNE'S FAVOR

Beginning at 2nd level, when you make an attack roll, ability check, or saving throw, you may use your Channel Divinity to add a d6 to the roll. You make this choice after you see the roll, but before the DM says whether you succeed or fail.

IMPROVED FATED FOLLY

Starting at 6th level, when you use your Fated Folly feature, you may treat a roll of a 1 as a 20.

DIVINE STRIKE

Beginning at 8th level, you can imbue your strikes with divine power. 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.

TOUCH OF DESTINY

Beginning at 18th level, you can use an action to touch a willing creature. For 1 minute, the creature gains advantage on attack rolls, ability checks, and saving throws. After you use this ability, you must complete a long rest before you can use it again.



DRUID CIRCLE

Druids choose to identify with a circle of other druids. The choice grants features at 2nd, 6th, 10th, and 14th level.

CIRCLE OF PESTILENCE

Druids of the Circle of Pestilence draw much of their power from the decay of the natural world. They study the life cycles of plants, and learn how fungi feed off the land. They see death not as the end of a life, but rather as the beginning of a new one.

These druids have a connection with grasping vines and festering oozes that other druids see as a blight upon nature. These druids instead see beauty there. Many druids that are part of the Circle of Pestilence have a deep spirituality with regard to reincarnation and a grand cycle of birth and rebirth.

EXPANDED WILD SHAPE

Starting at 2nd level, you gain the ability to take on additional forms using your Wild Shape ability. In addition to beasts, you may also take the form of plants and oozes. The CR limit for these creatures is twice that of beasts (CR 1/2, 1, and 2 at 2nd, 4th, and 8th level respectively).

ADDITIONAL SPELLS

You gain access to extra spells, which are considered druid spells for you and are always prepared. The Pestilence Spells table shows the level at which you gain these spells.

PESTILENCE SPELLS

Druid Level	Spell
3rd	<i>blindness/deafness</i>
5th	<i>stinking cloud</i>
7th	<i>Evard's black tentacles</i>
9th	<i>cloudkill</i>

HARVEST OF RENEWAL

At 6th level, you draw life from the death of others. Once per turn when you kill one or more creatures with a spell of 1st level or higher, or with an attack while in plant or ooze form, you gain temporary hit points equal to your druid level. You don't gain this benefit from killing undead or constructs.

EXPANDED WILD SHAPE IMPROVEMENT

Beginning at 10th level, you can expend two uses of your Wild Shape feature to take the form of a black pudding or shambling mound. Your DM has the creatures' statistics.

PESTILENT IMMUNITY

At 14th level, you gain immunity to acid and poison damage and to any natural diseases.

CIRCLE OF THE BEAST

Druids of the Circle of the Beast share some of their powers with a companion that they summon to aid them.

CONJURE COMPANION

At 2nd level, you learn the *find familiar* spell and can cast it as a ritual. The spell doesn't count against the number of spells you can prepare.

Additionally, when you take the Attack action, you can forgo one of your own attacks to allow your familiar to make one attack of its own with its reaction.

COMPANION WILD SHAPE

Also at 2nd level, you can, as an action, expend a use of your Wild Shape feature and transform your familiar, instead of yourself. The normal rules for Wild Shape still apply.

FERAL NATURE

Beginning at 6th level, your familiar can take the Attack action on its turn, or it can use Multiattack, if it has the option.

EXPANDED FORMS

Beginning at 10th level, you can transform your familiar into a beast with a challenge rating as high as your druid level divided by 3, rounded down. Additionally, you can use your Companion Wild Shape ability as a bonus action, instead of an action.

COORDINATED ATTACK

Starting at 14th level, whenever you cast a spell, your familiar can use its reaction to make an attack.



CIRCLE OF THE CRESCENT

Druids of the Circle of the Crescent attempt to be more subtle and creative with the ways they shape-shift. They pride themselves on making changes to their physical form that bridge the gap between humanoid and bestial, melding the best features of both.

A druid of this circle might adapt the claws of a mighty bear to tear into its foes, while maintaining its ability to communicate with its comrades. It may sprout the wings of a giant eagle but maintain its ability to grapple a foe in its arms. Creativity and ingenuity flourish among this circle.

ADAPTIVE WILD SHAPE

Starting at 2nd level, you can use your Wild Shape to gain certain adaptations. These adaptations are partial transformations that give you new statistics or abilities but still allow you to speak and cast spells. You can stay in your Adaptive Wild Shape form for a number of hours equal to your druid level (twice the usual duration). You choose whether any equipment you were wearing is absorbed or borne by your new form.

You gain the Animal Strength and Natural Weapons adaptations automatically, and then choose two more. You gain one additional adaption at 6th, 10th, and 14th levels. Additionally, whenever you gain a level in this class, you may replace one adaptation you have with another one that you could learn at that level.

Animal Strength. Your Strength increases to 15 if it not higher already. It increases instead to 17, 19, and 21 at 6th, 10th, and 14th level respectively.

Natural Weapons. You manifest claws, which deal 1d4 slashing damage on hit. The weapons use your Strength for hit and damage modifiers. The damage die increases as you gain levels in this class, to 1d6 at 6th level, 1d8 at 10th level, and 1d10 at 14th level.

ADAPTATIONS

If an adaptation has a prerequisite, you must meet it to learn it. You can learn the adaptation at the same time as you meet the its prerequisites. A level prerequisite or improvement refers to your level in this class. You benefit from your chosen adaptations only when you are in your Adaptive Wild Shape form. Any saving throws have save DC = 8 + your proficiency bonus + your Strength modifier

Animalistic Fury. (Prerequisite: 6th level). You can attack twice, instead of once, when you take the Attack action on your turn and attack with your claws.

Aquatic. (Prerequisite: 6th level). You grow gills and webbed appendages. You can breath air and water, and you gain a swimming speed equal to your walking speed.

Bestial Health. When you use your Adaptive Wild Shape feature, you gain temporary hit points equal to five times your druid level.

Camouflage. You have advantage on Dexterity (Stealth) checks made to hide in natural terrain.

Change Size. You can change your size by one size category in either direction. If you choose to become larger, your natural weapon damage increases by one damage die. At 10th level, you can change your size by an additional size in either direction. You add an additional damage die if you increase your size by two categories.

Charge. When you move at least half of your speed in a straight line towards and enemy and then hit it with your claws in the same turn, the attack deals an extra die of damage to the target.

Echolocation. You gain blindsight with a radius of 30 feet. You can't use this blindsight while you are deafened.

Flyby. (Prerequisite: flying speed). You don't provoke opportunity attacks when you fly out of a creature's reach.

Flying Speed. (Prerequisite: 10th level). You grow wings and gain a flying speed equal to your walking speed.

Forceful Swipe. When you hit a creature with your claws, if the creature is the same size as you or smaller, it must succeed on a Strength saving throw or be knocked prone.

Illumination. As a bonus action, you cause yourself to shed bright light in a 10 foot radius and dim light for an additional 10 feet. You may end this illumination as a bonus action.

Increased Speed. Your walking speed increases by 10 feet. It increases by an addition 5 feet at 6th, 10th, and 14th level.

Keen Senses. You have advantage on Wisdom (Perception) checks that rely on hearing, sight, or smell.

Mimicry. You can mimic simple sounds you have heard, such as a person whispering, a baby crying, or an animal chittering. A creature that hears the sounds can tell they are imitations with a successful Wisdom (Insight) check.

Natural Armor. When you are not wearing armor, your AC is 13 + your Dexterity modifier. The base armor class increases to 14, 15, and 16 at 6th, 10th, and 14th level respectively.

Pack Tactics. (Prerequisite: 6th level). You gain advantage on melee weapon attacks made against creatures when an ally is within 5 feet of that creature and is not incapacitated.

Poison Fangs. You grow fangs, which deal 1d4 piercing damage on a hit. You may use your Strength or Dexterity to determine the modifiers for your fangs. Additionally, a creature hit by your fangs must succeed on a Constitution saving throw or be poisoned for 1 minute. The creature may attempt a new saving throw at the end of each of its turn, ending the effect early on a success.

Rampage. When you reduce a hostile creature to 0 hit points, you can move up to half your speed and make an attack with your claws as a bonus action.

Relentless. (Prerequisite: 10th level). If an attack would reduce you to 0 hit points but not kill you outright, you may instead fall to 1 hit point. Once you use this ability, you must complete a short or long rest before you can use it again.

Spider Climb. You gain a climbing speed equal to your walking speed. Additionally, you can climb on walls and ceilings without making any checks.

Standing Leap. You can make a long jump up to your walking speed and a high jump up to half your speed without a running start. The jump cannot cause you to exceed your total movement for the turn.

Sure-Footed. You gain advantage on Strength and Dexterity saving throws against effects that would knock you prone.



CIRCLE OF THE TOTEM

Druids who belong to the Circle of the Totem channel the energies of the earth into powerful markers called totems. These totems can grant boons to allies near them, or inflict harm upon enemies who come too close.

TOTEMS

Totems are a collection of natural forces that take physical form. You can summon a totem as an action on your turn in an unoccupied space within 20 feet of you. The totem stands around 6 feet tall but otherwise does not occupy its space (other creatures can occupy it after it has been summoned). The totem has an area of effect as if it were a 20 foot radius sphere centered at its base.

You can have only one totem summoned at any time. If you attempt to summon a new totem while you have one active, the previous totem fades away. If a totem would force a creature to make a saving throw, the save DC is equal to your spell save DC.

LIFEFORCE TOTEMS

At 2nd level, you gain one of the following features of your choice.

Heal. You can summon a totem that can be used to heal others. As a bonus action on your turn, you can expend a spell slot and choose a creature within the totem's area. The chosen creature regains 1d6 hit points for each level of the expended spell slot.

Harm. You can summon a totem that can be used to attack your foes. As a bonus action on your turn, you can expend a spell slot and choose a type of damage: acid, cold, fire, or lightning. Each creature in the totem's area must succeed on a Dexterity saving throw or take 1d8 of the chosen type of damage for each level of the expended spell slot.

EARTHBENDING TOTEMS

At 6th level, you gain one of the following features of your choice.

Groundshaker. As a bonus action on your turn, you can force each creature in the totem's area to succeed on a Strength saving throw or be knocked prone.

Overgrowth. Whenever a creature starts its turn within the totem's area, it must succeed on a Dexterity saving throw or have its speed halved until the start of its next turn.

ARCANE TOTEMS

At 10th level, you gain one of the following features of your choice.

Gravitational Pulse. As a bonus action on your turn, you can force each creature within the totem's area to succeed on a Charisma saving throw or be pulled 10 feet closer to the totem.

Swirling Mists. When you summon this totem, you designate any number of creatures to be affected by its magic. When an affected creature enters the totem's area for the first time on its turn, it can magically teleport to any other unoccupied space within the totem's area.

VITALITY TOTEMS

At 14th level, you gain one of the following features of your choice.

Haste. When you summon this totem, you designate any number of creatures to be affected by its magic. Creatures affected by the totem gain the effects of the *haste* spell while within its area.

Slow. When you summon this totem, you designate any number of creatures to be affected by its magic. When a creature enters the totem's area for the first time on its turn, the creature must succeed on a Wisdom saving throw or suffer the effects of the *slow*. A creature that succeeds on a saving throw against the spell is immune to the effects of this totem for 24 hours.

MARTIAL ARCHETYPE

At 3rd level, fighters choose an archetype to emulate in their combat styles and techniques. This choice grants features at 3rd, 7th, 10th, 15th, and 18th level.

WEAPONSMITH

A weaponsmith extends her skill with weaponry into a form of craft. Through a mixture of creativity and determination, a weaponsmith can enhance existing equipment and create something new.

ENHANCED WEAPONRY

When you choose this archetype at 3rd level, select one melee weapon and one ranged weapon, or two melee weapons. You choose 1 enhancement for each of these weapons. You choose an additional enhancement for each of the weapons at 7th, 10th, 15th, and 18th level. If one of your enhanced weapons is lost or destroyed, you can build a new one, but each enhancement requires a long rest to complete. If someone other than you wields one of your enhanced weapons, they may not add their proficiency bonus to attacks made with it. Additionally, you can transfer the enhancements of a chosen weapon to another weapon, including a magic weapon, but you must spend a long rest to transfer each enhancement.

ENHANCEMENTS

Some enhancements may only be applied to weapons with the listed properties. If an enhancement has a prerequisite, you must meet it to learn it. You can choose the enhancement at the same time as you meet the its prerequisites. A level prerequisite or improvement refers to your level in this class. You may select a given enhancement only once for each weapon. Any saving throw DCs are calculated as follows:

Enhancement save DC = 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice)

Auto-reload (*loading*). As long as you have sufficient ammunition, you ignore the loading property for the weapon.

Bayonette (*ranged*). You can make a melee weapon attack with the ranged weapon using your Dexterity. On a hit, the attack deals 1d6 + your Dexterity modifier piercing damage.

Blinding (*explosive*). When ammunition from the weapon explodes, any affected target must make a Constitution saving throw or be blinded until the end of its next turn.

Brutal Critical (*Prerequisite: 10th level*). When you score a critical hit with the weapon, you roll one additional damage die when determining the extra damage.

Elemental (*Prerequisite: 6th level*). When you select this enhancement, choose acid, cold, fire, or lightning damage. The weapon deals an additional 1d4 damage of that type.

Expanded Critical (*Prerequisite: 10th level*). You score a critical hit on a roll of 19 or 20 with the weapon.

Explosive (*ammunition*). When ammunition from the weapon hits a target, it explodes. The target, and each creature within 5 feet it must make a Dexterity saving throw or take 1d4 fire damage. On a miss, the ammunition does not explode.

Finesse (*melee*). The weapon gains the finesse property.

Poisonous (*Prerequisite: 6th level*). A creature hit by the weapon must make a Constitution saving throw or be poisoned for 1 minute. It may repeat the save at the end of each of its turn, ending the effect on a success.

Range (*ranged or thrown*). The weapon's range is doubled.

Returning (*thrown*). The weapon returns to your hand immediately after you throw it.

Shoving. A creature hit by the weapon must succeed on a Strength saving throw or be pushed 5 feet away from you.

Thrown (*melee*). The weapon gains the thrown property with a normal range of 20 feet and a long range of 60 feet.

Tripping. A creature hit by the weapon must succeed on a Dexterity saving throw or be knocked prone.

Versatile (*one-handed melee*). The weapon gains the versatile property, where its damage die increases by one size. This enhancement cannot be applied to lances.

Weight. The weapon loses the heavy property if it has it. If it doesn't, it gains the light property.



WEAPONS EXPERT

Beginning at 7th level, your familiarity with weapons extends to magical weapons. You can cast the *detect magic* and *identify* spells as rituals using your Intelligence, but you may only target weapons.

ADDITIONAL FIGHTING STYLE

At 10th level, you can choose a second option from the Fighting Style class feature.

RAPID STRIKE

Starting at 15th level, you learn to trade accuracy for swift strikes. If you have advantage on a weapon attack against a target on your turn, you can forgo that advantage to immediately make an additional weapon attack against the same target as a bonus action.

COMBAT RESISTANCE

At 18th level, you gain resistance to bludgeoning, piercing, and slashing damage from nonmagical weapon attacks.

SKIRMISHER

A fighter emulating the skirmisher archetype is a master of battlefield control. He darts between enemies, using tactics and positioning to his advantage.

SKIRMISH

You have learned to dart between enemies, allowing you to make the most of your attacks. Beginning at 3rd level, when you move 10 or more feet before making an attack on your turn, you deal an extra 1d6 damage with that attack. You can deal this extra damage to one target per turn. This damage increases as you gain levels in this class, as shown in the Skirmisher Damage table.

SKIRMISHER DAMAGE

Fighter Level	Damage
3rd	1d6
7th	2d6
10th	3d6
15th	4d6
18th	5d6

LAND'S STRIDE

Starting at 7th level, moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical 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 as those created by the *entangle* spell.

IMPROVED SKIRMISH

Beginning at 10th level, you can deal extra damage with your Skirmish ability to up to two targets, provided you move at least 10 feet before each of the attacks. In addition, your walking speed increases by 10 feet.

COMBAT FEROCITY

At 15th level, you have learned to exploit an enemy's weakness when he is engaged with one of your allies. You have advantage on attack rolls against creatures that are within 5 feet of one of your allies, provided that ally is not unconscious.

PINNACLE SKIRMISHER

At 18th level, you can deal extra damage with your Skirmish ability to any number targets, provided you move at least 10 feet before each of the attacks.

MONASTIC TRADITION

When a monk reaches 3rd level, he or she commits to a monastic tradition. This choice grants features at 3rd, 6th, 11th, and 17th level.

WAY OF THE SLAYER

Monks who study the Way of the Slayer are sworn to protect the world from evil forces. They use their abilities to smite the vile and rid the world of its corrupting influences.

CLEANSING ARTS

When you choose this order at 3rd level, you can use your ki to duplicate the effects of certain spells. As an action or bonus action (as applicable), you can expend 2 ki points to cast *detect evil and good*, *protection from evil and good*, or *shield of faith* without providing material components. Additionally, you gain the *light* cantrip if you don't already know it.

DIVINE STRIKE

Starting at 6th level, when you hit a creature with a monk weapon or unarmed strike, you can expend ki points to deal radiant damage to the target, in addition to the attack's normal damage. The extra damage is 1d8 for every 2 ki points spent. The damage increases by 1d8 if the target is an undead or a fiend.

UNRELENTING OPPORTUNIST

Beginning at 11th level, you have learned how to sequence your attacks in a way that can leave opponent's defenses open. Once per turn when you miss with an attack, you may make one additional attack.

IMPROVED DIVINE STRIKE

Starting at 17th level, all of your attacks carry divine energy with them. Whenever you hit a creature with a monk weapon or unarmed strike, the creature takes an extra 1d8 radiant damage. If you also use your Divine Strike with an attack, you add this damage to the extra damage of your Divine Strike.

WAY OF THE ZEN ARCHER

Monks that belong to the Way of the Zen Archer hone their skills with the bow, allowing it to become an extension of themselves and their ki.

BONUS PROFICIENCIES

When you choose this order at 3rd level, you gain proficiency with shortbows and longbows. These weapons count as monk weapons for you.

FLURRY OF ARROWS

Also at 3rd level, whenever a monk feature would allow you to make an unarmed strike, you can instead make a ranged weapon attack with a monk weapon, provided you have ammunition for the attack.

FIGHTING STYLE

At 6th level, you adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

Archery. You gain a +2 bonus to attack rolls you make with ranged weapons.

Close Quarters Shooter. When making a ranged attack while you are within 5 feet of a hostile creature, you do not have disadvantage on the attack roll. Additionally, you have a +1 bonus to attack rolls on ranged attacks.

UNRELENTING OPPORTUNIST

Beginning at 11th level, you have learned how to sequence your attacks in a way that can leave opponent's defenses open. Once per turn when you miss with an attack, you may make one additional attack.

FIGHT THE UNSEEN

At 17th level, your honed senses help you fight creatures you can't see. When you attack a creature you can't see, your inability to see it doesn't impose disadvantage on your attack rolls against it.



WAY OF THE SENSEI

Monks following the Way of the Sensei are full of wisdom and insight which they impart to those around them. They are trained in combat similar to all monks, but are rarely the first to instigate in potential altercations.

SAGE ADVICE

When you choose this order at 3rd level, you can guide others with your wise words. To do so, you use a bonus action on your turn to choose one creature other than yourself within 60 feet of you who can hear you. That creature gains one Sage Advice die, a d6.

Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Sage Advice die, but must decide before the GM says whether the roll succeeds or fails. Once the Sage Advice die is rolled, it is lost. A creature can have only one Sage Advice die at a time.

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

Your Sage Advice die changes when you reach certain levels in this class. The die becomes a d8 at 6th level, a d10 at 11th level, and a d12 at 17th level.

BOUNTY OF ADVICE

Beginning at 6th level, you regain all of your expended uses of Sage Advice when you finish a short or long rest.

CENTERED DEFENSE

Starting at 11th level, you can calm your body and mind and prepare for a foe's attack. On your turn, if you move less than half your speed, you can use a bonus action to center yourself. Until the beginning of your next turn, if a hostile creature moves within 5 feet of you, you can use your reaction to make an unarmed strike against the creature with advantage. On a hit, the creature must succeed on a Dexterity saving throw against your ki save DC or be pushed up to 10 feet away from you and knocked prone.

INTERNALIZED COUNCIL

At 17th level, you have learned to recall advice you have given to others and apply it to your own life. As a bonus action on your turn, you can expend one of your Sage Advice dice and regain a number of ki points equal to the roll. Additionally, you can expend 7 ki points to regain a use of Sage Advice.

WAY OF THE SWIFT STEP

Monks who study the Way of the Swift Step are even more agile than other monks. Not only does their martial training grant them lightness of foot, but they also harness the magic of ki to push their speed to new limits.

SPEED SPELLS

As you gain levels in this class, you gain access to certain spells. The table shows the levels at which you learn these spells. You may cast a given spell by expending a number of ki points equal to 1 + the spell's level. Spells cast using this feature require no material components.

Monk Level	Spells
3rd	<i>expeditious retreat, jump, longstrider</i>
7th	<i>blur, mirror image, misty step</i>
13th	<i>blink, fly, haste</i>
19th	<i>dimension door, freedom of movement, passwall</i>

CHARGING STRIKE

You can transfer the energy of your movement and channel it into devastating attacks against your foes. Beginning at 6th level, when you move at least 20 feet in a straight line towards a creature and then hit it with an unarmed strike in the same turn, that attack deals an extra die of damage to the target.

UNSEEN SPEED

You can move faster than the naked eye can register. Starting at 11th level, when you use the Dash action on your turn (including as a bonus action), you become invisible until you have expended all of your movement or until the end of your turn, whichever comes first.

FASTER THAN TIME

Your speed now defies even the laws of the universe. Beginning at 17th level, you can expend 13 ki points to cast *time stop*. Once you use this ability, you can't use it again until you complete a long rest.



SACRED OATH

When paladins reach 3rd level, they swear an oath that binds them as a paladin forever. This choice grants features at 3rd, 7th, 15th, and 20th level.

OATH OF EQUILIBRIUM

The Oath of Equilibrium acts as a promise to uphold the balance of magic across the planes. When a necromancer begins to amass legions of undead, when a druid corrupts the forces of nature to her whim, or when a warlock beguiles the minds of the innocent, a paladin who swears an Oath of Equilibrium will set forth to restore the balance.

