

ULRAUNT'S GUIDE TO THE PLANES

THE SHADOWFELL CHARACTER OPTIONS



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... thank you all very much! Your assistance made this all possible!

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The artwork in this handbook is all created by the artists below. A huge thanks goes out to them, for allowing me to include their illustrations herein.

If you find their artwork intriguing, you should check out their galleries, which are linked below.

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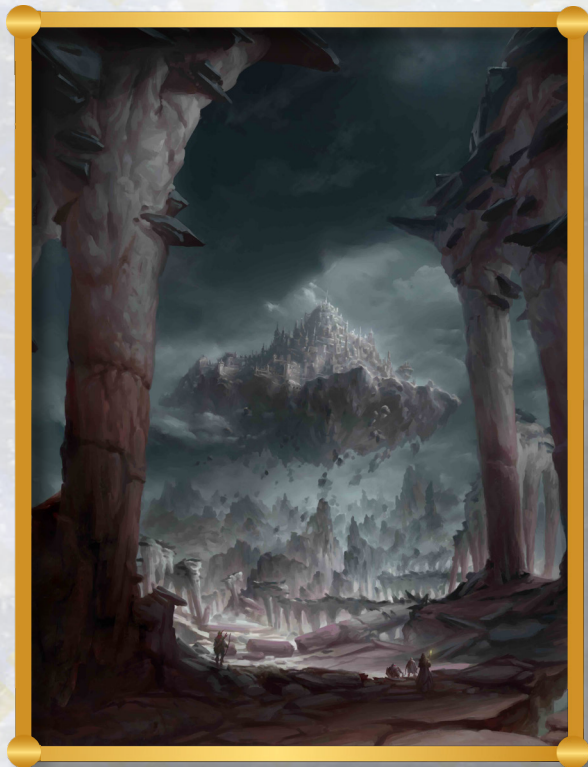
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Tomb Guardian

Tomb Hierophant



ON THE COVER

In this gloomy illustration by Raluca Marinescu, a band of heroes make their way through the Shadowfell, the floating city of Thultanthar looming up ahead.

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ULRAUNT'S GUIDE
TO THE PLANES

—△▽△—
THE SHADOWFELL



CHARACTER OPTIONS



QUILL & CAULDRON

PART 4: CHARACTER OPTIONS

Here, you will find new races, subclasses, and other character options that fit the theme of this book. Each race and subclass provides options beyond 20th level, following the guidelines established in *Epic Characters*, though they work just fine between 1st and 20th level. Finally, you will also find many new spells and feats, as well as new mythic character options as introduced in *Epic Characters*.

RACES AND SUBRACES

Race	Subrace	Description
Dhampyr	Dayborn	Born during daytime with the blessing of clerics, though still tainted by a cursed legacy
Dhampyr	Darkborn	Fathered by a vampire that was created by the Dark Powers
Dhampyr	Trueborn	The most common among the dhampyr, fathered by a vampire
Hagspawn	-	The unholy result of a hag mating with a humanoid
Krinth	-	A brutish and cunning race native to the Shadowfell with abyssal ancestry and a long history of enslavement
Shadar-Kai	-	A race native to the Shadowfell, characterized by their gloomy and depressed nature

SUBCLASSES

Class	Subclass	Level Available	Description
Barbarian	Path of the Anguished	3rd	Filled with a rage that transforms pain into power
Bard	College of Mourning	3rd	Manipulates the forces of life and death for those hanging in the balance
Cleric	Twilight Domain	1st	Wields the powers of cold and shadow
Druid	Circle of Nightmares	2nd	An profane master of the night, capable of absorbing and forging nightmares
Fighter	Obeah Knight	3rd	A pagan warrior who crafts oils, elixirs, and talismans that emulate black magic
Monk	Way of Gravelight	3rd	Shines an eldritch light from the place between life and death
Paladin	Oath of Debauchery	3rd	Depraved and pitiless, aiming for excess in all things
Ranger	Redeemer	3rd	Seeks to bring the undead to rest with heavy emphasis on magic
Ranger	Venator	3rd	A hunter who binds spirits into his service
Rogue	Shadowdancer	3rd	A cunning manipulator of the dark
Sorcerer	Grave Magic	1st	Fuelled by the power of death
Sorcerer	Vampiric Bloodline	1st	An arcane caster with a strange connection to blood
Warlock	The Dark Powers	1st	Enters into a pact with mysterious, ancient vestiges
Warlock	The Undead	1st	Forges a pact with an intelligent and powerful undead
Wizard	School of Nethermancy	2nd	Follows the teachings of a school unique to the Shadowfell