TENETS OF EQUILIBRIUM

The tenets of the Oath of Equilibrium center around maintaining harmony and equality among the spellcasting forces of the realm. Paladins who follow these tenets are not innately biased towards the arcane, but they will not hesitate to quell the efforts of particularly potent magic users.

Keep the Balance. Magic is a gift among mortals, and I must prevent any one individual from abusing its power.

Teach Responsibility. The use of magic can be a wonderful tool in our world. I must help others learn to harness it safely.

Avoid Extremes. While overuse of magic can lead to disaster, I must also prevent the destruction of magic.

Harness Your Own Magic. It is only through a firm understand of my own arcane abilities that I can fully express to other the benefits and dangers it presents to our world.

OATH SPELLS

You gain oath spells at the paladin levels listed.

OATH OF EQUILIBRIUM SPELLS

Paladin Level	Spells
3rd	<i>detect magic, identify</i>
5th	<i>hold person, silence</i>
9th	<i>counterspell, dispel magic</i>
13th	<i>dimension door, locate creature</i>
17th	<i>dominate person, wall of force</i>

CHANNEL DIVINITY

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

Extract Arcana. When you hit a creature with a weapon attack, you can expend your Channel Divinity as a bonus action to drain some of that creatures arcane energy. Roll a d6, then that creature loses a spell slot equal to the level rolled, or the next highest remaining spell slot if no slot of that level is available.

Supernatural Distraction. As a bonus action, you can distract a creature concentrating on a spell using your Channel Divinity. The targeted creature makes a Constitution saving throw to maintain concentration against your spell save DC. On a failed save, the spell ends and the creature can't cast spells until after its next turn.

CURSEBREAKER'S AURA

Beginning at 7th level, you have learned to protect yourself and others from hexes often used by spellcasters. You and friendly creatures within 10 feet of you have advantage on saving throws against curses from spells and other magical abilities.

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

SPELL RESISTANCE

Starting at 15th level, you have advantage on saving throws against spells.

Furthermore, you have resistance against the damage of spells.

ARCANE ENFORCER

At 20th level, you can assume the form of an archon of equilibrium. Using your action, you undergo a transformation. For 1 hour, you are considered to be under the effects of the *antimagic field* spell, with the following changes:

- The spell requires no concentration, but instead lasts for its full duration.
- The spell does not suppress the abilities or effects of any magic items to which you are attuned.
- The spell does not negate the effect of spell slots spent using your Divine Smite ability.

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

OATH OF THE CODE

Paladins who swear the Oath of the Code are bound to a set of rules and principles laid out by those that created the code. These paladins are nearly always lawful, lest they break the code and suffer the consequences.

TENETS OF THE CODE

The precise set of rules followed differs between paladins, but all who swear this oath share these tenets:

Equality. Divide spoils evenly. Fair work deserves fair reward.

Respect. Those who have earned leadership roles deserve to have those roles respected.

Commitment. Desertion from a cause is a nigh unforgivable crime.

OATH SPELLS

You gain oath spells at the paladin levels listed.

OATH OF THE CODE SPELLS

Paladin Level Spells

3rd	<i>compelled duel, hunter's mark</i>
5th	<i>enhance ability, zone of truth</i>
9th	<i>haste, glyph of warding</i>
13th	<i>control water, freedom of movement</i>
17th	<i>commune with nature, legend lore</i>

CHANNEL DIVINITY

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

Challenge the Cowardly. If a creature moves more than 20 feet away from you in a single turn, you can use your reaction and Channel Divinity to challenge the creature. It must succeed on a Wisdom saving throw. On a failure, the creature stops moving away and uses any remaining movement to move towards you. Until you deal damage to the creature or it deals damage to you, neither of you may willingly move farther away from the other.

Invoke Parlay. As an action, present your holy symbol and speak words of truce, using your Channel Divinity. Each hostile creature within 30 feet of you that can hear you must succeed on a Wisdom saving throw or be charmed by you for 1 minute, or until you or one of your allies attacks it.

AURA OF COMMITMENT

Starting at 7th level, you and friendly creatures within 10 feet of you make attacks of opportunity with advantage and may make these attacks even against creature that have used the Disengage action.

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

ADDITIONAL FIGHTING STYLE

At 15th level, you can choose a second option from the Fighting Style class feature.

ABSOLUTE ENFORCER

At 20th level, as an action, you are imbued with divine energy. For 1 minute, any creature that would move away from you must first succeed on a Wisdom saving throw, or it fails to move and its speed becomes 0 until the end of its turn.

In addition, for the duration, you have advantage on Dexterity and Constitution saving throws made against spells or abilities that would allow you take half damage on a success.

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



OATH OF COOPERATION

Paladins who swear the Oath of Cooperation find strength in those around them and do what they can do protect and guide those with whom they adventure. These paladins are typically good aligned, for they often put the good of others ahead of themselves.

TENETS OF COOPERATION

The precise set of rules followed differs between paladins, but all who swear this oath share these tenets:

Stronger Together. Even the mightiest warrior is made better by his companions.

The Many Above the One. When forced to decide between what serves many or serves myself, I choose to serve many.

Protect Your Allies. To maintain the bonds and strengths of companionship, I must lend aid when those around me are in need.

OATH SPELLS

You gain oath spells at the paladin levels listed.

OATH OF COOPERATION SPELLS

Paladin Level Spells

3rd	<i>find familiar, guiding bolt</i>
5th	<i>pass without trace, warding bond</i>
9th	<i>dispel magic, haste</i>
13th	<i>death ward, dimension door</i>
17th	<i>greater restoration, rary's telepathic bond</i>

CHANNEL DIVINITY

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

Bolster Defenses. As a bonus action on your turn, you expend your Channel Divinity to surround yourself and nearby allies with defensive magics, which last for 1 minute. For the duration, attacks against you and allies within 5 feet of you have disadvantage as long as you remain within 5 feet of one another and neither of you is incapacitated.

Goat Foe. As a bonus action on your turn, you can expend your Channel Divinity to goad a nearby creature. Choose a creature within 30 feet of you that can hear you. That creature must make a Wisdom saving throw. On a failed save, the target has disadvantage on all attack rolls against targets other than you for 1 minute. If a creature friendly to you damages an affected creature or casts a harmful spell on it, it may repeat the saving throw, ending the effect on a success.

AURA OF MERCY

Starting at 7th level, any creature of your choice within 60 feet of you which has less than half of its total hit points can use a bonus action on its turn to teleport to an unoccupied space within 10 feet of you.

At 18th level, the chosen space can be within 30 feet of you.

PROTECTOR OF THE MANY

At 15th level, you gain the Protection fighting style. If you already have it, you can choose a different option. As normal, you can't take a Fighting Style option more than once, even if you later get to choose again.

Additionally, you can use the Help action as a bonus action. When you use the Help action to aid an ally in attacking a creature, the target of that attack can be within 30 feet of you, rather than 5 feet of you, if the target can see or hear you.

BEACON OF COOPERATION

At 20th level, as an action, you become of symbol of hope and power for those around you. For 1 minute, any ally within 30 feet of you gains temporary hit points at the start of its turn equal to your Charisma modifier (minimum of 1).

In addition, for the duration, you have advantage on attack rolls against any creature within 5 feet of one of your allies, even if that ally is incapacitated.

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





RANGER ARCHETYPE

At 3rd level, rangers choose an archetype that they strive to emulate. This choice grants features at 3rd, 7th, 11th, and 15th level.

DRACOWARDEN

Rangers who strive to emulate the archetype of Dracowarden form a strong bond with one of the world's most powerful and magnificent creatures, the dragon. Whatever region a ranger hails from, some draconic influence has driven them to harness the awesome energy of these ancient beings. As a Dracowarden, you use your powers to protect and serve the dragons with which you align, and rid the world of those that oppose them.

DRACONIC COMPANION

When you select this archetype at 3rd level, you learn the *find familiar* spell, and can cast it as a ritual. When you do, you may choose to have your familiar manifest as a pseudodragon (see Player's Handbook), rather than one of the normal forms.

REVERED SPECIES

Also at 3rd level, you add Dragons as a Favored Enemy. Dracowardens use their familiarity with dragons to interact with some and hunt others, depending on their alignments. If you have already chosen Dragons as a Favored Enemy, you may choose another option.

MOUNTED WARRIOR

At 7th level, you learn the *find steed* spell. When you cast it, you may choose to have the steed take the form of a **dragon mount** (see the statistics provided). You may choose the dragon's damage type to be acid, cold, fire, lightning, or poison when you cast the spell.

ELEMENTAL ENERGY

Beginning at 11th level, your weapon attacks hold the power of draconic energy. Once per turn when you hit with a weapon attack, the attack deals an additional 1d8 acid, cold, fire, lightning, or poison damage (your choice). This extra damage increases to 2d8 at 15th level.

DRAGON MOUNT

Large dragon, any alignment

Armor Class 17 (natural armor)

Hit Points 26 (4d10 + 4)

Speed 30 ft., fly 60 ft.

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

Skills Perception +2, Stealth +4

Senses darkvision 60 ft., passive Perception 12

Languages Draconic

Challenge 1 (200 XP)

Actions

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

Breath Weapon (1/short rest). The dragon exhales energy in a 20-foot line 5 feet wide. Creatures in the area of the attack must make a DC 13 Dexterity saving throw, taking 11 (2d10) acid, cold, fire, lightning, or poison damage (your choice when you summon it) on a failed save and half as much on a successful one.

ASPECT OF THE DRAGON

At 15th level, you can cast the *dragon's breath* spell (see Xanathar's Guide to Everything) as a 5th-level spell targeting only yourself without expending a spell slot. While you are concentrating on the spell, you gain the following additional benefits:

- You cannot lose concentration on the spell as a result of taking damage.
- You gain a flying speed of 60 feet, as spectral dragon wings sprout from your back.
- You gain resistance to the type of damage you choose when you cast the spell.

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

MAGEBANE

Many rangers see most forms of magic as a perversion of the natural state of the world. These rangers embody the archetype known as magebane. Even though they use magic of their own, they feel that most forms of arcane spellcasting (such as that used by bards, warlocks, and wizards) are a potential threat to the natural world. Druidic nature is acceptable to them, and the magic of clerics depends heavily on the diety that grants a given cleric power.

ADDITIONAL SPELLS

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

MAGEBANE SPELLS

Level	Spell
3rd	<i>detect magic</i>
5th	<i>hold person</i>
9th	<i>counterspell</i>
13th	<i>greater invisibility</i>
17th	<i>dominate person</i>

DISRUPT THE WEAVE

Beginning at 3rd level, you have learned how to sap the most energy from magic users. Once per turn when a creature that can cast spells is hit by one of your attacks, it takes an additional 1d8 damage, and it has disadvantage on any saving throw it makes to maintain concentration on a spell.

ARCANE SUPPRESSION

Starting a 7th level, you can attempt to diffuse ongoing magic around you. You can cast *dispel magic* at its lowest level without expending a spell slot, using Wisdom as your spellcasting ability.

Once you use this ability, you must finish a long rest before you can use it again.

STOIC REBUTTAL

Beginning at 11th level, you learn to turn a mage's spell back against them. When you successfully counter a spell, you can move up to your speed and make a weapon attack against the spellcaster as part of the same reaction. If the attack hits, it deals additional damage equal to the countered spell's level.

SPELL RESISTANCE

Starting at 15th level, you have advantage on saving throws against spells and other magic spells, as well as resistance to the damage of spells.

SURVIVALIST

Some rangers slay monsters while others tame beasts. Other simply survive. Rangers who embody the Survivalist archetype are among the most resilient adventurers around. They mix magic with natural tenacity, becoming incredibly hard to subdue in combat. Many rangers can also use their magic to extend their survivability to their companions.

ADDITIONAL SPELLS

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

SURVIVALIST SPELLS

Level	Spell
3rd	<i>sanctuary</i>
5th	<i>warding bond</i>
9th	<i>blink</i>
13th	<i>death ward</i>
17th	<i>greater restoration</i>

FEROCIOUS ATTACK

Also at 3rd level, you gain the ability to use adrenaline to empower yourself when things are dire. While you have less than half of your total hit points, the first attack you make each turn has advantage, and it deals an additional 1d8 damage on a hit.

STURDY BEARING

At 7th level, you become more adept at shrugging off your opponents' attacks. When you take damage on your turn, you can use your reaction to expend one of your hit dice and reduce the damage by the number rolled + your Constitution modifier.

Additionally, you gain proficiency with death saving throws. Your life force is strong enough to stave off even the most egregious of injuries.

DESPERATE STRIKE

Starting at 11th level, you become frenzied when your life is at risk. While you have less than half of your total hit points, you can make a weapon attack on each of your turns as a bonus action. If you would make an off-hand attack using Two Weapon Fighting, you instead make two off-hand attacks.

SURGE OF VITALITY

At 15th level, your adrenaline bolsters your ability to stay in a fight. When you take damage that causes you to fall below half of your hit point maximum, you can use your reaction to gain 10d10 temporary hit points. Once you have used this ability, you can't use it again until you finish a long rest.

ROGUISH ARCHETYPE

At 3rd level, rogues choose an archetype that they emulate in the exercise of their roguish abilities. This choice grants features at 3rd, 9th, 13th, and 17th level.

SKINCHANGER

A rogue who gains the ability of a skinchanger becomes a master of subtle infiltration. They learn to change their form in such a way that allows them to go unnoticed by most until it is too late.

Often, skinchangers will sneak into a heavily guarded compound in a disguised state, only to return to their true form before any measure of defense has a chance to react. Just as easily, they shift back and escape once again.



ROGUISH WILD SHAPE

Starting at 3rd level, you gain a limited form of the druid's Wild Shape ability. You can use the feature twice per long rest, and may only take the form of Tiny beasts with CR 0. The ability is otherwise unchanged. You can choose beasts with a swimming speed starting at 4th level and beasts with a flying speed starting at 8th level, as normal.

EASY TO MISS

Beginning at 7th level, you need only a Small or larger object to attempt to Hide while in your Wild Shape form. Even if you fail, the object grants you three-quarters cover.

DEADLY CRITTER

Starting at 13th level, you may apply Sneak Attack damage to weapon attacks from your beast form.

IMPROVED ROGUISH WILD SHAPE

Starting at 18th level, you regain your uses of Roguish Wild Shape at the end of a short rests and may change forms as a bonus action.

TRAP MAKER

Rogues who decide to become trap makers use their knowledge of tricks and traps to ambush and attack their enemies. Trap makers are often very careful and calculating, wishing to ensure that every detail of a plan is air-tight. Other times, though, a trap maker just likes to blow things up.

EXPLOSIVE TRAPS

When you choose this archetype at 3rd level, you gain the ability to quickly craft and deploy explosive traps to damage your enemies. You learn to make two such traps and can deploy a number of traps equal to your Intelligence modifier, after which you must finish a short or long rest before you can deploy another trap. When you deploy a trap, make a Dexterity (Performance) check contested by the passive Perception of any creature within 30 feet of you that can see you. Any creature that loses the contest is unaware of the trap's presense.

Hidden Mine. You can deploy this trap as an action. When a creature enters the space of the trap, the trap explodes, dealing fire damage to the creature equal to your Sneak Attack damage. The mine has no effect after it has exploded.

Remote Mine. You can deploy this trap as a bonus action. At any time after the trap has been deployed, you can use your reaction to cause it to explode. Each creature within 5 feet of the mine when it explodes must succeed on a Dexterity saving throw or take fire damage equal to 5 + your rogue level. The DC for the saving throw equals 8 + your proficiency bonus + your Intelligence modifier. The mine has no effect after it explodes.

EYE FOR DANGER

At 9th level, you gain an innate sense for possible dangers like the ones you create. You can cast the spell *find traps*, using Intelligence as your spellcasting ability. Once you use this feature, you must finish a short or long rest before you can use it again.

AMBUSER

At 13th level, you learn to get the drop on your enemies. You have advantage on attack rolls against surprised creatures. Additionally, when you hit a surprised creature with an attack or trap, the creature takes an additional 2d6 damage of the same type.

TRAP EXPERT

At 17th level, you have learned to further empower your traps. Creatures can trigger your Hidden Mines by moving within 5 feet of their space, and the radius of your Remote Mines increases to 15 feet.

MASQUERADE

Rogues that choose the archetype of Masquerade create masks which they imbue with magical properties, helping them both in and out of combat situations.

BONUS PROFICIENCIES

When you choose this archetype at 3rd level, you gain proficiency with painter's tools and woodcarver's tools.

MAGICAL MASKS

Also at 3rd level, you craft magical masks which grant you certain abilities while you wear them. As an action, you can don a mask or switch from one mask to another. You can only benefit from wearing one mask at a time. You start with 2 masks, chosen from the list below. You gain an additional mask at 9th, 13th, and 17th levels. Additionally, whenever you gain a level in this class, you may replace one mask you have with another one that you could craft at that level.

If a mask has a prerequisite, you must meet it to craft it. You can craft the mask at the same time as you meet the its prerequisites. A level prerequisite or improvement refers to your level in this class. If a mask allows you to cast a spell, you use Charisma as your spellcasting modifier.

Spell save DC = 8 + your proficiency bonus + your Charisma modifier

Spell attack modifier = your proficiency bonus + your Charisma modifier

Disguise. This mask lacks any defining features, appearing as a blank slate carved from wood and painted a solid color. While wearing this mask, you can cast *disguise self* at will.

Rabbit. This mask covers the upper half of your face and has long ears extended above it that resemble that of a rabbit. While wearing this mask, your walking speed increases by 10 feet and you can jump double the normal distance.

Shadow. This mask resembles your own face, but makes it look as if you are wearing a hood that casts a dark shadow over most of your features. While you wear this mask in an area of dim light or darkness, you can use a bonus action to teleport up to 60 feet to another area of dim light or darkness.

Mushroom. This mask resembles a mushroom with its cap covering your forehead and the stem stretching down to cover your nose. The color of the cap shifts slightly when you activate it. While wearing it, you can cast *enlarge/reduce* at will, targeting only yourself.

Fey (Prerequisite: 9th level). This intricately carved mask displays the visage of a beautiful creature from the Feywild. While wearing it, you can use your reaction when you take damage to teleport to an unoccupied space that you can see within 20 feet of you.

Fish. (Prerequisite: 9th level). This mask is carved to resemble a scaly fish and is painted with a variety of hues. While wearing it, you can breathe both air and water, and you gain a swimming speed equal to your walking speed.

Spider (Prerequisite: 13th level). This mask is segmented to look like a large spider with its legs wrapped around your face. While wearing it, you gain a climbing speed equal to your walking speed and can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

HIDDEN INTENTIONS

Starting at 9th level, you can don a mask or switch between masks as a bonus action. You can also make the mask you are wearing invisible. A creature that uses its action to make an Intelligence (Investigation) check against your spell save DC can see the mask as it truly is.

Additionally, you gain advantage on Charisma (Deception) checks while wearing a mask, but suffer disadvantage on Charisma (Persuasion) checks.

SHARED CREATION

At 13th level, you learn to teach others to benefit from your masks. You can choose one creature to gain the benefit of one of your masks if it spends a short or long rest wearing the mask (similar to attunement to a magical item). The creature's ability to use the mask ends if you don that mask.

TWO-FACED

At 17th level, the connection you share with your masks allows you to benefit from multiple of their effects at once. When you don a mask, you can choose two of your masks to don. The masks take on a composite appearance and grant you both of their effects.



SORCEROUS ORIGIN

At 1st level, you choose a sorcerous origin, which describes the source of your innate magic power. Your choice grants you features when you choose it at 1st level and again at 6th, 14th, and 18th level.

DARK MAGIC

Sorcerers with an origin of dark magic have uncovered or been exposed to a connection to dark arcana. A sorcerer who chooses to tap into these powers does so in search of power and at great personal risk.

SHADOW FORM

Beginning when you select this origin at 1st level, you can use a bonus action on your turn to enter Shadow Tier 1. You gain certain benefits and suffer certain drawbacks depending on your Shadow Tier, as described below.

Benefit. Once per turn when you deal damage to a creature with an attack, a spell, or one of your class features, you can also deal psychic damage to that creature. The damage is a number of d6 equal to your current Shadow Tier.

Drawback. When your Shadow Tier increases, your level of exhaustion also increases to that level, unless it is already higher. For example, if you enter Shadow Tier 3, your exhaustion also increases to level 3. All levels of exhaustion gained through Shadow Tiers are removed when you finish a long rest.

Changing Tiers. At the end of each of your turns while in shadow form, make a Constitution saving throw. The DC for the save is equal to $8 + 2 \times$ your Shadow Tier. On a failed save, your Shadow Tier increases by 1. You may choose to fail the save, giving into the powers of shadow. If you succeed on the saving throw on a turn you did not attack or cast a spell, you may decrease your Shadow Tier by 1.

DARK SCYTHE

Starting at 6th level, you can manifest a spectral scythe of dark energy while in shadow form. As an action, you make a special attack with the scythe. Each creature of your choice within 10 feet of you must succeed on a Dexterity saving throw against your spell save DC, taking 2d10 psychic damage on a failed save, or half as much on a successful one.

TENDRILS OF AGONY

Beginning at 10th level, you gain the ability to channel a tendril of shadow that further enhances your spells and attacks. When you deal additional damage to a creature from your shadow form, you can choose to maximize the damage. If you do, you take half that much psychic damage. The damage dealt to you ignores resistance and immunity.

MIND BLAST

At 14th level, your ability to psychically attack your foes reaches new heights. While in shadow form, choose a creature within 60 feet of you and expend a spell slot. The creature makes a Wisdom saving throw against your spell save DC. On a failed save, the creature takes 1d8 psychic damage per level of the expended slot, to a maximum of 5d8 and is stunned until the end its next turn. On a successful save, the creature takes half as much damage and isn't stunned.



GIANT HERITAGE

Through magic or the meddling of Annam the All-Father, the blood of giants was intermixed with your blood or that of your ancestors. The fame or infamy associated with these bloodlines differs between families, regions, and the type of giant blood in question. Any given sorcerer could be the first of a new bloodline, as a result of a pact or some other exceptional circumstance.

GIANT'S BLOOD

At 1st level, you choose one type of giant as your ancestor. The weapon type associated with each giant is used by features you gain later. You can speak, read, and write Giant. Additionally, whenever you make a Charisma check when interacting with giants, your proficiency bonus is doubled if it applies to the check.

GIANT HERITAGE

Giant	Weapon Type
Hill	Maul
Stone	Warhammer
Frost	Greataxe
Fire	Greatsword
Cloud	Morningstar
Storm	Trident

INBORN BRUTALITY

Also at 1st level, you gain proficiency with light and medium armor, shields, and the weapon associated with your heritage. You can also use the weapon as an arcane focus for casting your spells.

SHARED STATURE

At 6th level, you learn the *enlarge/reduce* spell if you don't know it already. You may cast the enlarge portion of the spell targeting only yourself without expending a spell slot. While enlarged, you have advantage on Constitution saving throws made to maintain concentration. Once you have cast the spell using this ability, you must complete a short or long rest before using it again.

BLOOD OF A WARRIOR

Beginning at 14th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. Additionally, your Strength score increases to 19, if it is not higher already.

AMONG THE ANCESTORS

At 18th level, you learn the *shapechange* spell. You may only use this spell to take the form of giants (though they may be of any type), and you must still expend a spell slot as normal. While transformed, you cannot lose concentration on this spell as a result of taking damage.

OTHERWORLDLY PATRON

At 1st level, you have struck a bargain with an otherworldly being of your choice. Your choice grants you features at 1st level and again at 6th, 10th, and 14th level.

THE SHADOW

You have made a pact with a being who dwells in the darkness. Such creatures aim to spread despair and snuff out the light of the world. Your pact may be with a ruler of Shadowfell or a powerful creature that dwells in the Underdark. While you may not have the same goals as your patrons, the gifts they bestow upon you as a result of your pact thrive in the darkest caverns or under the cover of night.

EXPANDED SPELL LIST

The Shadow 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.

SHADOW EXPANDED SPELLS

Spell Level Spells

1st	<i>bane, ray of sickness</i>
2nd	<i>blindness/deafness, pass without trace</i>
3rd	<i>bestow curse, speak with dead</i>
4th	<i>confusion, phantasmal killer</i>
5th	<i>antilife shell, contagion</i>

BONUS CANTRIP

At 1st level, you learn the *mage hand* cantrip and can choose to turn the hand invisible as a bonus action.

SHADOW SENSES

Also at 1st level, you gain darkvision out to a range of 60 feet. If you already have darkvision, your darkvision instead increases by 60 feet. Additionally, dim light does not impose disadvantage on your Wisdom (Perception) checks.

UNHOLY RESISTANCE

At 6th level, you gain advantage on saving throws against spells or abilities that would cause you to become poisoned, cursed, or diseased.

CLOAK OF SHADOWS

By 10th level, you have learned to become one with the shadows. When you are in an area of dim light or darkness, you can use your action to become invisible. You remain invisible until you make an attack, cast a spell, or are in an area of bright light.

BANISH TO THE DARKNESS

Beginning at 14th level, you gain the ability to engulf your enemy in shadows. As an action, choose a creature you can see within 60 feet of you. It must make a Wisdom saving throw against your warlock spell save DC. On a failed save, it is blinded until a *remove curse* spell is cast on it or you use this feature again.





THE ORACLE

You have formed a pact with a being with insight or control over what is to come. Your connection to your patron grants you insight into the future, allowing you to prepare yourself, or better execute the will of the keeper of your pact.

EXPANDED SPELL LIST

The Oracle 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.

ORACLE EXPANDED SPELLS

Spell Level	Spells
-------------	--------

1st	<i>detect evil and good, identify</i>
2nd	<i>augury, detect thoughts</i>
3rd	<i>clairvoyance, tongues</i>
4th	<i>arcane eye, divination</i>
5th	<i>commune, rare's telepathic bond</i>

PLAN AHEAD

At 1st level, you learn to use your knowledge of upcoming events to your benefit. You add your Charisma modifier to your initiative rolls. Additionally, you have advantage on attack rolls and saving throws during the first round of combat.

AVERT DISASTER

At 6th level, you gain advantage on saving throws against traps and have resistance to damage from traps. Additionally, you have advantage on Wisdom (Perception) checks to search for traps and Intelligence (Investigation) checks to disarm them.

FORTELL FAILURE

By 10th level, you project visions of a creature's demise into their mind. Choose a creature you can see within 60 feet of you. The creature must succeed on a Wisdom saving throw against your spell save DC or take 5d12 psychic damage and be frightened of you for 1 minute. On a successful save, the creature takes half as much damage and isn't frightened. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

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

FATEFUL DODGE

Beginning at 14th level, your ability to glimpse the future allows you to evade attacks that might otherwise hit you. Whenever a creature attacks you and does not have advantage, you can use your reaction to impose disadvantage on the creature's attack roll against you. You can use this feature before or after the attack roll is made, but it must be used before the outcome of the roll is determined.

ARCANE TRADITION

When a wizard reaches 2nd level, he or she chooses an arcane tradition which shapes his or her practice of magic. This choice grants features at 2nd, 6th, 10th, and 14th level.

SCHOOL OF GRAVITATION

The School of Gravitation focuses on the forces of the universe. Wizards who enter this school seek to bend the laws that govern the world around them, causing objects to move in ways that other may believe impossible.

Wizards of this school are sometimes more revered than they are valued, though some with exceptional abilities can aid in architectural endeavors, assisting crews with moving large objects, especially at dangerous heights.

ARCANE LAUNCHER

When you select this tradition at 2nd level, you add *catapult* to your spellbook if it is not there already. When you cast *catapult* it is considered to be cast one level higher than the spell-slot used, to a maximum of 9th-level.

SPECTRAL FIST

At 6th level, you learn the *mage hand* cantrip if you do not know it already. You gain the ability to attack with the fist. To do so, make a melee spell attack roll against a creature within 5 feet of the fist. On a hit, the hand deals 2d4 + your Intelligence modifier force damage to the target. Starting at 11th level, you may attack twice with the hand, instead of once.

TELEKINETIC MIND

At 10th level, you add *telekinesis* to your spellbook, if it is not there already. When you cast *telekinesis*, you cannot lose concentration on it as a result of taking damage.

GRAVITATIONAL MASTER

Beginning at 14th level, you gain a flying (hover) speed equal to your walking speed. Additionally, you may use an action and expend a spell slot to grant other creatures this same speed. The number of targets is equal to the level of the spell slot spent. The flight for other creatures lasts for 1 minute. At that time, you can expend another spell slot to maintain the flight. Otherwise, the creatures float harmlessly to the ground.

THE UNIVERSALIST

Wizards who consider themselves universalists diversify their study, rather than focusing on a single school of magic. This gives them a great breadth of abilities, but sometimes depth of ability is lacking, especially in wizards who struggle to focus on honing their craft.

SPELL SAVANT

Beginning when you select this school at 2nd level, the time you must spend to copy spells into your spellbook is halved.

INCREASED CAPACITY

Also at 2nd level, you add one additional wizard spell to your spellbook whenever you gain an even-numbered level in this class. Additionally, the number of spells you can prepare is increased by 1.

EXPANDED ARCANA

At 6th level, you learn one additional wizard cantrip of your choice. Additionally, you gain an extra 2nd-level spell slot. The level of the slot increases as you gain levels in this class, such that it is always one-third of your wizard level (rounded down), to a maximum of 5th level.

QUICK STUDY

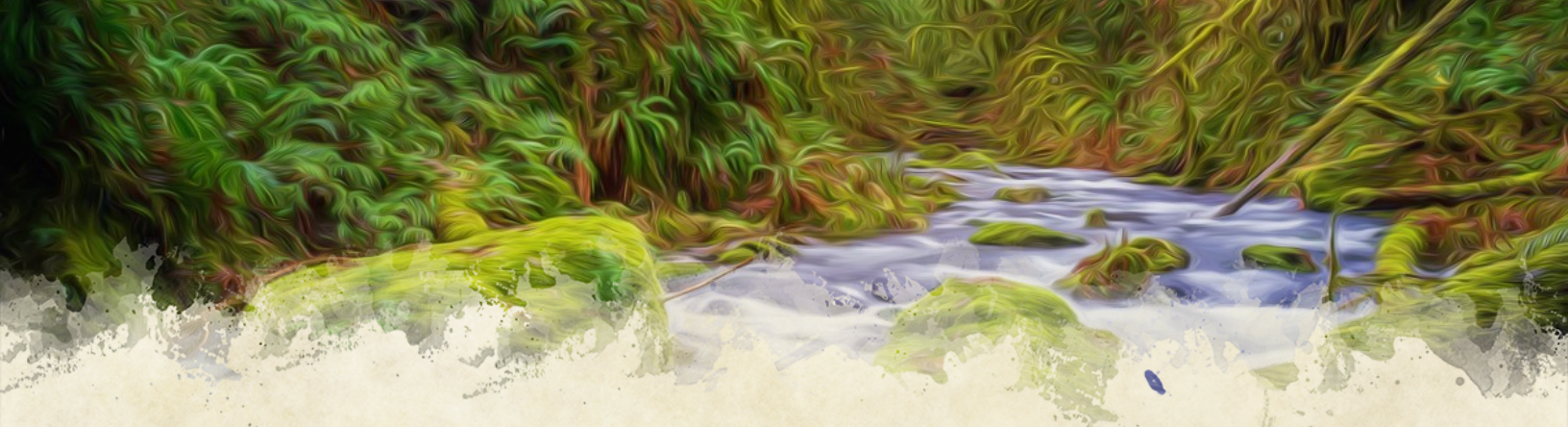
At 10th level, your exposure to the magical arts has allowed you to pick up spells faster than most. When a creature you can see casts a spell on the wizard spell list that you do not know, you can use your reaction to make an Intelligence check to recreate the spell. The DC for the check is 10 + the spell's level. On a success, you can cast the spell on your next turn, provided you have the necessary spell slot and components.

MAGICAL SECRETS

By 14th level, you have plundered magical knowledge from a wide spectrum of disciplines. Choose two spells from any class, including this one. A spell you choose must be of a level you can cast, as shown on the Wizard table, or a cantrip.

The chosen spells are added to your spellbook and count as wizard spells for you, but other wizards cannot copy them from your spellbook. Additionally, spells chosen with this feature are not eligible for selection with your Spell Mastery feature.





SCHOOL OF BOTANY

The School of Botany focuses on the growth and development of nature. Some say this causes wizards to become more akin to druids, but those in the know realize that wizards still draw their power from research and understanding, rather than directly from nature.

Referred to as arcane botanists, the members of this school are sought by those that find druids flighty or too attached to the land. Wizards in this school may be knowledgeable about the power of nature, but they are not sworn protectors of it, and as such they understand that nature can be used as well as appreciated.

EXPANDED SPELL LIST

At 2nd level, you learn the *druidcraft* and *thorn whip* cantrips. Additionally, you gain additional spells that you can choose to learn as you gain levels in this class. The following spells are added to the wizard list for you.

EXPANDED SPELL LIST

Spell Level Spells

1st	<i>create or destroy water, entangle</i>
2nd	<i>locate animals or plants, spike growth</i>
3rd	<i>plant growth, speak with plants</i>
4th	<i>freedom of movement, grasping vine</i>
5th	<i>commune with nature, tree stride</i>

ENVIRONMENTAL CAMOUFLAGE

Beginning at 6th level, you may take the Hide action as a bonus action on your turn whenever you cast a spell from your expanded spell list.

LAND'S STRIDE

Starting at 10th level, moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical 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.

NATURAL ALLY

At 14th level you add the *awaken* spell to your spellbook if it is not there already. When you cast it, you may only target plants, rather than both plants and animals.

SCHOOL OF DRACOMANCY

Wizards who study under the school of dracomancy hold dragons in the highest regard. Studying these creatures of the utmost power and knowledge, wizards seek to learn all they can, in hopes that they may draw from such a force.

DRACONIC COMPANION

When you select this archetype at 2nd level, you add the *find familiar* spell to your spellbook if it isn't there already. When you do, you may choose to have your familiar manifest as a pseudodragon (see Player's Handbook), rather than one of the normal forms.

STUDY OF ANCIENTS

Also at 2nd level, you learn to read, write, and speak Draconic. You also gain advantage on any Intelligence (History) checks that relate to dragons.

AUGMENTED IMITATION

At 6th level, you add the *alter self* spell to your spellbook if it isn't there already. When you cast it, you may choose two options instead of one. Additionally, you gain two additional options to choose from.

Scaled Exterior. Your body becomes covered in tough dragon scales. While you aren't wearing armor, your Armor Class is equal to 13 + your Dexterity modifier.

Aerial Adaptation. You sprout wings from your back. The wings, which take the appearance of a dragon's wings, grant you a flying speed equal to your walking speed. If your clothing is not suited for this adaptation, it is damaged by the transformation. Additionally, if you stop this adaptation and choose another while you are in the air, you fall.

ELEMENTAL RESISTANCE

Beginning at 10th level, your immersion with all that is dragons give you some resilience against them. Choose acid, cold, fire, lightning, or poison damage. You gain resistance to that damage type. When you finish a long rest, you may change the chosen type.

FORM OF THE DRAGON

At 14th level, you add the *polymorph* spell to your spellbook if it isn't there already. Once per long rest, you may cast *polymorph* targeting yourself and take the form of a dragon whose challenge rating is equal to or less than half your level. The DM has the dragon's statistics. You do not lose the ability to speak or cast spells while in dragon form, as you normally would, but you must still maintain concentration on the *polymorph* spell.

HALF-DRAGON

PRESTIGE CLASS OPTION

Although often confused with dragonborn, half-dragons are the result of an arcane and dangerous ritual which imbues its subjects with draconic essence. Assuming they survive the ritual, the new half-dragon is no longer able to reproduce, but gains an extended life span, up to twice as long as a normal member of their base race. As the half-dragon grows, its powers continue to manifest, increasing its draconic nature.

Between questing for the ritual, gathering the dragon blood, and undergoing the ritual itself, becoming a half-dragon is no small feat. It is often undertaken by those who wish to harness even some of a dragon's immense might, and many wish even more for the extended lifespan it gives, allowing them to continue in their pursuit of power or glory.

THE HALF-DRAGON

Level Features

1st	Damage Resistance, Draconic Senses
2nd	Breath Weapon
3rd	Draconic Appearance, Draconic Movement
4th	Ability Score Improvement (Frightful Feat)
5th	Dragon Wings

PREREQUISITES

In order to undergo the ritual to become a half-dragon, you must meet the following prerequisites (in addition to the multiclassing prerequisites for your existing class):

- **Constitution 13.** The physiological shift of becoming a half-dragon requires a healthy individual. Additionally, the ritual requires the creature to hold its breath for 2 minutes.
- **Draconic Language.** The ritual requires chanting ancient words in draconic, so a firm grasp of the language is necessary to avoid any mishaps.

- **Good Health.** While there is no level prerequisite for becoming a half-dragon, the ritual is draining, and those without sufficient health are unlikely to survive it.
- **Dragon Blood.** The ritual requires enough blood from a single dragon to completely submerge the individual who attempts it. A young or older dragon likely has sufficient blood for this purpose. The type of dragon blood used also determines what kind of half-dragon the individual will become. After it is used in a single ritual, the blood's magic property is consumed and it cannot be used again.
- **The Ritual.** Because it can extend life and grant increased power, the ritual for becoming a half-dragon is a well-guarded secret. Dragon's in particular seek to prevent others from attaining it, should their power be lessened, or the incentive to slay them be increased.

TRANSFORMATION RITUAL

The DM has the final say as to what is required to perform the ritual to become a half-dragon, but one example is provided here.

Ritual Reading. Ancient draconic texts holding the magic of transformation must be read in the Draconic tongue over a large cauldron filled with dragon blood until it begins to roil with elemental energies.

Blood Submersion. Once the blood has been prepared, the individual undergoing the ritual must hold his or her breath and be submerged in the blood for 2 minutes. Each round (every 6 seconds), the individual takes 1d4 points of damage associated with the type of dragon blood. The blood can be described as icy cold, scalding hot, toxic, corrosive, or charged with electric energy. When the 2 minutes have passed and the individual emerges, the ritual is complete and they gain the 1st level features of this prestige class (including hit points gained).

Failed Rituals. If the ritual is attempted by someone who does not know Draconic, the individual dies from exposure to the dragon blood, or he or she emerges before the 2 minutes have passed, the ritual fails and the magic of the blood is wasted.



CLASS FEATURES

As a half dragon, you gain the following class features

HIT POINTS

Hit Dice: 1d10 per half-dragon level

Hit Points per Level: 1d10 (or 6) + your Constitution modifier per half-dragon level

PROFICIENCIES AND EQUIPMENT

The half-dragon prestige class does not grant any proficiencies or special equipment.

DAMAGE RESISTANCE

When you complete the ritual and gain the 1st level features of this class, you gain resistance to the type of damage associated with the dragon whose blood you used for the ritual. Acid damage for black and copper dragons, cold damage for silver and white dragons, fire damage for brass, gold, and red dragons, lightning damage for blue and bronze dragons, or poison damage for green dragons.

DRACONIC SENSES

Also at 1st level, you gain darkvision out to 60 feet. If you have darkvision already, its range is instead increased by 60 feet. Additionally, you gain blindsight with a radius of 10 feet.

BREATH WEAPON

At 2nd level, your lungs have adapted further, allowing you to expel elemental energy in the form of dragon breath. You gain the Breath Weapon feature of the dragon whose blood you used at its *wyrm*ling stage. Your DM has the creature's statistics. Instead of having Recharge 5-6, after you use your breath weapon, you must finish a short or long rest before you can use it again. Additionally, the breath weapon has a save DC = 8 + your proficiency bonus + your Constitution modifier.

DRACONIC APPEARANCE

At 3rd level, your appearance has been altered to further resemble the type of dragon whose blood you now share. You gain the following traits:

Claws. Your fingers end in powerful claws that can slash at your foes. Your claws are natural weapons, which you can use to make unarmed strikes. If you hit with your claws, you deal slashing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Scales. You grow tough, scaly skin. When you aren't wearing armor, your AC is 13 + your Dexterity modifier. You can use your natural armor to determine your AC if the armor you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armor.

DRACONIC MOVEMENT

At 3rd level, you gain movement speed associated with your dragon blood.

Black, bronze, gold, green, and white dragon blood grants you a swimming speed equal to your walking speed. Additionally, you can breathe both air and water.

Blue, brass, copper, red, and silver dragon blood grants you a climbing speed equal to your walking speed.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature. You also gain access to the *Draconic Presense* feat, which you can take in place of this feature.

DRAGON WINGS

At 5th level, your half-dragon transformation has reached its pinnacle. You grow dragon wings, which grant you a flying speed of 40 feet. The wings are permanent, so clothing and armor must be tailored to accommodate them. You need not expend any movement on your turn to remain in the air while flying, but if you are knocked prone while in the air, you fall.

DRACONIC PRESENSE

Prerequisite: 4th-level half-dragon

You exude an aura of power and might that terrifies those who gaze upon you. When you take the Attack action on your turn, you can replace one of your attacks with an attempt to frighten any number of creatures within 30 feet of you. Each creature of your choice within range must succeed on a Wisdom saving throw or be frightened of you for 1 minute. The spell save DC = 8 + your proficiency bonus + your Charisma modifier. Creatures can repeat the saving throw at the end of each of their turns. Creature's who succeed on the saving throw are immune to this ability for the next 24 hours.



LICH

PRESTIGE CLASS OPTION

The secrets of immortality are perhaps the most guarded and most coveted of any in the multiverse. Dark deals and vile deeds are made and carried out in the pursuit of them. To become a lich is to cheat death itself, preventing one's soul from passing on so that it may live an endless number of lives.

A lich is a master of its spellcraft, and it uses this mastery to craft a container for its immortal soul, called a phylactery. It guards this artifact more closely than any of its other possessions, because only after a lich's phylactery is destroyed can the lich itself be truly defeated.

The dark magic that regenerates the lich comes with a steep price. The lich must feed the souls of sentient creatures to its phylactery, else the magic begin to fade, and with it, the lich's immortality. Some spellcasters go down the road towards immortality with the hope that they can use their longevity as a force of good, but this act of depravity can drive even the noblest of intentions into darkness.

THE LICH

Level	Features
1st	Lichdom, Spellcasting
2nd	Paralyzing Touch, Scrying Defenses
3rd	Ability Score Improvement (Lair Feat)
4th	Aura of Undeath

PREREQUISITES

In order to undergo the ritual to become a lich, you must meet the following prerequisites (in addition to the multiclassing prerequisites for your existing class):

- **Intelligence 13.** The ritual required to attain lichdom is as complex to decipher as it is to perform. Individuals must have attained a high degree of intellect to even attempt it.
- **Proficiency in the Arcana skill.** An intimate understanding of the weave of magic is a necessity for any who wish to attain the immortality that lichdom offers.
- **Spellcasting, 16 levels.** Liches are among the pinnacle of the magic artisans, and only those well-versed in the arcane can perform the necessary spells to complete the transformation. You must have at least sixteen levels in bard, cleric, druid, sorcerer, warlock, or wizard to gain levels in this prestige class. All levels must come from the same class.
- **Complete a special task.** It is not enough to simply desire to become a lich. A spellcaster must seek out or bargain for the ritual required to make the transformation. There are few secrets more closely guarded than that of immortality. Demon princes, ancient hags, and evil gods may require great sacrifice or sworn allegiance to divulge it, and even then great perils likely still stand between a spellcaster and lichdom.



CRAFTING A PHYLACTERY

Before the ritual of lichdom can be attempted, a spellcaster must craft the vessel that will house their immortal soul, preventing it from passing on to the Outer Planes. The vessel, called a phylactery, is typically a small ornate box, though any object worth at least 50,000 gp which can have the necessary runes and sigil inscribed within it will work. Some liches will even choose to disguise their phylactery as a mundane object such as a teapot or an old boot as an added measure of protection to keep it safe.

CLASS FEATURES

As a lich, you gain the following class features

HIT POINTS

Hit Dice: 1d8 per lich level

Hit Points per Level: 1d8 (or 5) + your Constitution modifier per lich level

PROFICIENCIES AND EQUIPMENT

The lich prestige class does not grant any proficiencies or special equipment.

THE RITUAL OF LICHDOM AND THE POTION OF TRANSFORMATION

Your DM has the final say regarding the requirements for becoming a lich, but one example of the ritual and its components is provide here.

Inscribing the Runes. Ancient and corrupted words and imagery are inscribed on the inside surface of the future lich's phylactery. These runes serve to restore the lich's body, should it be destroyed, and to house and feast on the souls that are fed to the phylactery.

The Sacrifice. Perhaps the most well-known component of the ritual is the sacrifice of a sentient creature. The creature's blood is used in crafting the Potion of Transformation. Many believe that a more powerful creature's blood leads to the creation of a more powerful lich, though others claim this is a cruel rumor, spread as a joke by forces of darkness that seek to destroy.