CHAPTER 13: RACES

One of the greatest joys an experienced traveler can know is the thrill of discovering a new people and their culture, sampling their customs and cuisines, and taking in the scents of the markets and the sounds of a new language. I personally have spent many a sunset, goblet of wine in hand, overlooking a newfound city and pondering how the variety of our universe never ceases to surprise me.

When I journeyed through the lower planes in my youth however, as apprentice to my elderly master, while I was most certainly surprised, it was not always in pleasant ways. Though I have been back since, against my better judgment, I regret to say that my opinion has not changed. Variety is there, to be sure, but the feelings of depression and dread that dominate all the creatures of those realms makes it quite impossible for me to enjoy myself in their company.

DHAMPYR

Take the dhampyr, for example. There is nothing more disconcerting than a half-vampire staring you down in broad daylight, her red-tinged eyes glinting in the sun defiantly. Falira was her name, and I will never forget the week that we spent in her company, as part of a caravan making its way across the Outlands. She was as all of their race have been described to me, graceful, thin, and tragically pretty. It seemed as if the light of her soul had dimmed slightly in exchange for radiance without. She was also pale, especially when the sun shone on her, and her small fangs flashed menacingly when she laughed. Perhaps it was just my youth and inexperience with women, that she left such an impression on me, but I swear to this day I have not met a woman, mortal or otherwise, who surpasses her in either beauty or heaviness of heart.

Of course, before I go on I should say that the dhampyr are not a race, not in the proper sense at any rate. No, they are best de-

scribed as the cursed spawn of both vampire and mortal parents, still a mixed race by definition but one without its own shared culture or kingdom. You see, should a dhampyr have children, the vampiric blood becomes too diluted to pass on any powers to the next generation. This means that each and every dhampyr is truly unique, and also alone to face the world without a tribe or family to understand and support them.

Back to my tale though, which I am happy to recount. A few of our fellow travelers were brave enough to ask Falira to join us for dinner. I suspect they did it out of common courtesy, or fear that she would be offended if they did not, but she was clearly glad for the company. I learned much sitting around the campfire those nights, clutching my cloak tightly against the chill and listening intently to her stories. She said that her kind lived about a century longer than their mortal kin, but were in no way immortal. That she had been born to a human mother who abandoned her at birth and to this day did not know which vampire fathered her. She grew up in the streets, cold, underfed, and utterly alone. There was no where for her to turn. Her kind were scorned by the rest of society, feared and persecuted ruthlessly. The usual places a street orphan could find a kind hand with three day old bread to share were the city temples, and entering one of those was a death sentence for someone like her. So instead she stole to survive, and hid her skin under rags and dirt and never smiled lest her fangs gave her away. She was asked why, as part vampire, she didn't fight back. But it seems her powers laid dormant as a child, and it was not until her teen years that they began to emerge, and then it was a struggle to understand and control them without guidance.

The campfire circle lay silent for a long while after that, punctuated only by the crackling flame and rustling wind. It was my master who asked a question next, about the common theory that dhampyr could also be created when a pregnant woman was bit-

ten by a vampire, but of this Falira had no knowledge. He then continued on to discuss his opinions on whether most women who birthed dhampyr were willing consorts of the vampires, or if they were charmed into the act. He also recounted how most accounts of dhampyr births involved the death of the mother, and that Falira's own mother must count herself lucky in that regard.

It will come as no surprise, but subtlety was never one of my master's strengths, nor was awareness of the emotions of others. Falira flushed in anger and stormed off to her wagon before it dawned on him that he might have been unkind. When we departed in the morning, she was nowhere to be found.

I've poured over countless tomes since that night as the years have passed me by, looking for what dhampyr lore I could find. Whether I was enthralled by her latent vampiric charms, or simple youthful infatuations, her face has never fully left my mind. I worried I had become obsessed, having spent many an evening deep in thought, imagining both how that night might have gone differently had my master simply not spoken and what it must have been like for her to grow from a child with the weight of this curse upon her. Time heals all wounds though, as those prone to quoting proverbs might say, and indeed infatuation proved to be the same. The dhampyr are of course still a favorite topic of mine, how could they not be after all the time I spent researching them, but Falira never, or at least rarely, appears in my dreams anymore.

My intensive research was also not wasted effort, for I am confident that there are patterns among the dhampyr births, ones I have noticed that have not been documented or discussed similarly in any other sources. In fact, it is my personal theory that there are four distinct types of dhampyr, though I do not know if they categorize themselves in this manner.

DHAMPYR MALFORMATION

While all dhampyr have all or most of the malformations described in the Dhampyr Malformation table to a lesser degree, some dhampyr have a particular malformation that has manifested itself much stronger, making its unholy heritage obvious to most.

DHAMPYR MALFORMATION

d6 Malformation

- 1 You have red-tinged or bloodshot eyes.
- 2 Your skin is exceptionally pale.
- 3 Your fangs are of similar size to those of a regular vampire.
- 4 Your movements have otherworldly levels of grace and elegance
- 5 Your shadow is never as dark as the shadows of others.
- 6 You look deathly ill in direct sunlight.

DHAMPYR TRAITS

Ability Score Increase. Your Constitution score increases by 1.

Age. Dhampyr reach adulthood in their late teens and live around two centuries.

Size. Dhampyr vary greatly in height, being of a similar build to humans. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. Your unholy heritage grants you superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Bite. Your fangs are a natural weapon, which you can use to attack a grappled or unconscious humanoid. You attack using either Strength or Dexterity. If you hit with it, you deal 1d6 piercing damage plus necrotic damage equal to your Constitution modifier. When you bite a living creature, you can regain a number of hit points equal to the necrotic damage done and gain enough nourishment (food and drink) to sustain you for one day. Once you regain hit points in this manner, you can't do so again until you finish a long rest.

Hunter of the Night. You gain proficiency with the Perception and Stealth skills.

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

Epic Racial: Spider Climb. When you reach 25th character level, you can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Subrace. Three subraces of dhampyr exist: the atoned dayborn, the manipulative darkborn, and the unholy trueborn.

DAYBORN

Most mothers who still bear an unborn dhampyr inside of them are rightfully terrified, convinced that they will face death in childbirth and certain that they are about to bring evil into this world. If the mother has the means however, access to clergy and enough money to donate to their church, they can arrange a purifying

birthing ceremony. Their child will be born in the light of day, blessed by a cleric as soon as their skin touches those first rays of light. The darkness within the child is contained, bottled tightly inside, and the divine radiance of that light will linger on their soul to ensure it stays so.

All dhampyr should be so lucky, and we owe a great debt to the clerics who save their souls from a much darker path. Of course, the church has a stake in such endeavors. In fact, in many cases the dayborn become a vessel to be used by the church, paraded about as a symbol of repentant evil, proof that light shall triumph over darkness.

Ability Score Increase. Your Wisdom score increases by 2.

Alignment. Dayborn lean towards good and neutrality.

Cleansing Touch. You can cast the *lesser restoration* spell once per day. Wisdom is your spellcasting ability for this spell.

Denial of Servitude. If you are charmed, you can use your reaction to instead not be charmed. Once you use this feature, you can't use it again until you finish a long rest.