The Potion of Transformation. While chanting ritual words of vile darkness, the spellcaster combines deadly doses of poison with the blood of the slain creature. When the potion is completed, the spellcaster drinks the brew and falls dead. Its soul is ripped from its body and housed in the phylactery, while its body rapidly decays to a state of undeath. It rises again in 1d10 hours as a lich.

Failed Rituals. If the ritual is performed incorrectly or the potion brewed innaccurately, the spellcaster dies from the ritual, but fails to rise again as a lich. Their soul may remain trapped in the phylactery, preventing them from passing on or being resurrected until the soul is freed.

LICHDOM

Once you have completed the ritual and become a lich, you gain the 1st level features of this class. You gain the following traits:

Rejuvenation. If your phylactery is intact and you are slain, your body reforms in 1d10 days within 5 feet of your phylactery, regaining all its hit points and becoming active again.

Undead Nature. Your type becomes undead, and any abilities or features that affect undead affect you. You do not require air, food, drink, or sleep. You have resistance to necrotic damage and immunity to poison damage, the poisoned condition, and all non-magical diseases. Finally, you have advantage on saving throws against any effect that turns undead.

Soul Feeding. Your phylactery requires souls to fuel its magic. You add the *imprisonment* spell to your list of spells known, and you always have it prepared. When you cast it, you magically trap a soul inside your phylactery instead of choosing one of the normal options. You must be on the same plane of existence as your phylactery for the spell to work in this manner. The soul remains trapped for 24 hours, when it is consumed. You must provide the soul of a sentient creature to your phylactery at least once every 6 days, or you gain one level of exhaustion which cannot be restored until the phylactery is fed. If you die as a result of these levels of exhaustion, you either fail to rise again, or become a *demilich*, at your DM's discretion.

SPELLCASTING

Becoming a lich does not mean the end of one's development as a spellcaster. Starting at 1st level, you continue to gain the spell slots of your previous spellcasting class, as well as any spells or cantrips you would learn, though you do not gain any of that class's abilities associated with casting spells. Your spellcasting ability and the attack rolls and saving throws for your spells also remains consistent with that of your base spellcasting class.

PARALYZING TOUCH

At 2nd level, you gain the ability to send negative energy pulsing through an enemies body. As an action on your turn, you can make a melee spell attack against a creature within 5 feet of you. On a hit, the target takes 3d6 cold damage and must make a Constitution saving throw against your spell save DC. On a failed save, the creature is paralyzed until the end of your next turn.

SCRYING DEFENSES

Also at 2nd level, you add the *scrying* spell to your list of spells known, and you always have it prepared. You can cast *scrying* targeting the location of your phylactery without expending a spell slot. Once you have cast the spell in this way, you must finish a short or long rest before you can cast it in this way again.





ABILITY SCORE IMPROVEMENT

When you reach 3rd level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature. You also gain access to the *Lich's Lair* feat, which you can take in place of this feature.

AURA OF UNDEATH

At 4th level, your mastery over undeath extends around you in a field of malice of desecration. Undead creatures of your choice that are within 60 feet of you add your spellcasting modifier to their damage rolls. Additionally, living creatures of your choice within 60 feet of you that would regain hit points from spells, abilities, or potions regain half the normal amount.

FEAT: LICH'S LAIR

Prerequisite: 3rd-level lich

You learn a ritual to magically ward a specified area, such as a tomb or dungeon, against intruders. You gain certain features while within your lair:

- When you finish a short rest while in your lair, you can roll a d8, then regain an expended spell slot of that level or lower.

- Spells requiring repeated casting to gain permanency, such as *teleportation circle* or *forbiddane*, require half the normal number of repetitions.
- When you use your Scrying Defenses feature, you can target your lair instead of the location of your phylactery.

PHYLACTERIES AND LAIRS

A lich's lair is an extension of its power, and where it spends the majority of its immortal existence. It is here that the lich schemes, researches, and gathers power. But, it is rarely the location of its phylactery.

Every lich knows that its phylactery is the source of its immortality, and that the destruction of the phylactery could mean the end of its undeath. It is because of this that many liches hide their phylacteries far away from their lairs, ensuring that even if their lair is overtaken and they are slain, that they will remain immortal to seek vengeance and rebuild their empire.

Destroying a phylactery is no easy task. Most require a special ritual or weapon to destroy. It may take an entire adventure to find a lich's phylactery and a means for destroying it, before ever attempting to face the lich.

HIGH MAGE

PRESTIGE CLASS OPTION

Some spellcasters decide to focus even more of their time and energy on honing and shaping their spells in certain ways. They give up some of their power permanently and infuse it into their spellcraft.

THE HIGH MAGE

Level	Features	Infusions
1st	High Arcanum, Spellcasting	—
2nd	Call to Mind	—
3rd	Magic Infusions	2
4th	Ability Score Improvement	3
5th	Magical Secrets	4

PREREQUISITES

In order to advance as a high mage, you must meet the following prerequisites (in addition to the multiclassing prerequisites for your existing class):

- **Spellcasting Ability 15.** A high mage must be sufficiently powerful to begin bending the weave to his or her will.
- **4th-level spell slot.** Only mages with a firm grasp on the early stages and mechanics of spellcasting can begin to advance as high mages.
- **Complete a special task.** You must find a high mage or equally proficient spellcaster to mentor you in the ways of magic manipulation. You cannot gain more levels than your mentor has, either in this prestige class or your base spellcasting class. Your mentor may require payment or favors in exchange for their instruction.

CLASS FEATURES

As a high mage, you gain the following class features

HIT POINTS

Hit Dice: 1d6 per high mage level

Hit Points per Level: 1d6 (or 4) + your Constitution modifier per high mage level

PROFICIENCIES AND EQUIPMENT

The high mage prestige class does not grant any proficiencies or special equipment.

HIGH ARCANUM

At 1st level, you give up a portion of your spellcasting power to fuel special abilities. You gain one of the following abilities and pay its associated cost. Costs are paid in the form of spell slots, which are permanently expended, meaning you do not regain them when you finish rests, or as a result of other abilities or features. You choose an additional option at 5th level, including choosing the same type of option with a different spell.

Signature Spell. You choose one spell you know or have prepared. You can cast the chosen spell at will, without expending a spell slot. You cannot choose a spell that has a material component with a gp cost or a spell that restores hit points. *Cost: One spell slot with a level 2 times that of the chosen spell.*

Durable Spell. You choose one spell you know or have prepared that requires concentration. You cannot lose concentration on the chosen spell as a result of taking damage. *Costs: One spell slot with a level equal to that of the chosen spell.*

Enhanced Spell. You choose one spell you know or have prepared with effects when cast at higher levels. When you cast the chosen spell, it is considered to be cast one level higher than the spell slot you expend, to a maximum of 9th level. *Cost: One spell slot with a level 1 higher than the chosen spell.*



SPELLCASTING

Starting at 1st level, you continue to gain the spell slots of your previous spellcasting class, as well as any spells or cantrips you would learn, though you do not gain any of that class's abilities associated with casting spells. Your spellcasting ability and the attack rolls and saving throws for your spells also remains consistent with that of your base spellcasting class.

CALL TO MIND

At 2nd level, you gain the abilities to recall spells in a pinch to avoid perilous situations. You can spend a bonus action on your turn to temporarily learn or prepare one spell from your class's spell list. You know the spell and have it prepared until the end of your next turn. If the spell has a casting time longer than 1 action, you can continue casting it, as long as you have started by the end of your next turn.

Once you have used this ability, you must finish a long rest before you can use it again.

MAGIC INFUSIONS

As part of your study of magic, you gain the ability to infuse spells at 3rd level. You gain the ability channel your spells into objects for later use. To do so, choose a spell you know and/or have prepared with a casting time of 1 action, bonus action, or reaction, and increase its casting time to 1 minute. If you do so and hold a nonmagical item throughout the casting, you expend a spell slot, but none of the spell's effects occur. Instead, the spell transfers into that item for later use if the item doesn't already contain a spell from this feature.

Any creature holding the item thereafter can use an action to activate the spell if the creature has an Intelligence of at least 6. The spell is cast using your spellcasting ability, with the listed specifications:

- If the spell targets one or more creatures, the creature that activates the item selects the targets.
- If the spell has a point of origin not chosen by the creature that activates the item, it originates from the item.
- If the spell's range is self, it targets the creature that activates the item.
- If the spell requires concentration, the creature who activated it must maintain concentration.

When you infuse a spell in this way, it must be used within 8 hours. After that time, its magic fades and is wasted.

You can have a limited number of infused spells at the same time, as shown in the High Mage table. If you infuse another spell, the oldest infusion loses its magic.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

MAGICAL SECRETS

By 5th level, you have plundered magical knowledge from a wide spectrum of disciplines. Choose two spells from any one class. A spell you choose must be of a level you can cast, based on your initial spellcasting class(es), or a cantrip. The chosen spells count as a spell of your base spellcasting class, but does not count against your number of spells known and is always prepared.



RACES AND BACKGROUNDS

This variant rule for character building gives the player more control over their character's backstory and their initial skill set. Racial features are limited to biological features, so players should consider the situation their character grew up in, and which skills would make the most sense for the story they wish to tell.

Background Points. In addition to the features granted by your race, you gain 4 background points, which you can use to choose traits that exemplify your life before you began adventuring.

Size and Speed. Most races have a size of Medium and a walking speed of 30 feet. This is the case for the race you choose unless otherwise noted.

DWARVES

Ability Score Increase. Your Strength, Constitution, or Wisdom score (your choice) increases by 1.

Darkvision. You have darkvision to a range of 60 feet.

Dwarven Resilience. You have resistance to poison damage, and advantage on saving throws against poison.

Speed. Your base walking speed is 25 feet, but your speed is not reduced as a result of wearing armor for which you do not meet the strength requirement.

ELVES

Ability Score Increase. Your Dexterity, Intelligence, Wisdom, or Charisma score (your choice) increases by 1.

Darkvision. You have darkvision to a range of 60 feet.

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

Trance. You don't sleep, but instead enter a trace-like state for 4 hours during a long rest.

Speed. Your base walking speed is 35 feet.

HALFLINGS

Ability Score Increase. Your Dexterity, Constitution, or Charisma score (your choice) increases by 1.

Halfling Nimbleness. You can move through the space of a Medium or larger creature without squeezing.

Naturally Stealthy. You can attempt to Hide when you are obscured by a Medium or larger creature.

Lucky. When you roll a 1 on an attack roll, ability check, or saving throw, you can roll again and must use the new roll.

Size. Your size is Small.

Speed. Your base walking speed is 25 feet.

GNOME

Ability Score Increase. Your Dexterity, Constitution, or Intelligence score (your choice) increases by 1.

Darkvision. You have darkvision with a range of 60 feet.

Gnome Cunning. You have advantage on Intelligence, Wisdom, and Charisma saving throws against spells.

Size. Your size is Small.

Speed. Your base walking speed is 25 feet.

HUMAN

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

Driven. You have an innate sense of motivation. You gain an additional 7 background points to use while creating your character.

DRAGONBORN

Ability Score Increase. Your Strength or Charisma score (your choice) increases by 1.

Draconic Resilience. You have resistance to a damage type based on your heritage. See the PHB for more information.

Breath Weapon. You have a breath weapon with type and shape based on your heritage. See the PHB for more information.

HALF-ELF

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

Darkvision. You have darkvision with a range of 60 feet.

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

Determined. Your human parentage gives you work-ethic similar to that race. You gain an additional 3 background points to use while crafting your character.

HALF-ORC

Ability Score Increase. Your Strength or Constitution score (your choice) increases by 1.

Darkvision. You have darkvision with a range of 60 feet.

Relentless Endurance. If you would be reduced to 0 hit points, you are reduced to 1 hit point instead. Once you use this ability, you must finish a long rest before you can use it again.

TIEFLING

Ability Score Increase. Your Dexterity, Intelligence, or Charisma score (your choice) increases by 1.

Darkvision. You have darkvision with a range of 60 feet.

Hellish Resistance. You have resistance to fire damage.

GOLIATH

Ability Score Increase. Your Strength or Constitution score (your choice) increases by 1.

Stone's Endurance. When you take damage from an attack, you can use your reaction to reduce the damage by $1d12 + \text{your Constitution modifier}$. Once you have used this ability, you must finish a long rest before you can use it again.

Powerful Build. You can lift and carry as if you were one size larger (twice the usual amount).

Acclimated. You do not suffer the effects of extremely cold environments.

FIRBOLG

Ability Score Increase. Your Strength or Wisdom score (your choice) increases by 1.

Powerful Build. You can lift and carry as if you were one size larger (twice the usual amount).

Explorer. The time you have spent in nature has exposed you to many opportunities to learn. You gain 5 additional background points to use while creating your character.

LIZARDFOLK

Ability Score Increase. Your Constitution or Wisdom score (your choice) increases by 1.

Hold Breath. You can hold your breath for up to 15 minutes.

Natural Armor. While you are not wearing armor, your AC = 13 + your Dexterity modifier. You can still gain this benefit while wielding a shield.

Speed. You have a swim speed of 30 feet.

TABAXI

Ability Score Increase. Your Dexterity or Charisma score (your choice) increases by 1.

Darkvision. You have darkvision with a range of 60 feet.

Feline Agility. You can double your speed for a turn, and then rest for a turn to recharge this ability. See Volo's Guide for more info.

Speed. You have a climbing speed of 20 feet.

TRITON

Ability Score Increase. Your Strength, Constitution, or Charisma score (your choice) increases by 1.

Amphibious. You can breathe both air and water.

Speed. You have a swim speed of 30 feet.

Underwater Adaptation. You have resistance to cold damage. Additionally, you do not suffer the effects of extremely cold environments.

GOBLIN

Ability Score Increase. Your Dexterity, Constitution, or Intelligence score (your choice) increases by 1.

Darkvision. You have darkvision with a range of 60 feet.

Nimble Escape. You can take the Disengage or Hide action as a bonus action on your turn.

Size. Your size is Small.

HOBGOBLIN

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

Darkvision. You have darkvision with a range of 60 feet.

Well-trained. A hobgoblin's militaristic focus is in its blood. You gain 4 additional background points to use while creating your character.

BUGBEAR

Ability Score Increase. Your Strength, Dexterity, or Constitution score (your choice) increases by 1.

Darkvision. You have darkvision with a range of 60 feet.

Long Limbs. The reach of your melee weapon attacks increases by 5 feet.

Powerful Build. You can lift and carry as if you were one size larger (twice the usual amount).

UNDERDARK SENSES

If your character hails from the Underdark and has the Darkvision trait, you can replace it with **both** of the following traits.

Superior Darkvision. You have darkvision with a range of 120 feet.

Sunlight Sensitivity. While in sunlight, you have disadvantage on attack rolls and Wisdom (Perception) checks that rely on sight.





BACKGROUND POINTS

The features you choose with your background points should reflect your upbringing, as well as any training you received prior to becoming an adventurer. These features are independent of your Background.

BACKGROUND POINTS

Feature	Point Cost
Acclimitized	1
Tinker	1
Cunning Artisan	1
Language known	1
Tool proficiency	1
Stonecunning	1
Speak with small beasts	2
Weapon training	2
Armor (light)	2
Brave	2
Terrain Camouflage	2
Skill proficiency	3
Cantrip	3
1st-level spell, 1/long rest	3
Savage Attacks	3
Armor (light and medium)	4
2nd-level spell, 1/long rest	4

Acclimitized. While some races have adapted to their environment over time, you have adjusted to harsh conditions in your current lifespan. You do not suffer the effects of either extreme heat or extreme cold (your choice).

Tinker. You have the ability to craft small clockwork toys. See the Rock Gnome in the PHB for more information.

Cunning Artisan. You have the ability to craft certain weapons and tools using bone and natural resource. See the Lizardfolk in Volo's Guide for more information.

Stonecunning. You gain advantage on checks about stonework. See the Dwarf in the PHB for more information.

Speak with small beasts. You can communicate simple ideas to small animals. See the Halfling in the PHB for more information.

Weapon Training. You gain proficiency with two weapons of your choice.

Armor (light). You have proficiency with light armor.

Brave. You have advantage on saving throws against becoming frightened.

Terrain Camouflage. You gain advantage on Dexterity (Stealth) checks made in one type of terrain. Choose from: forested, rocky, swampy, or urban.

Cantrip. You learn one cantrip from the class of your choice. Your spellcasting ability for the spell is the same as that of the class from which the spell was chosen.

1st-level spell, 1/long rest. You learn one 1st-level spell from the class of your choice. Your spellcasting ability for the spell is the same as that of the class from which the spell was chosen. Once you have cast the spell, you must finish a long rest before you can cast it again.

Savage Attacks. When you make an attack roll and score a critical hit, you roll one additional damage die for the damage (1d12 -> 3d12 or 2d6 -> 5d6)

Armor (light and medium). You gain proficiency with light and medium armor.

2nd-level spell, 1/long rest. You learn one 2nd-level spell from the class of your choice. Your spellcasting ability for the spell is the same as that of the class from which the spell was chosen. Once you have cast the spell, you must finish a long rest before you can cast it again.

BACKGROUNDS

A character's background represents what they have done prior to becoming an adventurer. In addition to the background points provided by your race selection, you also gain certain features based on your background itself. Each background provides you with certain traits:

- **Skill proficiencies.** Choose 2 skills in which you gain proficiency. *Hint: Choose these last so they don't overlap with proficiencies granted by your class or background points.*
- **Tool proficiencies or languages.** Choose 2 skills, 2 languages or 1 skill and 1 language. You gain proficiency with the chosen tools and can speak, read, and write the chosen languages.
- **Special Trait.** Each background in the PHB grants you a special trait. Choose the trait from among these backgrounds that best encapsulates your character.
- **Ability Score Increase.** Your choice of background grants you increased ability scores, illustrating the areas in which you have developed during your pre-adventuring time.

ABILITY SCORE INCREASE

For the ability score increase associated with your background, you can increase a single ability score of your choice by 2, or any two ability scores by 1 each. No ability score should be increased by more than 2 when creating your character after combining increases from race and background.

For example, a dwarf with the soldier background could gain +1 Strength from its race or +2 Strength from its background, but not both. Thus, the dwarf character might increase its Constitution by 1 instead.

RACIAL FEATS

Race	Feat
Aarakocra	Diving Strike
Aarakocra	Evasive Flyby
Aasimar	Divine Warrior
Bugbear	Brutish Force
Firbolg	Nature's Defender
Genasi	Elemental Affinity
Genasi	Elemental Resilience
Goblin	Wild Rider
Goliath	Tramplng Force
Halfling (ghostwise)	Telepathic Charm
Hobgoblin	Commander's Authority
Kenku	Complete Impersonation
Kobold	Pack Mentality
Kobold	Trap Enthusiast
Lizardfolk	Druidic Culture
Orc	Strongarm Soldier
Tabaxi	Mercurial Pursuits
Triton	Triton High Magic
Yuan-ti	Snake Charmer

BRUTISH FORCE

Prerequisite: Bugbear

Your strength on the battlefield is unmatched in its primal ferocity. You gain the following benefits:

- Increase your Strength or Constitution score by 1, to a maximum of 20.
- When you hit make a melee weapon attack against a creature, you may choose to do so with advantage. If the attack hits, you roll one of the weapon's damage dice an additional time and add it as extra damage of the weapon's damage type. Once you use this ability, you can't use it again until you finish a short or long rest.

COMMANDER'S AUTHORITY

Prerequisite: Hobgoblin

Your experience in battle makes you an excellent leader. You gain the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- As an action, you take leadership on the battlefield. For 1 minute, you utter a special command or warning whenever a nonhostile creature that you can see within 30 feet of you makes an attack roll or saving throw. The creature can add a d4 to its roll provided it can hear and understand you. The effect ends early if you are incapacitated. Once you use this ability, you can't use it again until you finish a short or long rest.

COMPLETE IMPERSONATION

Prerequisite: Kenku

You further enhance your ability to mimic others. You gain the following benefits:

- You learn *disguise self* and can cast it once without expending a spell slot. You must finish a short or long rest before you can cast it again.
- You gain proficiency with the disguise kit. If you're already proficient with it, your proficiency is doubled for any check you make with it.

DIVINE WARRIOR

Prerequisite: Aasimar

You learn more spells typical to those strong of faith. You learn the *thaumaturgy* cantrip. You also learn *shield of faith* and *spiritual weapon*, each of which you can cast once at their lowest level without expending a spell slot. You regain the ability to cast the spell in this way when you finish a long rest. Charisma is your spellcasting ability for these spells.

DIVING STRIKE

Prerequisite: Aarakocra

While flying, if you move at least 20 feet straight toward a creature and then hit it with a melee weapon attack on the same turn, the target must succeed on a Strength saving throw (DC 8 + your proficiency bonus + your Dexterity modifier) or be knocked prone. If the target is prone, you can make one attack against it with your talons as a bonus action.



DRUIDIC CULTURE

Prerequisite: Lizardfolk

You learn the magic of the swamps. You learn two druid cantrips of your choice. You also learn *entangle*, which you can cast once without expending a spell slot. You regain the ability to cast it in this way when you finish a short or long rest. Wisdom is your spellcasting ability for these spells.

ELEMENTAL AFFINITY

Prerequisite: Genasi

Your connection to the elements allows you to manipulate the energy of your spells. You gain the following benefits:

- Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.
- When you gain this feat, choose one of the following damage types: acid, cold, fire, lightning, or thunder. When you cast a spell with a spell slot and the spell deals one of those damage types, you can substitute that damage type with the one you chose.

ELEMENTAL RESILIENCE

Prerequisite: Genasi

Your exposure to elements increases your durability. You gain the following features:

- Increase your Constitution score by 1, to a maximum of 20.
- When you gain this feat or finish a long rest, choose one of the following damage types: acid, cold, fire, lightning, or thunder. You gain resistance to that damage type until you choose a different one with this feature.

EVASIVE FLYBY

Prerequisite: Aarakocra

Your mastery of flight grants allows you to more easily escape your foes. You gain the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.
- Opportunity attacks against you are made with disadvantage when you fly out of a foe's reach.
- When you take the Dash action on your turn, you also gain the benefits of the Disengage action.

MERCURIAL PURSUITS

Prerequisite: Tabaxi

Your interests quickly change from one thing to another. You gain the following benefits:

- When you finish a gain this feat or finish a long rest, choose one skill and one tool in which you are not proficient. You add half your proficiency bonus, rounded down, to any ability check you make with the chosen skill and tool until you choose different ones with this feature.
- When you make an ability check, you can choose to gain advantage on the check. Once you use this ability, you must finish a short or long rest before you can use it again.

NATURE'S DEFENDER

Prerequisite: Firbolg

You are a guardian of the woodlands. You gain the following features:

- Increase your Wisdom score by 1, to a maximum of 20.
- You learn the *shillelagh* cantrip. Wisdom is your spellcasting ability for it.
- When you are wielding a quarterstaff or a club and another creature hits you with a melee attack, you can use your reaction to add 2 to your AC against that attack, potentially causing the attack to miss you.

PACK MENTALITY

Prerequisite: Kobold

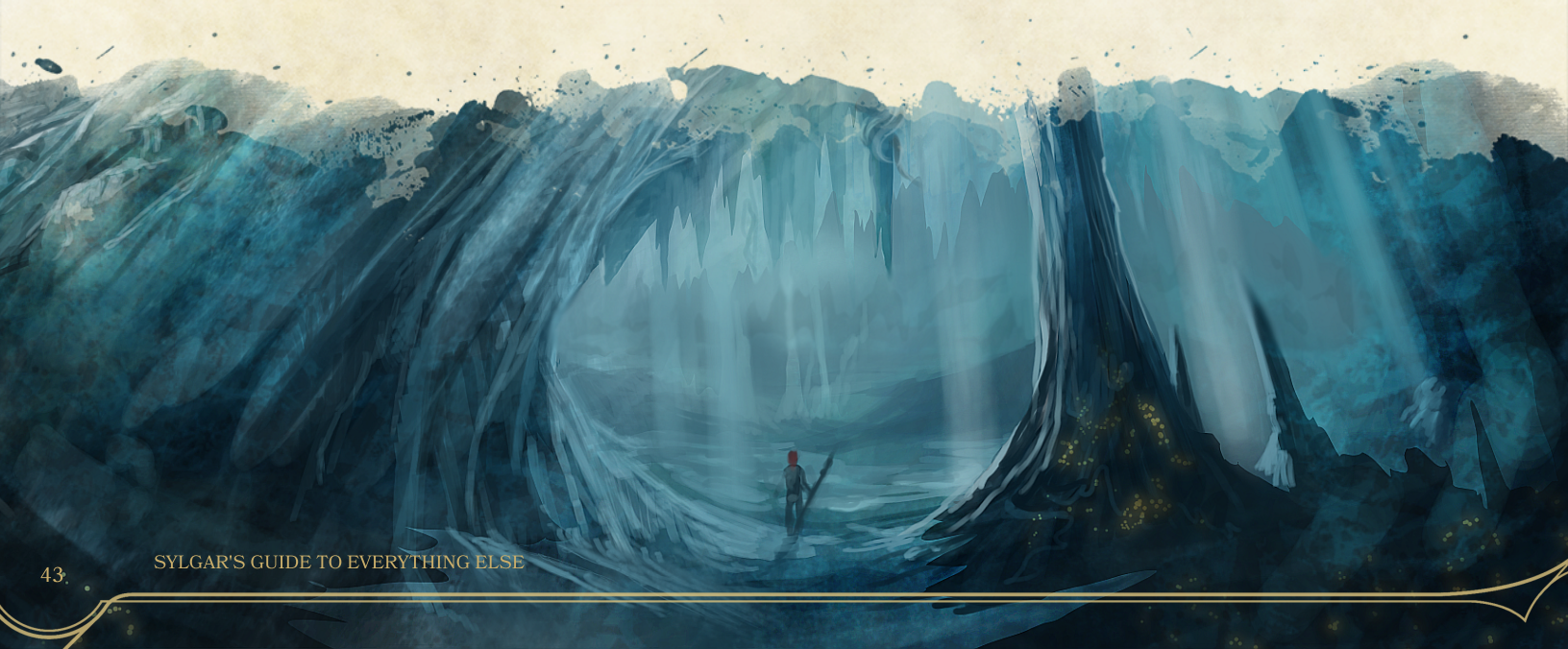
Whenever you make a melee attack roll with advantage against a target and both d20 rolls would hit the target, the next attack roll against the target before the end of your next turn has advantage as long as you remain within 5 feet of the target and are not incapacitated.

SNAKE CHARMER

Prerequisite: Yuan-ti

Your connection to serpents grants you a companion. You can cast the *find familiar* spell as a ritual, though it must take the form of a flying snake, poisonous snake, or constrictor snake.

Additionally, when you take the Attack action, you can forgo one of your own attacks to allow your familiar to make one attack of its own.



STRONGARM SOLDIER

Prerequisite: Orc

Your physical prowess is best displayed when hurling projectiles at your enemies. You gain the following features:

- Increase your Strength score by 1, to a maximum of 20.
- Attacking at long range doesn't impose disadvantage on your thrown weapon attack rolls.
- Your thrown weapon attacks ignore half cover and three-quarter cover.

TELEPATHIC CHARM

Prerequisite: Halfling (ghostwise)

You gain the ability to weave further magic into your telepathic abilities. When you use your Silence Speech feature, you may choose one of the following:

- You do not need to share a language for the creature to understand you.
- You gain advantage on the next Charisma check you make to influence the creature.
- The creature can respond telepathically to you, as long as you share a language.

You may use each feature once, after which you must finish a long rest before you can use it again.

TRAMPLING FORCE

Prerequisite: Goliath

You have learned to use your size to run at and through your foes. You gain the following benefits:

- Increase your Strength or Constitution score by 1, to a maximum of 20.
- If you move at least 15 feet straight towards a creature on your turn and the hit it with a melee attack, the creature must succeed on a Strength saving throw (DC 8 + your proficiency bonus + your Strength modifier) or be knocked prone. If the creature is Medium or smaller, the saving throw has disadvantage.
- When you take the Dash action on your turn, you gain resistance to bludgeoning, piercing, and slashing damage until the end of your turn.

TRAP ENTHUSIAST

Prerequisite: Kobold

You have become an expert at causing enemies to fall victim to your traps. You gain the following benefits:

- Increase your Dexterity or Intelligence score by 1, to a maximum of 20.
- Hostile creatures have disadvantage on any saving throws they are forced to make as a result of ball bearings, caltrops, hunting traps, or similar traps that you deploy. Additionally, damage from your traps ignores damage resistances.

TRITON HIGH MAGIC

Prerequisite: Triton

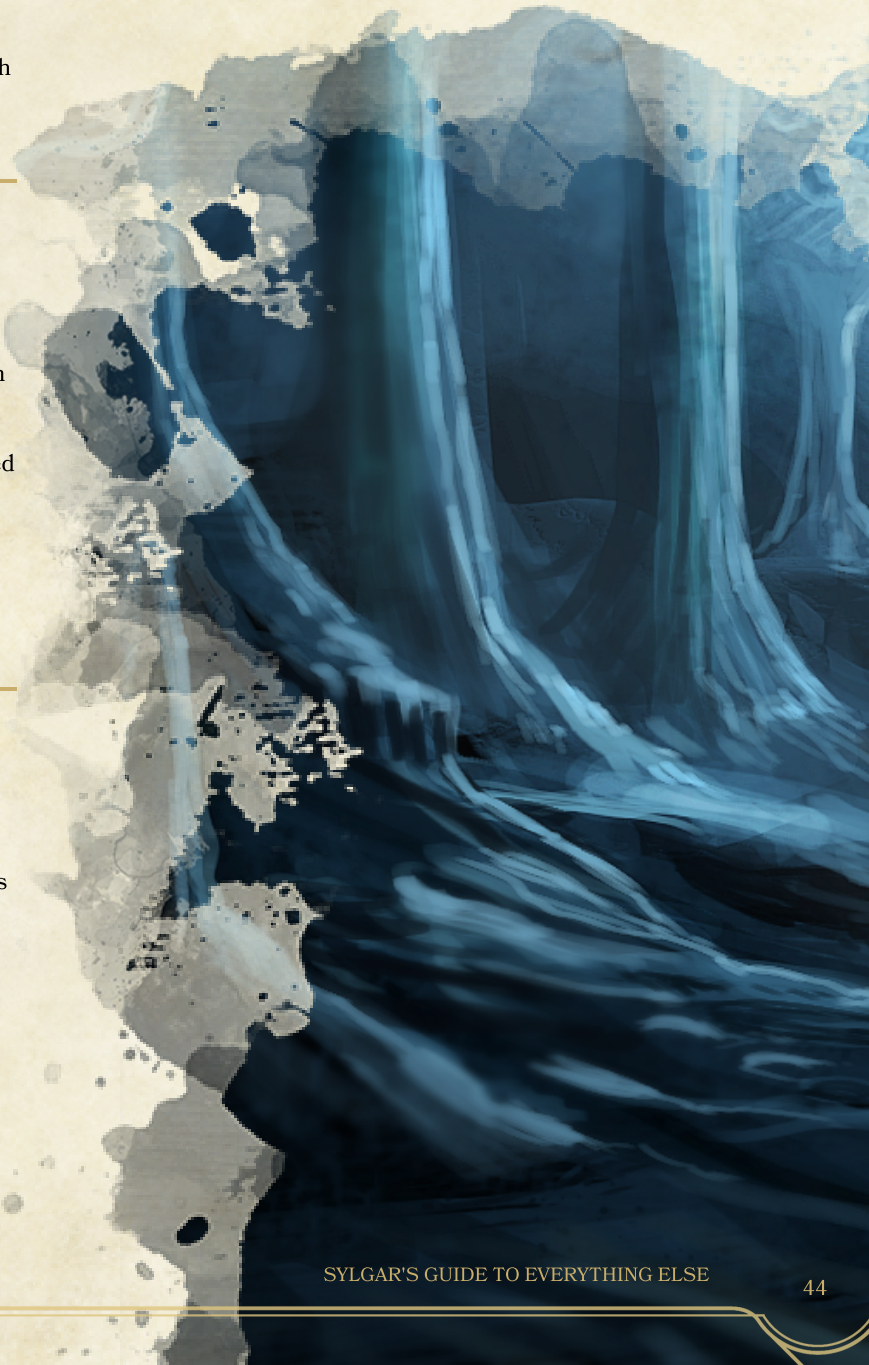
You learn more of the spells typical for your people. You learn the *shape water* cantrip. You also learn *wrathful smite* and *find steed*, each of which you can cast one without expending a spell slot. You regain the ability to cast the spell in this way when you finish a long rest. Charisma is your spellcasting ability for these spells.

WILD RIDER

Prerequisite: Goblin

Your experience taming and riding wild animals grants you certain benefits:

- Increase your Dexterity or Wisdom score by 1, to a maximum of 20.
- You have advantage on any saving throw to avoid falling off of your mount.
- Mounting a creature uses only 5 feet of your movement.
- When you use your Nimble Escape feature to take the Disengage action, your mount gains the same benefits.



CHAPTER 2: DUNGEON MASTER'S TOOLS

This chapter details several additional options that the Dungeon Master can implement for their campaigns. Some include additional options that could be used by your players, while others provide guidance on creating unique and exciting encounters for them. A brief description of the options are provided.

GROUP SPELLCASTING

A group of mages may combine their talents to empower a particular spell or combine spell effects in new and exciting ways. Groups of spellcasters can extend the ranges of spells, or increase their durations, even potentially making a spell permanent.

This option can be utilized by groups of wizards, cultists, or clerics in ways that can shape portions of your campaign's world. You can also make this option available to players, either by having the members of the party to work together, or by allowing them to recruit other spellcasters to their cause.

MONSTER WAREHOUSE

The concept of a monster warehouse is intended to create a cohesive dungeon experience for your players by pitting them against sets of monsters that share common traits.

These monsters gain additional traits as players progress through the dungeon, allowing the PCs to develop effective strategies and fight more effectively against difficult foes.

The section also details creating encounters that are interesting for the players but also expend their resources over the course of an adventuring day.

LEGENDARY TOOLBOX

Exciting boss fights are a staple of many Dungeons & Dragons campaigns. Creating these encounters can be challenging, and the legendary toolbox seeks to aid in creating memorable final encounters.

By introducing unique features, including Legendary Transformations, you can create exciting and dynamic encounters that will engage and excite your players.

CRAFTING

Rules for crafting are expanded in this section, providing guidelines for searching for rare and exotic materials and then using those materials to create new weapons, armor, and other equipment with unique properties.

The section details a variety of exotic ore, minerals, and flora that can be used in the creation of weapons and armor.





GROUP SPELLCASTING

An individual wizard has the power to conjure an inferno with little more than the wave of a wand, but many know that the true path to shaping the universe is through cooperation with others.

When a group of spellcasters works together to channel energy into a spell, they can bolster its power, or even gain additional effects. To qualify for group spellcasting, every spellcaster in the group must know the spell in question or have it prepared. Each member of the group expends a spell slot and begins casting the spell. The spell always gains two benefits:

- If the spell requires concentration, it continues as long as at least one member maintains that concentration, as long as no other members are concentrating on other spells, and all members remain within 60 feet of each other. Additionally, if a member loses concentration on the spell during its duration but the spell does not end, that member can regain concentration on the spell as a bonus action.
- The spell's casting time divided evenly between each member of the group. For example, if three clerics cast *prayer of healing*, the spell would take only 3 minutes 20 seconds, instead of 10 minutes.

Additionally, the group can then decide to gain one of the following benefits:

- The spell is cast one level higher than its base level for each member of the group beyond the first. In the above example, three clerics each use a 2nd-level spell slot to cast *prayer of healing*, so the spell is cast at 4th level (two levels higher) when the spell is completed.

- If the spell works over a certain range or creates an area of effect, one of these distances can be increased by its base amount for each member of the group beyond the first. For example, if eight wizards are casting *locate object*, the object can be sensed if it is within 8,000 feet (about 1.5 miles), instead of the normal 1,000-foot range.
- If the spell can be made permanent after being cast a certain number of times, as with the *teleportation circle* spell, each member of the group contributes one casting of the spell to the total. Thus, a group of five wizards could create a permanent teleportation circle in 73 days, instead of 365.
- The spell's duration is increased by its base amount for each member of the group beyond the first. For example, a group of four druids could increase the duration of a polymorph spell to 4 hours, instead of one hour.

Members of a group can also focus their energies on multiple of these benefits, allowing for even more versatility. For example, a group of 10 wizards who all know and have prepared the *conjure minor elementals* spell could have 5 members focus on increasing the spell's level (to 8th), while the other 5 focus on increasing its duration (to 5 hours). The spell would be cast in 6 seconds (1 round), and concentration would be maintained as long as at least one member always held concentration, and no members concentrated on other spells.

MONSTER WAREHOUSE

There's a good chance you've played through a video game dungeon at one point or another in your life. A common thread among these dungeons is that you start with some kind of "basic" enemy or puzzle, and then elements are added as you progress, allowing you to learn as you go. Once you have learned different iterations of enemies or puzzles, the game combines them in new and challenging ways. Through all of this, though, you typically only run across 3-5 different enemy mechanics. This allows you to hone your strategies and learn about enemies without combat getting stale. Monster Warehouse seeks to implement this strategy into monster and encounter building. As an added bonus, a Dungeon Master will only have to reference a few statblocks and can learn to play this handful of monsters in effective and interesting ways.

GETTING STARTED

As mentioned above, a Monster Warehouse needs to start with a basic creature that can have features added to it as the players progress through the dungeon. This guide will start by walking through the creation of a monster warehouse step-by-step. Then it will provide some other examples for you to use in your games, but you'll also be equipped with the necessary skills to build your own.

STEP 1: BASIC MONSTER

This basic monster will hold a lot of the mechanics for the dungeon. It's CR will also set the pace for the dungeon, as it is the lowest level creature the players will fight. Don't overload this one with mechanics, as you don't want it to feel bloated once you start upping the complexity.

EXAMPLE WAREHOUSE

For this example, I am going to build a *literal* warehouse. Maybe the PCs need to sneak in a steal something. Maybe they are trying to interrogate the warehouse boss for information. Regardless, a warehouse probably has some "employees" guarding it. I'm thinking this will be an adventure for 4 level 3 PCs. I can scale this, but it's an important starting point to adjust difficulty.

The basic monster for this example dungeon will be a thug/guard hired by the warehouse operator. Since thug and guard already have stat blocks in the monster manual, a new name will be necessary. Another note before the statblock: a Monster Warehouse is designed to scale as the characters progress towards their goal, giving them multiple encounters. This means the first few may be easy, but difficulty is expected to increase alongside monster complexity. Therefore, the base example monster will start at CR 1/4, giving plenty of room for increased power.

WAREHOUSE WORKER

Medium humanoid (human), lawful evil

Armor Class 12 (leather armor)

Hit Points 22 (4d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	12 (+1)	10 (+0)	11 (+0)	11 (+0)

Skills Perception +2

Senses passive Perception 12

Languages Common

Challenge 1/4 (50 XP)

Security Tactics. Attacks against the worker have disadvantage if at least one of the worker's allies is within 5 feet of it and the ally isn't incapacitated.

Actions

Club. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. **Hit:** 5 (1d4 + 3) bludgeoning damage.

The Warehouse Worker has a new ability, *Security Tactics*, which functions as a reverse pack tactics. These guys aren't aggressively attacking the players; they are trying to defend the warehouse. The DMG says that Pack Tactics gives a monster an effective +1 to attack rolls, so I'll say that Security Tactics grants an effective +1 to Armor Class.

FINDING CHALLENGE RATING

Use the table on page 273 in the DMG to find CR.

- Creatures with Armor Class 13 and 7-35 Hit Points as CR 1/8.
- Creatures with +3 to hit dealing 4-5 damage/round as CR 1/4.
- Our worker has +5 to hit, so its offensive CR increases to 1/2, but the effective +1 AC from Security Tactics leaves it in just the right spot to average out to CR 1/4.

Now that we have the base creature for our Monster Warehouse, we can start adding complexity in the form of new offensive, defensive, and utility options. Options may include interesting weapons, enhanced armor, or other tactical abilities such as improved movement, healing, or debuffing abilities that allow for unique and interesting combats.

STEP 2: ADD COMPLEXITY

As previously stated, the second step in a Monster Warehouse is to add traits to your base monster to increase their combat effectiveness. A couple options include, but are not limited to:

- Additional attacks and/or more powerful weapons
- Improved armor or defensive abilities
- Spellcasting, healing, or multi-targeted abilities

You can start with a single ability and see how it affects the CR of your base monster. You don't want to go too crazy, or you won't be able to mix and match your monsters later on when building encounters. Building these monsters can be simple. Take your base monster, then add a single ability that increases offensive or defensive challenge rating. For our Warehouse Worker, basic enhancements will ideally result in CR 1/2 creatures.

The Warehouse Bruiser gains the ability *Seize Momentum*, which lets it make an extra attack as a reaction. This, alongside its mace, improves its offensive challenge rating to 2 (DMG 273), assuming it gets to make a reaction attack each round. With its defensive CR unchanged, it averages out to CR 1/2. This guy can deal solid damage to level 3 PCs, who average about 20 hit points at 3rd level. We'll keep this in mind as we build encounters later on.

WAREHOUSE BRUISER

Medium humanoid (human), lawful evil

Armor Class 12 (leather armor)

Hit Points 22 (4d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	12 (+1)	10 (+0)	11 (+0)	11 (+0)

Skills Perception +2

Senses passive Perception 12

Languages Common

Challenge 1/2 (100 XP)

Security Tactics. Attacks against the worker have disadvantage if at least one of the worker's allies is within 5 feet of it and the ally isn't incapacitated.

Actions

Mace. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

Reactions

Seize Momentum. When one of the bruiser's allies hits a creature within 5 feet of it with an attack, the bruiser can make a melee attack against the creature.

PHYSICAL DESCRIPTIONS

Part of allowing your players to make adjustments based on monster tactics is giving them descriptions that help them identify different types of enemies. This will differ depending on the base enemy, but some examples are given to help with descriptions. Characters who succeed on a DC 13 Wisdom (Perception) or Intelligence (Investigation) check can glean information after observing different warehouse workers.

Bruiser. Identifying markings on uniforms, as well as the maces they carry instead of clubs.

Sentinel. Similar markings to uniforms, but carrying shields instead of maces.

Foreman. Highest rank markings, and the use of a whip instead of other weapons.

WAREHOUSE SENTINEL

Medium humanoid (human), lawful evil

Armor Class 14 (leather armor, shield)
Hit Points 22 (4d8 + 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	12 (+1)	10 (+0)	11 (+0)	11 (+0)

Skills Perception +2
Senses passive Perception 12
Languages Common
Challenge 1/2 (100 XP)

Security Tactics. Attacks against the worker have disadvantage if at least one of the worker's allies is within 5 feet of it and the ally isn't incapacitated.

Actions

Club. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage.

Reactions

Interpose Shield. When one of the sentinel's allies within 5 feet of it is hit with an attack, the sentinel can use its reaction to interpose its shield, granting the creature a +2 bonus to its AC until the end of the turn, possibly causing the attack to miss.

The Warehouse Sentinel gains the use of a shield (for itself and sometimes its allies), bumping both its defensive challenge rating and overall CR to 1/2 (DMG 273).

Both the bruiser and the sentinel were given abilities that increase their combat effectiveness, while also allowing the players to interact with their abilities. It is still a goal to make combat a sort of "puzzle" for players to learn how to best interact with the monsters presented to them.

To do this, consider what the monster's ideal fighting strategy will be, and how they would execute it. Then consider how the players might respond. Finally, consider what abilities might help the monsters get back to their ideal fighting tactic(s), even after being disrupted.

For example, the warehouse employees want to remain close to one other (or at least in groups of 2) so that they can benefit from Security Tactics, Seize Momentum, and Interpose Shield. Therefore, players may want to split them up, making them easier to take down. This can be accomplished through forced movement from things like the Shove action and the *thunderwave* spell. Players may also "ignore" the Security Tactics all together (or even take advantage of them) by using area spells that require a save (*thunderwave* again, or possibly *burning hands*).

With this information, we can consider what type of abilities will allow the warehouse creatures to maintain their strategies through player disruption.

WAREHOUSE FOREMAN

Medium humanoid (human), lawful evil

Armor Class 14 (studded leather)
Hit Points 44 (8d8 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	13 (+1)	10 (+0)	12 (+1)	15 (+2)

Skills Perception +5, Intimidation +4
Senses passive Perception 15
Languages Common
Challenge 1 (200 XP)

Leadership (Recharges after a Short or Long Rest). For 1 minute, the foreman can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the foreman. A creature can benefit from only one Leadership die at a time. This effect ends if the foreman is incapacitated.

Security Tactics. Attacks against the worker have disadvantage if at least one of the worker's allies is within 5 feet of it and the ally isn't incapacitated.

Actions

Multiattack. The foreman makes two whip attacks. It can also use Call to Arms if it is available.

Whip. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 5 (1d4 + 3) slashing damage.

Call to Arms (Recharge 5-6). Each creature of the foreman's choice that is within 30 feet of it and can hear it can use its reaction to move up to half its movement speed without providing opportunity attacks. The foreman can then make one attack as a bonus action.

The foreman is the most complex (and highest CR) monster for this particular warehouse. His abilities focus on helping the creatures around him more so that simply increasing his own combat effectiveness (though his stats are also improved).

CALCULATING CHALLENGE RATING

Use the table on page 273 of the DMG, as well as the table on pages 280-281.

- Leadership does not increase CR. Call to Arms increases damage/round by about 2.
- An (effective) Armor Class of 15 and 44 hit points gives a defensive CR of 1/2.
- Having +5 to hit and dealing 13 damage per round gives an offensive CR of 2, resulting in a final CR of 1.



STEP 3: CREATING ENCOUNTERS

Now that we have a warehouse of creatures (4 worker variants), we want to build a series of encounters to challenge the players using these creatures. Recall that this Monster Warehouse was designed for a party of 4 level 3 PCs. Using the DMG guideline for an adventuring day, we have a pool of 4,800 XP to work with. We'll shoot for 6 total encounters, assuming 2 short rests mixed in. Try to determine the location and motivation for each conflict, and how each group of foes responds to the players' arrival.

Encounter 1. 4x Warehouse Worker, 400 XP, Easy

The players attempt to infiltrate the warehouse. Four workers stand guard outside. If the players do not defeat them quickly, they may signal an alarm, possibly bringing the second encounter outside and preventing surprise attacks for multiple future encounters.

Encounter 2. 4x Worker, 2x Warehouse Bruiser, 800 XP, Medium

The players pass through a entry room that connects to multiple sections of the warehouse. Because of its prominent location, workers and bruisers are stationed here in good number. If the players avoided an alarm, they may be able to surprise this crew. The party may be able to find a quiet corridor for a short rest at this point.

Encounter 3. 2x Worker, 2x Warehouse Sentinel, 600 XP, Medium

Down one of the passageways is a staircase that leads to a lower level with more precious cargo. For this reason, sentinels have been put in place to prevent any trespassing. They fight as long as possible, but may attempt to escape downstairs to alert other workers of a break-in.

Encounter 4. 2x Worker, 2x Bruiser, 1x Sentinel, 800 XP, Medium

Even though some of these are still workers, they are higher up, and perhaps fight with improved tactics compared to the outdoor or upstairs guards. They guard some of the downstairs goods, but are still outside of the "big" goal for their players. There could be another set of doors or stairs, allowing the players the chance to take a short rest here.

Encounter 5. 3x Bruiser, 2x Sentinel, 1000 XP, Hard

At this point, the players are very near to their goal, and to interacting with the foreman. This crew of bruisers and sentinels is a well-trained unit that will not be easily surprised or defeated.

Encounter 6. 2x Worker, 2x Bruiser, 1x Sentinel, 1x Warehouse Foreman, 1200 XP, Hard

Once the players reach this point in the warehouse, they can see (literally or figuratively) the finish line and their prize. The foreman likely has the most defined personality of anyone in the warehouse, and although he is impressed with the party's ability to reach his "office", he won't back down without a fight. If things go south, he may take the prize and run, but he has a lot of pride and his staff is well trained to fight for and defend him.

STEP 4: START BACK AT ONE

What follows are a couple more examples of Monster Warehouse options for different party levels. The description will therefore be kept shorter, but the process is the same. Examples include the workshop of a construct-building artificer designed for three level 7 characters and a portal-based dungeon with teleporting beasts, which will be balanced around a party of five level 11 characters.

EXAMPLE: WORKSHOP MONSTER WAREHOUSE

A party of 3 level 7's has an adventuring day budget of 15,000 XP, and a handful of CR 1 monsters makes for an easy encounter, making that a great starting spot.

WORKSHOP AUTOMATON

Medium construct, unaligned

Armor Class 15 (natural armor)
Hit Points 39 (6d8 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	14 (+2)	1 (-5)	3 (-4)	1 (-5)

Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses passive Perception 6
Languages understand Common, but can't speak
Challenge 1 (200 XP)

Enforce Order. The automaton can make a Shove or Grapple attack (+5 on Athletics checks) as a bonus action on each of its turns.

Actions

Slam. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 7 (1d4 + 5) bludgeoning damage.

The Workshop Automaton can cause a lot of forced movement, and working together can allow a crew of automatons to control a lot of the positioning in combat. Characters with ranged options may attempt to remain out of the way of these constructs.

Automatons are robotic constructs that resemble medium humanoids lacking specific features or personality.

USING TERRAIN IN COMBAT

For added fun, the artificer's workshop may contain multiple levels or bridges, allowing the Shove action to have an even greater impact when players find themselves falling from elevated platforms.

Pestilence. These automatons have large cannisters of gas attached to their backs, as well as vents built into their chests to release the gas.

Repair. A player who succeeds on a successful DC 15 Investigation check will notice certain tinker's tools built into the automatons arms. A player seeing the automaton take the Repair action need not make the check.

PESTILENCE AUTOMATON

Medium construct, unaligned

Armor Class 15 (natural armor)
Hit Points 39 (6d8 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	14 (+2)	1 (-5)	3 (-4)	1 (-5)

Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses passive Perception 6
Languages understand Common, but can't speak
Challenge 2 (450 XP)

Enforce Order. The automaton can make a Shove or Grapple attack (+5 on Athletics checks) as a bonus action on each of its turns.

Actions

Slam. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 7 (1d4 + 5) bludgeoning damage.

Gas Cloud (Recharge 5-6). The pestilence automaton releases toxic gas in a 20 foot radius sphere centered on itself. Each creature in that area must make a DC 12 Constitution saving throw, taking 18 (4d8) poison damage on a failed save, or half as much damage on a successful one.

The Pestilence Automaton takes advantage of both the forced movement and the poison immunity that all automatons have. Adding an area effect allows the robots to round up as many PCs as possible within range of the pestilence automaton before it releases its gas cloud.

The Repair Automaton (next page), can increase the longevity of its allies. Players will quickly realize they either need to completely eliminate other constructs (to avoid them being repaired), or prioritize attacking the Repair Automaton. Additionally, restoring hit points to the Pestilence Automaton gives it more chances to recharge its powerful gas cloud ability.

The artificer himself acts as the boss in this Monster Warehouse, though he does not fit the traditional "build on a basic monster" trend. While physically frail, he can pack and offensive punch using his gadgetry. Be sure to use his automatons to keep players away from him whenever possible.

REPAIR AUTOMATON

Medium construct, unaligned

Armor Class 15 (natural armor)
Hit Points 65 (10d8 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	14 (+2)	1 (-5)	3 (-4)	1 (-5)

Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses passive Perception 6
Languages understand Common, but can't speak
Challenge 2 (450 XP)

Enforce Order. The automaton can make a Shove or Grapple attack (+5 on *Athletics checks*) as a bonus action on each of its turns.

Actions

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d4 + 5) bludgeoning damage.

Repair. The repair automaton touches another construct within 5 feet of it that has at least 1 hit point. The construct regains 15 hit points.

WORKSHOP ENCOUNTERS

In this scenario, one artificer has used his constructs to abduct a wizard with the intention of using the wizard's magic to further enhance his creations. The wizard has yet to assist or reveal any secrets, but it's only a matter of time.

Encounter 1. 5x Workshop Automaton, 1000 XP, Easy

A group of basic automatons patrols the perimeter of the workshop. There is no alarm system in place for them to use, but the sound of combat may alert those inside.

Encounter 2. 4x Workshop, 2x Repair Automaton, 3400 XP, Hard

More basic guard automatons are being worked on by a pair of repair automatons just inside the workshop. This encounter is intentionally large to increase the chance that players see the repair automatons in action. If they can clear this area, they can find a place to take a short rest.

Encounter 3. 3x Workshop, 2x Pestilence Automaton, 3000 XP, Medium

Once the players pass the entryway repair area, they find a hallway patrolled by 3 workshop automatons. Once they engage, 2 pestilence automatons emerge from a side-passage and fill the hallway with poison gas. Unless the players didn't rest, this shouldn't cause too much distress, but they will be on their guard for other pestilence automatons in the future. Remember to give them a flavorful aspect like a canister of gas attached to the back, so they are easily recognized later on.

CURATIUS THE ARTIFICER

Small humanoid (gnome), neutral evil

Armor Class 13 (studded leather)
Hit Points 63 (14d6 + 14)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	12 (+1)	13 (+1)	19 (+4)	14 (+2)	10 (+0)

Saving Throws Con +3, Int +6
Senses darkvision 60 ft., passive Perception 12
Languages Common, Gnomish
Challenge 3 (700 XP)

Legendary Resistance (1/day). If Curatius fails a saving throw, he can choose to succeed instead.

Magic Resistance. Curatius has advantage on saving throws against spells and other magical effects.

Actions

Fire Bomb. Curatius hurls an explosive device at a creature within 60 feet of him. The creature must succeed on a DC 14 Dexterity saving throw or take 35 (10d6) fire damage.

Reactions

Redirect Attack. When a creature Curatius can see targets him with an attack, he can choose a construct within 5 feet of him. Curatius and the construct swap places, and the chosen construct becomes the target instead.

Encounter 4. 3x Workshop, 1x Pestilence, 1x Repair, 1500 XP, Medium

This is the first time the players enter a larger portion of the workshop. It is also the first time they will experience the repair automaton helping to make the pestilence automaton more potent. Stacked crates and boxes create a small sanctuary for a short rest following this encounter.

THE ADVENTURING DAY

For this Monster Warehouse, 5 encounters worked better than 6 from an XP standpoint. This means the encounters will be, on average, more difficult.

Encounter 5. 4x Workshop, 1x Pestilence, 1x Repair, 1x Curatius the Artificer, 6000 XP, Deadly

The players reach the area where the abducted wizard is being held. You can give him the chance to fight if the players can ungag him and unbind his hands, but otherwise he is unable to cast spells. He can be subject to the poison gas, though Curatius does not wish for him to die. Keep Curatius out of melee combat and near at least one of his constructs so he can utilize Redirect Attack.

WALL CRAWLER

Large abberation, chaotic neutral

Armor Class 15 (natural armor)

Hit Points 88 (16d10)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	10 (+0)	12 (+1)	13 (+1)	6 (-2)

Skills Athletics +4, Stealth +3

Senses darkvision 120 ft., passive Perception 11

Languages Deep Speech

Challenge 3 (700 XP)

Cheat Gravity. The crawler takes no damage from falling and does not land prone.

Spider Climb. The crawler can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Multiattack. The wall crawler makes two claw attacks.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) slashing damage, and the target is grappled (escape DC 14). The wall crawler has two claws, each of which can grapple a creature.

EXAMPLE: PORTAL MONSTER WAREHOUSE

A party of 5 level 11 characters is a strong group of heroes with a budget of 52,500 XP per adventuring day. A monster of challenge 3 can be used as a base here.

First, it should be noted that the wall crawler does not have any abilities explicitly tied to portals. What it does have is the ability to grapple, climb, and avoid falling damage. This sets it up wonderfully for jumping and falling through portals with abandon while dragging players who are less equipped along with it. This dungeon can be equipped with portal puzzles that act as terrain in and out of combat, but there will also be portal-based abilities tied into some of the more advanced creatures for this Monster Warehouse. A physical description of the crawlers is given.

Wall Crawler. Crawlers are bipedal creatures that appear like a hunched humanoid beast (similar to a werewolf), but with smooth, black, reptilian skin. They have razor-sharp claws and their heads are obscured by a helm made of black chitin.

Gate Crawler. Gate crawlers are similar to wall crawlers, but can be identified as magical with a successful DC 15 Intelligence (Arcana) check, due to the subtle runes etched into their skin.

Shield Crawler. Shield crawlers are bulkier, and their forearms have chitinous plates similar to their head coverings.

Blade Crawler. Blade crawlers are thinner and more muscular, and their claws are longer and sharper than others of their race. Distinguishing them from other crawlers requires a successful DC 15 Wisdom (Perception) check.

A NOTE ABOUT CHALLENGE RATING

The DMG does not attribute any stat increase to Spider Climb, and since falling damage is rare, Cheat Gravity is likely not worth an increase on its own merit either. That said, this combination alongside numerous potential falling hazards may lead to these monsters punching a bit above their weight class. That said, 11th-level characters have a huge repertoire of abilities available to them, so a challenge isn't the end of the world, right?

GATE CRAWLER

Large aberration, chaotic neutral

Armor Class 17 (natural armor)
Hit Points 110 (17d10 + 17)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	13 (+1)	13 (+1)	15 (+2)	7 (-2)

Skills Athletics +4, Stealth +5
Senses darkvision 120 ft., passive Perception 12
Languages Deep Speech
Challenge 4 (1,100 XP)

Cheat Gravity. The crawler takes no damage from falling and does not land prone.

Spider Climb. The crawler can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) slashing damage, and the target is grappled (escape DC 14). The gate crawler has two claws, each of which can grapple a creature.

Malicious Transposition. The gate crawler targets one creature within 60 feet of it that it can see. The gate crawler and the targeted creature magically switch positions. An unwilling target must succeed on a DC 12 Wisdom saving throw to resist this effect.

Teleporation Aura (Recharge 5-6). The gate crawler and each creature within 10 feet of it teleport up to 60 feet in a direction of the gate crawlers choosing. Any unwilling creature must succeed on a DC 12 Wisdom saving throw to resist this effect.

The gate crawler introduces the ideas that these aberrations can create their own portals (in addition to any permanent ones inside this dungeon). The gate crawler can hang from the ceiling and switch places with a player, or it can teleport a group of adventurers to the ceiling and hang on while they all fall back down. The power level of the creature can be "scaled" a bit by how high the dungeon ceilings are (up to 60 feet).

As these encounters scale, the option will become available for the gate crawler to use its teleportation aura as a defensive mechanism for wall crawlers as well. Any of its allies that stand within 10 feet will have the opportunity to teleport away willingly, allowing clever repositioning if the field of battle falls in an unfavorable way.

In addition to portals in this dungeon, consider that pits would be only a minor hinderance for these creatures, meaning that chasms and vertical passageways may be common inside their lair.

The shield crawler functions very similarly to the base wall crawler in terms of its offensive options, but its Redirect Projectiles option gives it a good deal of defensive utility. It can defend itself or other creatures from ranged attacks, meaning the crawlers won't be at risk of annihilation at the hands of ranged characters. It also boasts increased strength and hit points, meaning it can take some punishment.

SHIELD CRAWLER

Large aberration, chaotic neutral

Armor Class 14 (natural armor)
Hit Points 127 (17d10 + 34)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	14 (+2)	14 (+2)	13 (+1)	7 (-2)

Skills Athletics +5, Stealth +2
Senses darkvision 120 ft., passive Perception 11
Languages Deep Speech
Challenge 4 (1,100 XP)

Cheat Gravity. The crawler takes no damage from falling and does not land prone.

Spider Climb. The crawler can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Multiattack. The shield crawler makes two claw attacks.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage, and the target is grappled (escape DC 15). The shield crawler has two claws, each of which can grapple a creature.

Reactions

Redirect Projectiles. The shield crawler creates a portal to redirect attacks. One target within 5 feet of the shield crawler adds 5 to its AC against a ranged attack that would hit it. If this bonus causes the attack to miss, the attack is redirected at the attacker using the same roll and bonus to hit.

On the other end of the spectrum, the blade crawler is the pinnacle of combat with regard to the crawlers in this portal-based Monster Warehouse. Its Planar Strike ability should be described flavorfully, as it dips in and out of portals and cuts through the battlefield. At your discretion, it may even be able to "climb" through the air by teleporting, making a ranged attack, and teleporting again.

BLADE CRAWLER

Large aberration, chaotic neutral

Armor Class 17 (natural armor)

Hit Points 104 (16d10 + 16)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	12 (+1)	14 (+2)	14 (+2)	8 (-1)

Skills Athletics +6, Stealth +6

Senses darkvision 120 ft., passive Perception 12

Languages Deep Speech

Challenge 5 (1,100 XP)

Cheat Gravity. The crawler takes no damage from falling and does not land prone.

Planar Strike. When the blade crawler attacks, it can teleport 10 feet before each attack, provided it can see the destination of the teleportation. (*This does not count against its movement for the turn.*)

Spider Climb. The crawler can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Multiattack. The wall crawler makes three attacks with its claws or spines.

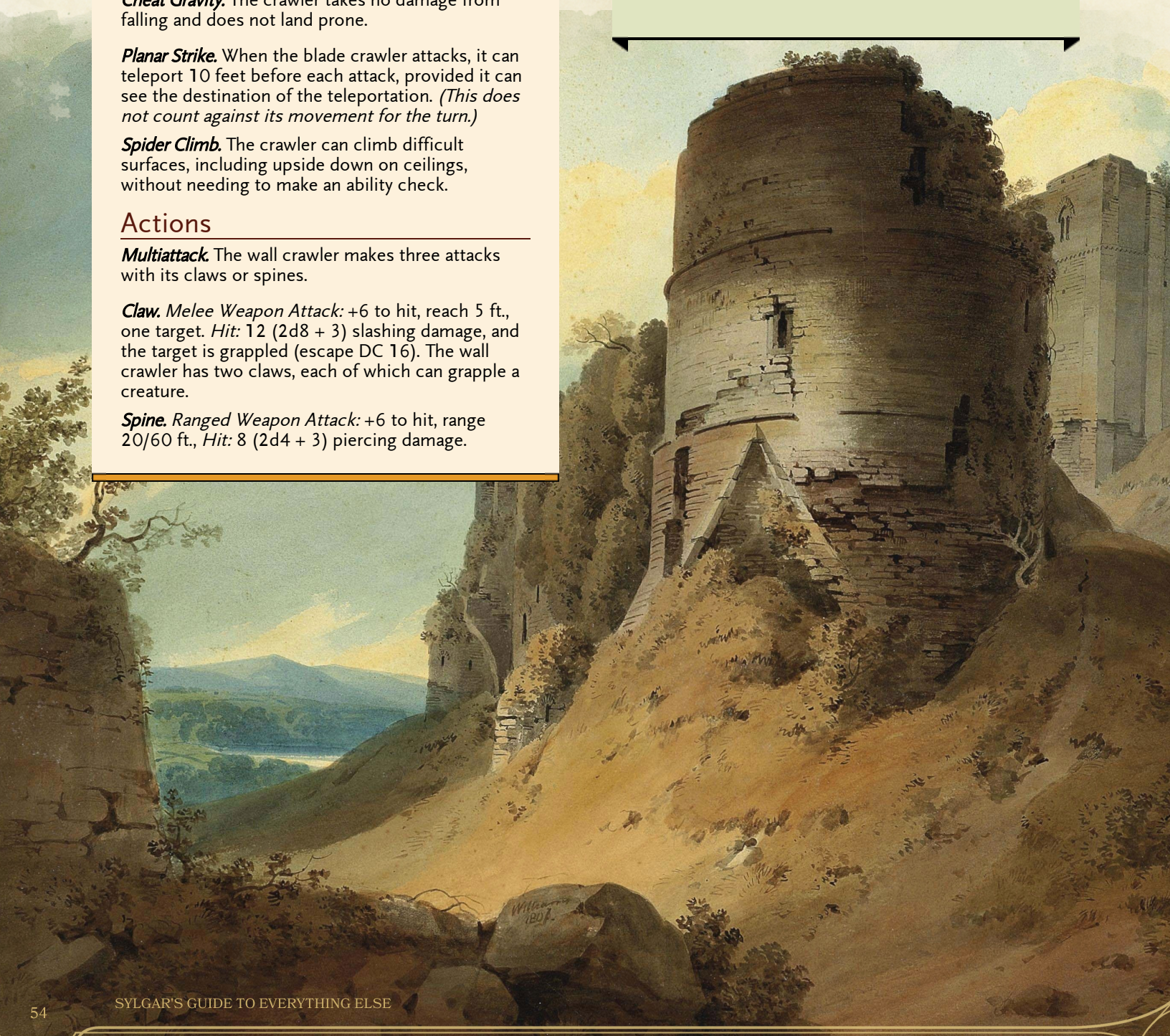
Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage, and the target is grappled (escape DC 16). The wall crawler has two claws, each of which can grapple a creature.

Spine. *Ranged Weapon Attack:* +6 to hit, range 20/60 ft., *Hit:* 8 (2d4 + 3) piercing damage.

This creature is less of a "boss" in the traditional sense and more of a danger to the players in general. Perhaps these portal crawlers are guarding a larger portal to another dimension, hoping to keep it "safe" as something larger and much more terrible attempts to break through.

MONSTER WAREHOUSES AND "BOSSSES"

The monster warehouse approach to cohesive dungeon design can create interesting combat encounters using only a handful of mechanics in a way that builds on itself, but sometimes you still want a real marquee Boss Fight. Remember that the monsters from your warehouse can become minions for a boss to add a layer of complexity, but that you may want to start at a lower power level to begin with, as to avoid an unwinnable final showdown.



PORTAL ENCOUNTERS

This dungeon exists as a ruin that has been taken over by crawlers as they protect a larger portal to allow *something* to come through. If the players are aware of the threat, it will ideally motivate them to avoid long resting between encounters (a common 'problem' of balancing the adventuring day). Reminder: The experience budget for an adventuring day of 5 level 11 characters is 52,500 XP.

Encounter 1. 5x Wall Crawler, 7000 XP, Easy

None of the crawlers will be outside of the rooms keeping patrol, as they do not wish to draw any attention from outsiders with regard to their location. For this reason, they will be in a room near the front of the dungeon. They likely hang from the ceiling while guarding in the hopes of catching intruders by surprise.

Encounter 2. 3x Gate Crawler, 6600 XP, Easy

After a likely ambush, the players will be more on their guard, but they are unlikely to expect creatures to create portals of their own. Once the range of the gate crawler's abilities have been revealed, players are likely to stay at distance and spread apart

Encounter 3. 3x Wall, 2x Shield Crawler, 8600 XP, Medium

Players may start with a ranged strategy but will be forced to adjust when their projectiles start getting sent back.

Encounter 4. 2x Gate, 2x Shield, 8800 XP, Medium

This encounter will need some interesting terrain to avoid feeling too similar to Encounter 3. Alternatively, it could be removed and a boss-fight (see below) could be added.

Encounter 5. 2x Blade Crawler, 5400 XP, Easy

This feels like a "guards outside the boss door" fight. These are the biggest crawlers. The players may have an easier time with them than the stats would suggest, but it will introduce their fighting prowess and abilities before the final battle which should be anything but easy.

Encounter 6. 4x Wall, 1x Gate, 1x Shield, 1x Blade, 17000 XP, Hard

The final portal room is the most occupied of any in the dungeon. The four wall crawlers can initiate while the other monsters move into position, making for an exciting final battle. Try incorporating a second goal of shutting down the portal during the fight. If you do, and the characters are too slow in completing the fight, perhaps they will encounter a Dimension Crawler (see below).

DIMENSION CRAWLER

Huge aberration, chaotic evil

Armor Class 15 (natural armor)

Hit Points 210 (20d12 + 80)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	18 (+4)	15 (+2)	16 (+3)	15 (+2)

Saving Throws Dex +4, Wis +6

Skills Athletics +8, Perception +6

Senses darkvision 120 ft., passive Perception 16

Languages Deep Speech

Challenge 9 (700 XP)

Cheat Gravity. The crawler takes no damage from falling and does not land prone.

Legendary Resistance. (2/Day) If the dimensional crawler fails a saving throw, it can choose to succeed instead.

Magic Resistance. The dimensional crawler has advantage on saving throws against spells and other magical effects.

Spider Climb. The crawler can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Multiattack. The dimension crawler makes two attacks. It can also use Conjure Portal before or after making these attacks.

Claw. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. **Hit:** 17 (3d8 + 4) slashing damage, and the target is grappled (escape DC 18). The dimension crawler has two claws, each of which can grapple a creature.

Spine. Ranged Weapon Attack: +8 to hit, range 30/120 ft., **Hit:** 11 (3d4 + 4) piercing damage.

Conjure Portal (1/Day). The dimension crawler casts *arcane gate*, requiring no somatic components. It's concentration on the spell can't be broken as a result of taking damage.

LEGENDARY TOOLBOX

At the end of a dungeon, your players are going to expect (and probably want) the challenge of a boss protecting the finish line. Sometimes, though, sticking a high CR monster there doesn't do the trick. The players overwhelm the monster with action economy, and the fight is over before it ever gets interesting. We're going to discuss some ways to spice up those boss fights. Static abilities are a good starting point to immediately increase a villain's raw power.

Legendary Resistances. Remember that you don't have to give your boss 3 of these. The primary purpose of a legendary resistance is to prevent your boss fight from ending before it begins. Spells like *hold monster* and *banishment* feel good for the players in one sense, but in another they are missing out on a cinematic fight.

Magic Resistance. It's easy to tack this onto anything and call it a day to help avoid the problems listed above, but try to have it make sense for your boss to have magic resistance. A powerful magic user or some kind of otherworldly beast exposed to the weave of magic may have these resistances, but many other monsters will/should not.

Limited Magic Immunity. Completely ignoring certain spells can really throw a wrench in the players' plan of attack. This ability should be used cautiously, as players will not love dealing with these guys. This can add a level of danger and excitement, but that doesn't mean every boss you throw at them should have this option. Use it sparingly, and when you feel it will be most effective and evocative of the boss monster's flavor.

Static abilities like the ones listed above will certainly beef up your boss monsters, but the real fun comes with introducing abilities that make a fight more dynamic and interactive for players.

Minions. What is a boss without her goons? Minions were introduced as a mechanical concept in D&D 4E. They pose a threat to the party on offense, but were easily dealt with defensively, as they had only 1 hit point. Because of this, they can draw the focus of the players and cause them inconvenience if they are ignored. They can also help to keep the boss safe from some attacks or effects.

Lair Actions. It's one thing to take on a powerful monster on an even playing field. It's an entirely different matter to storm into its house and attempt to dethrone it when it has all of its resources at hand. Lair Actions can help create fun and dynamic encounters that push your boss monsters to new levels.

Legendary Actions. These are the bread and butter of boss monsters. Players will quickly realize that the monster fights on an unconventional axis and will have to adjust. This also really helps with action economy if you intend to have the boss fight solo.

Legendary Transformations. This is a new ability that will allow you to gain the feel of video game boss fights, with the boss (and sometimes the lair/terrain) changing as the battle progresses, giving a dynamic feel to fights.

MINIONS

In D&D 4E, *minions* were designed to threaten players but be easy to mow down once targeted. Think of iconic fight scenes in movies, where the heroes take down swarms of orcs and goblins while fighting to secure a dungeon room or castle wall. Because of the use of bounded accuracy (attack roll bonuses and armor class only reaching certain levels), low level enemies like minions can remain relevant even as characters grow in level during a campaign.

MINION MECHANICS

Minions function like normal monsters, with two mechanical exceptions.

Hit Points. Minions have only 1 hit point. This means that any damage will eliminate them from combat.

Minion Avoidance. If the minion is subjected to an effect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw.

Because of their paper-thin defenses, minions can be easily taken care of if players devote resources to removing them. If they do, though, they give more time for the main enemy to focus its resources on them. These enemies force players to determine the most effective methods for dividing resources between minions and the primary threat.

LAIR ACTIONS

A villain in its lair becomes like a force of nature. Not only are the players pitted against foe that is powerful in its own right, the terrain upon which they fight now seems determined to undermine their efforts. Some possible lair actions are listed. As always, the lair "acts" as if its initiative was 20 (losing ties).

Difficult Terrain. The ground becomes slippery, muddy, or slimy, creating difficult terrain for all creatures that do not normally inhabit the lair.

Grappling. Shadows, vines, chains, etc. animate and attempt to grapple or restrain a creature unless it succeeds on a saving throw. The creature remains grappled until it uses an action to escape or another lair action is used.

Knocked Prone. Tremors, strong winds, or similar effects force characters to succeed on a saving throw or be knocked prone.

Minor Damage. A hazard in the lair - falling rocks, crashing waves, geysers of fire, etc. - attack a creature, dealing a small but nontrivial amount of damage.

Spell Effects. Innate magical effects trigger. These spells typically hinder a character's ability to interact with the boss, though they can also inflict damage.

Status Effects. Swirling sands, noxious gas, or similar effects force creatures to succeed on a saving throw to avoid being blinded, poisoned, etc. Areas that are heavily obscured by dust, gases, or magical darkness serve a similar purpose.

Walls. Walls of earth, vines, water, ice, or fire can appear, splitting the party or keeping the boss safe from attacks.

LEGENDARY ACTIONS

Monsters have a wide variety of options for legendary actions. This list includes many of those provided already, but keep in mind you can always create your own.

Attack. This is the most common legendary action. It increases the monster's number of attacks and overall damage output.

Detect. This could also be the Search action, but it will usually be used to seek out unseen creatures, such as those using the Hide action. Best for creatures with naturally good senses and Perception.

Movement. This helps to create a more dynamic fight. Keep in mind that full movement for certain creatures can let them be very fast, so factor that in when determining how much movement to grant.

Heal. An alternative to a regenerative ability. Keep in mind that this can significantly increase a boss's longevity if they have a place to remain "safe" from the party for even a round or two during a fight.

Area of Effect Damage. Another common option to deter characters from becoming clustered around an enemy.

Inflict Status. Poisoned and blinded are two common options. Anything that makes the boss harder to hit or the creatures easier to hit can be helpful here.

Buff Allies. This could be a bit less applicable for bosses, since no minions means no one to benefit, but in a larger scale battle, it is a fitting option.

Cast Spells. Spellcasting creatures that get to cast multiple spells can cause real problems for PCs if they can quickly set up their defenses, or dole out large amounts of damage. This type of Legendary Action almost always costs multiple actions.

Recharge Ability. This does not exist on any current monsters, but allowing a monster to focus and regain the ability of an action with a "recharge" time could create a cinematic moment and give PCs a chance to react to a powerful ability coming back into play.

LEGENDARY TRANSFORMATIONS

In a common trope of epic battle scenes, a villain seems defeated, only to rise again with new powers and abilities. Legendary Transformations attempt to emulate this, allowing a boss to change over the course of the fight, helping to make things feel dynamic. Some options for transformations are listed and described. Transformations typically occur when a boss falls below two-thirds and one-third of its hit point maximum, though this is flexible.

Knock Down. The boss unleashes a wave of energy, potentially knocking creatures away from itself, allowing it to reposition or turn momentum in its favor.

Changing Terrain. Especially in its lair, the energy connected to a boss monster could lead to its lair becoming more volatile. The ground may become difficult, and more effects like lava geysers or falling rocks may appear.

Furious Attacks. A boss that begins to become desperate may take on a more reckless bent to its attacks. The number or damage of attacks may increase, or it could simply gain advantage on these attacks.

Call for Aid. Some boss fights give the boss a chance to temporarily retreat while it calls for its minions to attack the foes. This allows the boss to step aside while PCs continue to expend resources and lose health. In a three-stage fight, this is typically the second stage.

New Abilities. While a bit vague, this simply means that the boss taps into a power source they had not typically had available to themselves, perhaps at a risk to themselves. An incomplete and volatile magic item could be used, or perhaps they channel spirits around them despite awareness of threatening side-effects.

EXAMPLES

Some boss monster stat blocks follow to show examples of how these abilities can be implemented. Some are created using a basic monster and adding abilities to give a more legendary feel, while others are created by piecing together existing abilities in new and interesting ways. Due to the expectation that the boss battle occurs at the finale of a dungeon, their stat blocks tend to be complex, so familiarize yourself well with a villain's abilities and tactics before pitting it against your players.

CHALLENGE RATING AND ENCOUNTERS

When determining the CR of a boss monster and designing encounters with them, a few things need to be kept in mind. Think about what kind of rest (if any) the party may have had before the battle. Additionally, consider what type of minions (if any) the boss will have at its disposal.

The most memorable encounters are often those wherein the players barely scrape by to earn the victory. Occasionally, a one-sided victory on the side of the PCs is enjoyable, but most players want to feel both heroic and challenged, especially when it comes to boss battles.

Boss battles shouldn't feel like a slog, but it is also ideal that they not end before a chance for heroic action has arisen. For this reason, it is advised that you err on the side of more hit points (rather than more damage or more armor class) when balancing your monster. Characters typically dish out as much damage as possible as quickly as they can, especially in a boss fight, so an HP buffer can help stretch the fight out to an enjoyable length.

BOSS BATTLES & MONSTER WAREHOUSES

Cohesive dungeon design and epic boss encounters go hand in hand when creating a fun and memorable experience for your players.

Whether you start with the warehouse or the big bad himself, make sure it makes sense how the two fit together. Consider sharing mechanics between the boss and her minions, so that when the players reach the boss's lair, they have an idea of what to expect.

That said, the occasional twist in combat is a great way to build tension during the final battle against the villain of a dungeon, or even a campaign.

APE KING

Large monstrosity, true neutral

Armor Class 16 (armor scraps)

Hit Points 144 (17d10 + 51)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	16 (+3)	9 (-1)	14 (+2)	9 (-1)

Skills Athletics +7, Perception +5

Senses passive Perception 15

Languages —

Challenge 8 (3,900 XP)

Commanding Authority. Each nonhostile beast within 30 feet of the ape king has advantage on saving throws against being charmed or frightened.

Legendary Resistance (2/day). If the ape king fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The ape makes two fist attacks.

Fist. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit* 11 (2d6 + 4) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +7 to hit, range 25/50 ft., one target. *Hit* 11 (2d6 + 4) bludgeoning damage.

Legendary Actions

The ape king can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The ape king regains spent legendary actions at the start of its turn.

Attack. The ape king makes a fist attack.

Mighty Leap. The ape king jumps up to 20 feet without provoking opportunity attacks.

Seismic Slam (Costs 2 Actions). The ape king slams its fists into the ground. Each other creature on the ground within 30 feet of it must succeed on a DC 14 Strength saving throw or take be knocked prone.

Legendary Transformations

The boss makes 2 legendary transformations, one when it falls below 96 hit points for the first time, and one when it falls below 48 hit points for the first time. These transformations occur immediately, even if this means they come in the middle of another creature's turn (including between attacks).

First Transformation. The ape king immediately uses both its Seismic Slam and Mighty Leap legendary actions. Creatures that fail the saving throw against Seismic Slam take 18 (4d8) bludgeoning damage.

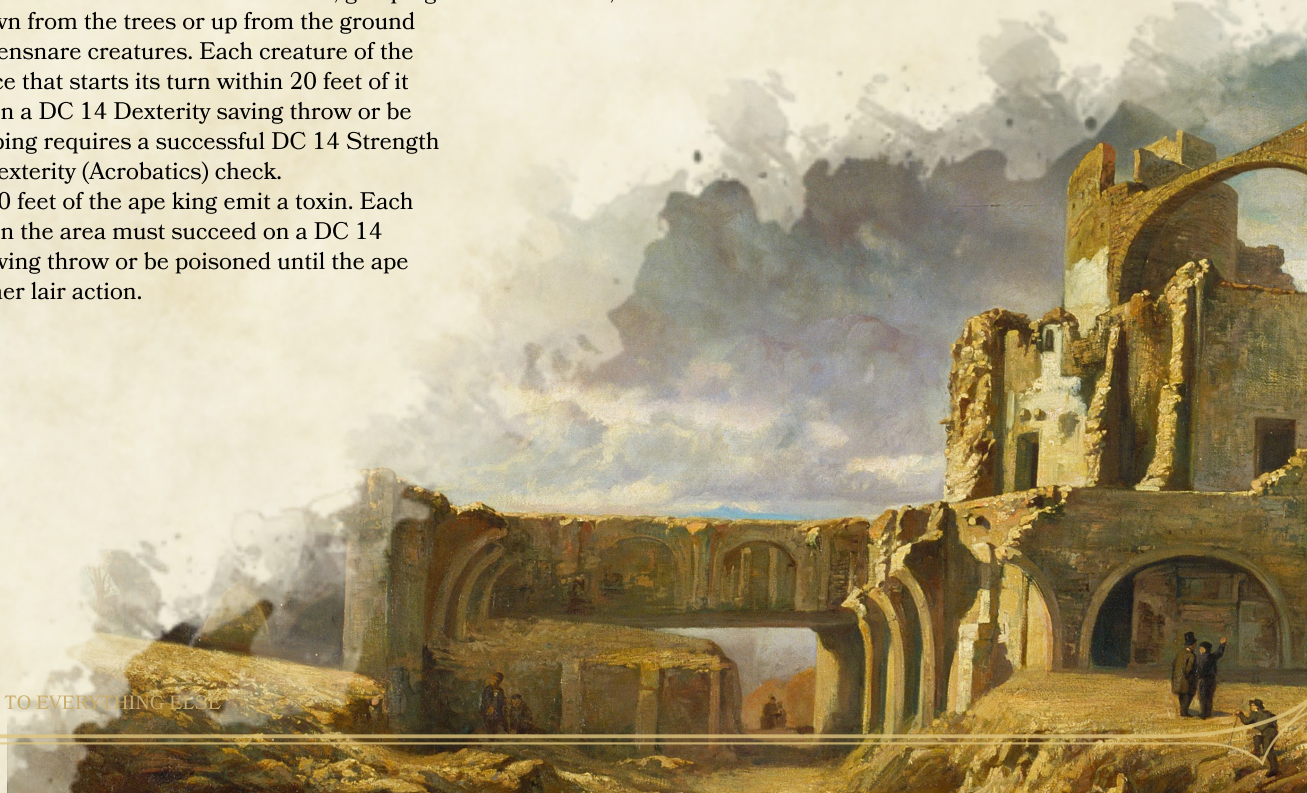
Second Transformation. The ape king goes into a frenzy. It can make an additional attack on each of its turns as a bonus action, and it makes this attack with advantage.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the ape king takes a lair action to cause one of the following effects; the ape king can't use the same effect two rounds in a row:

- Until initiative count 20 on the round after next, grasping vines reach down from the trees or up from the ground and attempt to ensnare creatures. Each creature of the ape king's choice that starts its turn within 20 feet of it must succeed on a DC 14 Dexterity saving throw or be grappled. Escaping requires a successful DC 14 Strength (Athletics) or Dexterity (Acrobatics) check.
- Plants within 40 feet of the ape king emit a toxin. Each other creature in the area must succeed on a DC 14 Constitution saving throw or be poisoned until the ape king uses another lair action.

- Trees near the ape king shake violently, dropping branches. Creatures within 5 feet of a point within 60 feet of the ape king must succeed on a DC 14 Dexterity saving throw, taking 10 (3d6) bludgeoning damage on a failed save, or half as much on a successful one.



ALPHA WOLF

Large beast, unaligned

Armor Class 15 (natural armor)

Hit Points 90 (12d10 + 24)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	15 (+2)	6 (-2)	12 (+1)	8 (-1)

Skills Stealth +4, Perception +3

Condition Immunities charmed, frightened

Senses passive Perception 13

Languages —

Challenge 3 (700 XP)

Keen Hearing and Smell. The alpha has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Legendary Resistance (1/Day). If the alpha fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The alpha makes three attacks; one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage. If the target is a creature, it must succeed on a DC 12 Strength saving throw or be knocked prone.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage.

Legendary Transformations

The alpha makes 2 legendary transformations, one when it falls below 60 hit points for the first time, and one when it falls below 30 hit points for the first time. These transformations occur immediately, even if this means they come in the middle of another creature's turn (including between attacks).

First Transformation. The wolf howls to call others to its aid. At the end of the current turn, 1d4 + 2 **pack minions** arrive and act immediately in initiative. They remain until they or the alpha are slain.

Second Transformations. The wolf flies into a feral rage. It gains the *Pack Tactics* feature, and it can immediately make an attack against each hostile creature within 5 feet of it.

PACK MINION

Medium beast, unaligned

Armor Class 13 (natural armor)

Hit Points 1 (minion)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	10 (+0)	3 (-4)	10 (+0)	5 (-3)

Senses passive Perception 10

Languages —

Challenge 1/2 (100 XP), minion

Pack Tactics. The minion has advantage on an attack roll against a creature if at least one of the minion's allies is within 5 feet of the creature and the ally isn't incapacitated.

Minion Avoidance. If the minion is subjected to an effect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 7 (1d12 + 1) piercing damage.

GLAID, THE CURSEBRINGER

Medium humanoid, neutral evil

Armor Class 18 (plate)

Hit Points 221 (34d8 + 68)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	15 (+2)	11 (+0)	14 (+2)	16 (+3)

Saving Throws Dex +5, Wis +7

Skills Athletics, Arcana, Intimidation

Senses passive Perception 13

Languages Common

Challenge 14 (11,500 XP)

Cursebringer. When Glaid hits a creature with a melee attack, he can expend a spell slot to deal an additional 2d8 slashing damage to the target per spell level, and he can reduce the creature's speed to 0 until the end of his next turn.

Legendary Resistance (3/Day). If Glaid fails a saving throw, he can choose to succeed instead.

Magic Resistance. Glaid has advantage on saving throws against spells and other magical effects.

Magic Weapons. Glaid's attacks count as magical for the purpose of overcoming resistances and immunities.

Spellcasting. Glaid is a 6th-level spellcaster. His spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). He regains his expended spell slots when he finishes a short or long rest. He knows the following warlock spells:

Cantrips (at will): *eldritch blast* (+3 bonus to each damage roll and the target is pushed 10 feet away), *minor illusion*, *prestidigitation*

1st-3rd level (2 3rd-level slots): *hellish rebuke*, *shield*, *mirror image*, *misty step*, *fear*, *fly*

Actions

Multiattack. Glaid makes two greatsword attacks.

Greatsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Legendary Actions

Glaid can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Glaid regains spent legendary actions at the start of his turn.

Attack. Glaid makes a melee attack.

Reposition. Glaid moves up to half his speed without provoking opportunity attacks.

Defensive Stance (Costs 2 Actions). Glaid takes the Dodge action.

Cast Spell (Costs 3 Actions). Glaid uses a spell slot to cast a spell, or he casts a cantrip.

Legendary Transformations

Glaid makes 2 legendary transformations, one when he falls below 148 hit points for the first time, and one when he falls below 74 hit points for the first time. These transformations occur immediately, even if this means they come in the middle of another creature's turn (including between attacks).

First Transformation. Glaid unleashes a burst of energy. Each creature within 30 feet of him must succeed on a DC 16 Strength saving throw or be knocked prone. He then teleports to a point within 60 feet that he can see.

Second Transformation. Glaid focuses his energy and regains all expended spell slots. He then shrouds himself in arcane shadow, becoming invisible until he makes an attack roll or forces a creature to make a saving throw.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Glaid takes a lair action to cause one of the following effects; he can't use the same effect two rounds in a row:

- Glaid targets the shadow of a creature he can see within 120 feet of him. The creature must succeed on a DC 16 Dexterity saving throw or be grappled by its shadow until Glaid uses another lair action. Escaping requires a successful DC 16 Strength (Athletics) or Dexterity (Acrobatics) check.
- An aura of magical darkness spreads in a 20-foot radius from a point within 60 feet of Glaid and lasts until he uses another lair action. The area is heavily obscured for all other creatures.
- Inky tar covers the floor in a 30-foot radius around Glaid. The ground is difficult terrain for all other creatures. The tar disappears when Glaid uses another lair action.

CRAFTING

In addition to the downtime crafting rules provided in *Xanathar's Guide to Everything*, these supplemental rules delve into crafting using exotic minerals, metals, and flora.

CRAFTING WITH EXOTIC MATERIALS

You can use exotic materials to craft certain types of equipment, such as weapons and armor, which gain certain benefits based on the materials used to craft them.

Magic items crafted using exotic materials gain both their magical benefits and their material-based benefits.

Exotic materials are measured in "units", which can be used to gain a rough approximation of how much of a material is needed to craft an item.

Equipment made with exotic material requires a number of units of that material equal to its gp cost divided by 50 (rounded up). Thus, a set of mithril chain mail would need 2 units of mithril, and a set of adamantine plate armor would require 30 units of adamantine.

ACQUIRING UNITS OF EXOTIC MATERIAL

While adventuring, you may have the opportunity to search for exotic materials. Your DM decides where exotic materials can be found, and how rare they are, but some guidelines are provided.

You can spend 8 hours searching a specific area for exotic materials. When you do so, make a Wisdom (Survival) check. The rarity of the material you are searching for determines the DC, but most exotic materials require a Survival check of 17 or higher to be found, if they can be found at all in a given area.

If you find exotic materials, you make a skill check to extract or harvest the material, depending on the type of material.

- **Ore.** Make a Strength check, adding your proficiency bonus if you have proficiency with mason's tools or smith's tools.
- **Minerals.** Make a Dexterity check, adding your proficiency bonus if you have proficiency with jeweler's tools.
- **Flora.** Make an Intelligence check, adding your proficiency bonus if you have proficiency with woodcarver's tools, the herbalism kit, or the Nature skill.

The table shows how many units of material you extract or harvest based on your check.

MATERIAL EXTRACTION

Check	Units
< 17	0
17-19	1
20-22	2
> 22	3

After making a check, you cannot attempt to extract or harvest material again until you finish a long rest, and must first locate a new location from which to harvest.

SELLING EXOTIC MATERIAL

You may find or harvest more material than you need for your craft. Some merchants are interested in these materials to resell or use for crafting themselves, though many are unable to afford such luxuries.

Additionally, certain merchants will have exotic materials for sale, though these are also rare due to the typical difficulty of obtaining them and the limited market able to purchase them.

EXOTIC MATERIALS

Name	Cost per Unit	Weight per Unit
Exotic Ore		
Adamantine	250 gp	10 lb.
Mithril	250 gp	1 lb.
Titanium	200 gp	4 lb.
Orichalcum	400 gp	7 lb.
Exotic Minerals		
Obsidian	250 gp	6 lb.
Gemstone	500 gp	3 lb.
Tourmaline	150 gp	5 lb.
Exotic Flora		
Darkleaf	100 gp	1 lb.
Ironwood	100 gp	3 lb.
Whipwood	100 gp	1 lb.



EXOTIC ORE

Each type of exotic ore has unique properties that can be used to craft special weapons or suits of armor.

ADAMANTINE

Adamantine is an incredibly hard metal that, while difficult to work, creates durable and reliable armor as well as well-honed weaponry. It is most often found deep underground, sometimes in caverns but more frequently requiring some amount of mining.

Armor. You can use adamantine to craft a suit of medium or heavy armor. If a creature scores a critical hit against you while you wear the armor, it is considered a normal hit.

Weapon. You can use adamantine to craft a melee weapon other than a whip. The weapon scores a critical hit on rolls of 19 or 20. If you have other features that expand this range, it increase by 1 more than normal while you wield an adamantine weapon.

MITHRIL

Mithril is a super-light metal substance that shines like silver and has an almost cloth-like feel after being worked. It is also mined, and most often appears near sources of fresh water, such as lakes and underground rivers.

Armor. Mithril can be used to make medium or heavy armor. When worn, the armor doesn't impose stealth disadvantage and doesn't have a strength requirement.

Weapon. Weapons made of mithril are lighter than normal. A weapon loses the *heavy* property if it has it. If it doesn't, it gains the *light* property.

TITANIUM

Somewhere between mithral and adamantine, titanium is harder and lighter than steel. Although it is the most common exotic ore, it is still considerably rarer than common ores and metals. Some lore indicates titanium has a tie to the elemental plane of air, resulting in its light but durable structure.

Armor. A suit of heavy armor that is made using titanium can be worn by a creature that has medium armor proficiency, but lacks heavy armor proficiency without the creature suffering any of the normal drawbacks associated with wearing armor without proficiency.

Weapon. A melee weapon made from titanium that lacks the *two-handed* property gains the *versatile* property. The weapon deals damage of one dice size higher when wielded with two hands. (The dice size progression is d4, d6, d8, d10, d12).

ORICHALCUM

Orichalcum is a metal resembling a copper-gold composite that was used in ancient civilizations due to its magic-disrupting properties.

Armor. While you wear a suit of armor made from orichalcum, if you are forced to make a saving throw against a spell that targets only you, you add your proficiency bonus to the saving throw if it doesn't already include your proficiency bonus.

Shield. While wielding an orichalcum shield, you add the shield's AC bonus to your Strength, Dexterity, and Constitution saving throws against spells.

Weapon. When you hit a creature with a weapon made from orichalcum while that creature is concentrating on a spell, the creature has disadvantage on the save made to maintain concentration.

CREATING ALLOYS

An alloy can consist of 2 or more types of ore, combined to create a new substance with properties of the original ones. When you create an alloy, you use the same number of units of each base material, and the yield is that many units of the alloy. For example, using 2 units of adamantine and 2 units of mithril would yield 2 units of adamantine-mithril alloy. This alloy would grant the light properties of mithril and the durable properties of adamantine.





EXOTIC MINERALS

Exotic minerals are often mined from beneath the earth. They are known for the beauty of the weapons and armor crafted with them.

Obsidian

This volcanic rock resembles dark glass in hues ranging from deep purples and reds to pure black. It can be worked into razor sharp sheets, though extracting it from volcanic sites is especially perilous.

Weapon. Obsidian can be used to craft a melee weapon that deals piercing or slashing damage. On a hit, the weapon deals an additional 1d4 damage.

Shield. An obsidian shield can be used as a weapon due to its sharp edges. You add your Strength modifier to attack and damage rolls made with the shield, which deals 1d6 slashing damage on a hit.

Gemstone

Precious gems, such as diamond, ruby, and sapphire, can be crafted into weapons that are hard and durable, yet easy to handle gracefully.

Weapon. A gemstone melee weapon that deals piercing or slashing damage and lacks the *two-handed* property has the *finesse* property (you can use either Strength or Dexterity for attack and damage rolls with it).

Tourmaline

Tourmaline can be found in a variety of colors, though pink is the most sought-after. It is most unique in its ability to hold an electrical charge, making it a coveted resource for weaponsmiths.

Pyroelectric Charge. A weapon or suit of armor crafted from tourmaline can be charged with electricity by exposing it to extreme heat for 8 hours, such as that of a smith's forge. At the end of the 8 hours, the item is charged with electricity, which dissipates after 1d10 days.

Weapon. A tourmaline weapon with a pyroelectric charge deals an additional 1d4 lightning damage on a hit.

Armor. A set of armor made using tourmaline that has a pyroelectric charge grants the wearer resistance to lightning damage.

EXOTIC FLORA

Certain types of trees, vines, and other plants can be woven or carved to create weapons and armor, which are often especially favored by druids, due to their distaste for wearing or wielding metal.

Darkleaf

A deep green leafy plant that is often confused with poison oak when it is not overlooked entirely, darkleaf is especially useful for blending into natural terrain.

Armor. Light armor made from darkleaf grants the wearer advantage on Dexterity (Stealth) checks made to Hide in natural terrain.

Ironwood

This incredibly durable wood requires special care and sometimes special tools to be harvested, due to its durability. It is also surprisingly light, despite its toughness. Ironwood also possesses a mystical quality akin to some magical metal weapons.

Armor. Ironwood can be used as a replacement for the metal in any medium or heavy armor. Additionally, any Strength requirement for a set of armor made of ironwood is decreased by 2.

Weapon. A weapon crafted from ironwood counts as magical for the purpose of overcoming creatures' resistances to nonmagical weapon damage.

Whipwood

This springy, flexible reed can be woven into a tough material that can be used to make armor, or it can be combined to create weapons.

Armor. A set of medium armor made of whipwood allows the wearer to add an additional point of Dexterity to their Armor Class while wearing it.

Weapon. A ranged weapon or a melee weapon with the *thrown* property made using whipwood has its normal range increased by 20 feet and its long range increased by 40 feet.

CHAPTER 3: SPELLS

This chapter describes additional spells in the world of Dungeons & Dragons. The spells are listed with their respective level, school, class availability, and a brief description.

Descriptions of the spells follow the table. At the discretion of your DM, the spells may be made available to other classes than the ones listed in the Spell List table.

SPELL LIST

Name	Level	School	Classes	Description
Air Step	cantrip	transmutation	sorcerer, wizard	ignore terrain and elevation
Create Cover	cantrip	conjuration	druid, sorcerer	make a small wall
Forked Bolt	cantrip	evocation	druid, sorcerer, wizard	split a bolt of lightning
Grasping Hand	cantrip	conjuration	bard, cleric, warlock, wizard	grapple a foe
Bend Luck	1st	enchantment	bard, cleric, warlock	scalable bless or bane
Call to Mind	1st	divination	wizard	quickly prepare a spell
Conjure Weapon	1st	conjuration	paladin, ranger	create a weapon
Frost Breath	1st	evocation	druid, sorcerer	slow down your enemies
Gravity Pulse	1st	transmutation	druid, sorcerer, wizard	pull creatures or objects
Eldritch Arrows	2nd	conjuration	ranger, warlock	magical bow and arrow
Enzo's Exchange	2nd	conjuration	sorcerer, warlock, wizard	switch positions
Lesser Animate Objects	2nd	transmutation	wizard	lesser animate objects
Lightning Helix	2nd	evocation	cleric	hurt them, heal yourself
Summon Object	2nd	transmutation	sorcerer, wizard	pull an object to you
Ball Lightning	3rd	evocation	druid, sorcerer	lightning elemental
Firestride Exhalation	3rd	evocation	druid, sorcerer	dragon breath teleporation
Shell Game	3rd	illusion	bard, sorcerer, wizard	disguise creatures' locations
Wings of Mercy	3rd	evocation	cleric, paladin	teleport, then heal
Illusory Duplicate	4th	illusion	cleric, warlock, wizard	trick your foes
Passage of Shifting Sands	4th	transmutation	druid, sorcerer	blinding gaseous form
Phantom Armor	4th	conjuration	bard, druid, warlock, wizard	conjure magical armor
Wingblast	4th	conjuration	druid, ranger, sorcerer	flying wind gust
Arcane Interference	5th	abjuration	bard, wizard	lesser antimagic field
Cacophony	6th	enchantment	bard	loud, scary noises
Zombify	7th	necromancy	bard, cleric, wizard	raise creatures as zombies



AIR STEP

Transmutation cantrip

Casting Time: 1 bonus action

Range: Self

Components: S

Duration: 1 round

For the duration, you hover a few inches off the ground allowing you to ignore difficult terrain. If you walk over a sharp decline in elevation, such as a pit or off a cliff, you remain aloft. If the spell ends while you are suspended, you fall.

CREATE COVER

Conjuration cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 1 round

You conjure a wall of earth or stone in an unoccupied space on the ground within range. The wall is 5 feet tall, 5 feet wide, and 1 foot thick. It provides total cover for a Medium or smaller creature on one side of the wall against attacks from the other side. At the end of the duration, the wall fades away.

FORKED BOLT

Evocation cantrip

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: Instantaneous

You create two bolts of lightning and hurl them at targets within range. You can hurl them at one target or several.

Make a ranged spell attack for each bolt. On a hit, the target takes 1d4 lightning damage.

The damage of each bolt increases at 5th level (2d4), 11th level (3d4), and 17th level (4d4).

GRASPING HAND

Conjuration cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

You conjure a spectral hand which attempts to grapple a Large or smaller creature within range. When you cast this spell, and as a bonus action on subsequent turns, you can make a melee spell attack against the creature. On a hit, creature is grappled. While the hand has a creature grappled, it cannot grapple another target. A grappled creature can use its action to make a Strength (Athletics) or Dexterity (Acrobatics) check (the creature's choice) against your spell save DC, escaping the grapple on a success.

The spell conjures an additional hand at 11th level, which can make a grapple attempt as part of the same action or bonus action.

BEND LUCK

1st-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

Choose a creature within range. If the creature is unwilling, it must succeed on a Charisma saving throw or be affected by the spell. Whenever the target makes an attack roll or saving throw before the spell ends, it must roll a d6 and either adds or subtracts it from the result (your choice when you cast the spell).

At Higher Level. When you cast this spell using a spell slot of 2nd level or higher, the die the creature rolls increases in size: a d8 at 2nd level, a d10 at 3rd level, and a d12 at 4th level.



CALL TO MIND

1st-level divination

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: Instantaneous

You search your mind for a spell that is in your spellbook, but that you have not prepared. The spell must be of 3rd-level or lower. Until the end of your next turn, you are considered to have that spell prepared. As long as you begin casting the chosen spell before the end of your next turn, you can continue casting it even if it has a longer casting time.

At Higher Levels. When you cast this spell using certain higher level spell slots, you can choose to prepare spells of higher level: up to 4th-level spells with a 2nd-level slot and up to 5th-level spells with a 3rd-level slot.

CONJURE WEAPON

1st-level conjuration (ritual)

Casting Time: 1 bonus action

Range: Self

Components: S

Duration: 8 hours

You summon a melee or ranged weapon to your open hand. The weapon is nonmagical and disappears at the end of the duration.

FROST BREATH

1st-level evocation

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You expel a frigid burst of air at a creature you can see within range. The creature must succeed on a Constitution saving throw or take 2d12 cold damage. A creature who fails the saving throw also has its speed halved and is unable to take reactions until the end of its next turn.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

GRAVITY PULSE

1st-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (an apple)

Duration: Instantaneous

Each creature within a 20-foot radius centered on a point you can see on a solid surface within range must succeed on a Strength saving throw or be knocked prone and pulled 10 feet towards the point.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the radius of the sphere increases by 5 feet for each level above 1st.

ELDRITCH ARROWS

2nd-level conjuration

Casting Time: 1 action

Range: Self

Components: S

Duration: Concentration, up to 10 minutes

You call forth a bow and three arrows made of shimmering force. When you cast the spell - and as a bonus action on each of your turns thereafter - you can fire one of the arrows, sending it towards a creature within 90 feet of you. Make a ranged spell attack against the creature. On a hit, the creature takes force damage equal to 1d8 + your spellcasting modifier.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the number of arrows created increases by two for each slot level above 2nd.

ENZO'S EXCHANGE

2nd-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

Choose a Medium or Small creature or object you can see within range. You and that creature magically teleport to switch locations. If the creature is unwilling, it must succeed on a Charisma saving throw to resist the teleportation effect. On a success, neither you nor the target are teleported.

LESSER ANIMATE OBJECT

2nd-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

An object comes to life at your command. Choose a nonmagical object within range that is not being worn or carried. You can't animate any object larger than Medium. The target animates and becomes a creature under your control until the spell ends or until reduced to 0 hit points. Its movement and senses are the same as an object animated using *animate objects*.

As a bonus action, you can mentally command the creature, as long as it is within 500 feet of you. You decide what action the creature will take and where it will move during its next turn. If you give no commands, the creature only defends itself against hostile creatures.

ANIMATED OBJECT STATISTICS

Size	HP	AC	Attack	Str	Dex
Tiny	20	18	+8 to hit, 1d4 + 4 damage	4	18
Small	25	16	+6 to hit, 1d8 + 2 damage	6	14
Medium	40	13	+5 to hit, 2d6 + 1 damage	10	12

LIGHTNING HELIX

2nd-level evocation

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: Instantaneous

A bolt of lightning streaks from your hand towards a creature within range. On a hit, the creature takes 2d10 lightning damage, and you regain hit points equal to half the damage dealt in this way.

SUMMON OBJECT

2nd-level transmutation

Casting Time: 1 bonus action

Range: 120 ft

Components: V, S

Duration: Instantaneous

Choose a specific object that is within range that isn't being worn or carried. The object instantly flies from its location and into your hand if you have one free, or it lands at your feet if you don't. The object can fly around other objects and creatures to reach you, but it must not pass through solid objects to reach you.

You can choose an object that you cannot see, but if the object is out of range or does not have a path by which to reach you, the spell fails.

BALL LIGHTNING

3rd-level conjuration

Casting Time: 1 action

Range: 10 feet

Components: V, S, M (3 pieces of coal)

Duration: Concentration, up to 1 minute

A 5-foot-diameter sphere of lightning appears in an unoccupied space of your choice within range. When you cast this spell - and as a bonus action each of your turns thereafter - you can move the sphere up to 60 feet in a straight line. If it would make contact with a creature, the creature must succeed on a Dexterity saving throw, taking 5d12 lightning damage on a failed save. Once the sphere deals damage to a creature, it dissipates and the spell ends.

FIRETRIDE EXHALATION

3rd-level evocation

Casting Time: 1 action

Range: Self (30-foot cone)

Components: V, S

Duration: Instantaneous

You exhale a 30-foot cone of fire from your open mouth. Each creature within the cone must succeed on a Dexterity saving throw, taking 5d8 fire damage on a failed save, or half as much on a successful one.

Additionally, you can choose an unoccupied point that will be within the cone before you cast this spell. As you exhale fire, you become one with the flames, teleporting the chosen point through the flames. You take no damage from this teleportation, or from the cone itself.

SHELL GAME

3rd-level illusion

Casting Time: 1 action

Range: 120 feet

Components: S, M (3 shells and a stone)

Duration: 1 minute

Choose up to three willing creatures within range. The creatures switch places and are magically disguised as the creature whose place they took for the duration. You can also choose for a chosen creature to remain in its location.

A creature can use its action to inspect one of the creatures and must succeed on an Intelligence (Investigation) check against your spell save DC to discern that the creature is disguised.

At Higher Levels. When you cast this spell using a 4th-level level or higher, you can target one additional creature for each slot level above 3rd.

WINGS OF MERCY

3rd-level evocation

Casting Time: 1 action

Range: 60 feet

Components: S, M (a dove's feather)

Duration: Instantaneous

You teleport to a space within 5 feet of a creature you can see within range. You then touch the creature, and it regains hit points equal to 3d6 + your spellcasting modifier.

ILLUSORY DUPLICATE

4th-level conjuration

Casting Time: 1 bonus action

Range: 120 feet

Components: V, S, M (a mirror)

Duration: Concentration, up to 10 minutes

You conjure an illusory duplicate of yourself in an unoccupied space within range. As a bonus action on your turn, you can move the illusion up to 30 feet to a space you can see, but it must remain within 120 feet of you. During this bonus action, you can also magically switch places with your duplicate through teleportation. Unless a creature is in physical contact with either you or your illusion, the switch is unnoticeable.

Additionally, for the duration, you can cast spells as though you were in the illusion's space, but you must use your own senses.

PASSAGE OF SHIFTING SANDS

4th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a handful of sand)

Duration: Concentration, up to 1 hour

You transform a willing creature you touch, along with everything it is wearing and carrying, into a swirling cloud of sand for the duration, as by the *gaseous form* spell.

If the creature enters another creature's space on its turn, that creature must succeed on a Constitution saving throw or be blinded until the end of its next turn.

PHANTOM ARMOR

4th-level conjuration

Casting Time: 1 bonus action

Range: Touch

Components: V, S, M (a metal ring worth at least 50 gp)

Duration: 8 hours

Choose a type of medium or heavy armor, which forms around you and takes on a spectral appearance. You are considered proficient with the armor and ignore any Strength requirements of it. If you cast this spell while you are already wearing armor, the spell fails.

WINGBLAST

4th-level conjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (a handful of sand)

Duration: Concentration, up to 1 hour

You summon a pair of wings formed from elemental air. The wings grant you a flying speed of 60 feet for the duration.

As a bonus action on your turn, you can choose to dismiss the wings and channel their energy into another spell. The spell ends early, and the wings become either the *gust of wind* spell or the *fog cloud* spell.

ARCANE INTERFERENCE

5th-level abjuration

Casting Time: 1 action

Range: Self (60-foot-radius sphere)

Components: V, S, M (a small iron rod)

Duration: Concentration, up to 1 minute

The weave of magic becomes distorted around you. If another creature attempts to cast a spell while within the sphere that surrounds you, it must succeed on a Constitution saving throw or the spell fails and is wasted. Once a creature succeeds on a saving throw against this effect, it is immune to it for 24 hours.

CACOPHONY

6th-level enchantment

Casting Time: 1 action

Range: Self (30-foot-radius sphere)

Components: V, S, M (a nail and a chalkboard)

Duration: Concentration, up to 1 minute

You conjure forth a barrage of music and sound that is displeasing to those who hear it.

When you cast this spell, each other creature within 30 feet of you must succeed on a Wisdom saving throw. A creature who fails the save takes 5d6 psychic damage. Additionally, at the start of each of its turns, the creature takes an additional 5d6 psychic damage and it must move as far as its speed allows away from you. The creature doesn't move into obviously dangerous ground, such as a fire or a pit. If a creature ends its turn outside of the sphere, it can repeat the save, ending the effect on a success. On a successful save, the target takes half as much damage and suffers no additional effects. A deafened creature automatically succeeds on the save.

ZOMBIFY

7th-level necromancy

Casting Time: 1 minute

Range: 10 feet

Components: V, S, M (a corpse and an obsidian dagger)

Duration: Instantaneous

Choose a corpse of a Large or smaller creatures within range. You imbue it with a corrupted facsimile of life, turning it into a zombified version of its former self. The creature retains some features, loses others, and gains some new features, as described below.

Retained Characteristics. The zombie retains its hit points, Hit Dice, Strength, and Constitution.

Lost Characteristics. The zombie loses its original skill bonuses, special senses, and special traits. It loses any action that isn't multiattack or a melee weapon attack that deals bludgeoning, piercing, or slashing damage.

Type. The zombie's type is undead, and it loses any tags.

Alignment. The zombie's alignment is neutral evil.

Speed. Reduce all of the zombie's speeds by 10 feet, to a minimum of 5 feet.

Ability Scores. The zombie's ability scores change as follows: Dex 6 (-2), Int 3 (-4), Wis 6 (-2), Cha 5 (-3).

Senses. The zombie has darkvision out to 60 feet.

Saving Throws. The zombie loses its original saving throw bonuses but gains proficiency with Wisdom saving throws.

Damage and Condition Immunities. The zombie is immune to poison damage and the poisoned condition.

Languages. The zombie understands all languages it knew in life, but it can't speak.

Undead Fortitude. If damage reduces the zombie 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 zombie drops to 1 hit point instead.

The zombie you create can be controlled in the same way an undead created by the *animate dead* or *create undead* spells. Similarly, the creature is under your control for 24 hours, and you must cast this spell again to maintain control of it after that time. Because of the complexity of animating corpses in this way, the spell can only reassert control over a single undead at a time.

NOTE FOR DMS

As you may expect, some monsters can be converted to zombies more easily than others. As such, it may be wise to discuss the bounds of this spell with your players before allowing them to learn it.

To assist with adaptations, a Unicorn Zombie has been provided as an example.

UNICORN ZOMBIE

Large undead, neutral evil

Armor Class 8

Hit Points 67 (9d10 + 18)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	6 (-2)	15 (+2)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages understands Celestial, Elvish, and Sylvan, but can't speak

Challenge 1 (200 XP)

Undead Fortitude. If damage reduces the zombie 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 zombie drops to 1 hit point instead.

Actions

Multiattack. The unicorn zombie makes two attacks: one with its hooves and one with its horn.

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Horn. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