DARKBORN

This next category has confounded me for quite some time. I had placed them separate from the dhampyr altogether at first, certain that there was an element that I was missing, another variable that caused these individuals to exhibit powers different from their other kin. But, while I am convinced that there is indeed a pattern to be decoded here, I have as of yet been unable to discover the truth behind it. So I will just say this: There is a darkness shrouding the souls of a small number of the dhampyr. Yes, I know most laypeople would say that all dhampyr are made from darkness, and they are in a way. That is hard to refute, seeing how they are created by vampires, some of the most well known and archetypal creatures of the night. But I assure you this is something more, a darkness deeper and more profound than I have seen even with the greater undead. Most intriguingly, there are cases where the father of the dhampyr was known and described in detail and they, a legitimate vampire, did not possess many of the traits of the half-born child. It is almost as if these darkborn were marked at birth by an occult ritual or claimed into the service of a powerful evil being, singling them out for great and terrible deeds in their future.

Regardless, I must apologize to the reader on behalf of our great library. Our lack of knowledge is inexcusable and I will continue to research this topic and update this entry as new information arises.

Ability Score Increase. Your Charisma score increases by 2.

Alignment. Most darkborn lean towards evil, and are almost always lawful or neutral.

Dark Gamble. You have advantage on all Charisma saving throws against magic. In addition, if you succeed on a Charisma saving throw, you gain temporary hit points equal to half your level, but if you fail on a Charisma saving throw, you take force damage equal to the difference between your roll and the save DC.

Dark Whispers. You know then *message* cantrip and can cast it without any components. Charisma is your spellcasting ability for this spell.



A DHAMPYR

TRUEBORN

Interestingly enough, the most commonly found of the types of dhampyr could also be the most dangerous. I am not referring to their innate abilities or merits necessarily, but instead to their connection to the greater world of their forebears. Trueborn, as you may well have guessed, are fathered by a vampire of average stature, a regular vampire if you will, and as a result the majority of the dhampyr I have chronicled fall into this category. I realize this seems at odds with what I have just previously stated concerning the other dhampyr. You would expect the trueborn to be inferior specimens, and they may well be on a case by case basis, but they are also provided with an incredible advantage.

While many dhampyr begin life as exiles and outcasts, struggling to find their place in a cruel world, the trueborn are quite often watched from the start. They are known to local vampires, possibly including their father, and unlike many of their more unique cousins they are accepted as a known quantity. From there, many are taken in under the wings of a vampire clan, adopted into their protection and given training and guidance.

Family. Clan. A network of support. The importance of these cannot be overstated. Though the dhampyr are likely second-class citizens among the vampires, they are still valued members of the clan. Many are even prized for the unique roles they can play. After all, a dhampyr that can pass for human and fool or bypass protective spells and wards has infinite uses as a soldier, scout, or assassin. So, why would it matter if they aren't equals to the rest of the clan? They will stay. After all, this is the only family they will even know, and few would willingly turn their back on that.

Ability Score Increase. Your Intelligence score increases by 2.

Alignment. Trueborn are lawful in nature, most commonly leaning towards evil.

Unholy Legacy. You know the *prestidigitation* cantrip. Once you reach 3rd level, you can cast the *charm person* spell once per day. Once you reach 5th level, you can also cast the *gaseous form* spell once per day. Intelligence is your spellcasting ability for these spells.

HAGSPAWN

There are many vile creatures in existence. Some are wholeheartedly evil, aware of their nature and eager to embrace it. Others have a strain of evil running through their blood, something that surfaces from time to time to pull them towards an action they might not otherwise take. It is not their fault, of course. They may want to follow the path of good but struggle against an uncontrollable part of their very nature.

Hagspawn are such pitiful creatures. They are birthed by a hag, one who has seduced and mated with a male humanoid, be that for pleasure or sport. Should the hag bear a child, the result is the unfortunate hagspawn. Not only are hags particularly revolting to look upon, but the male humanoid almost always perishes in the act of copulation. Together, this makes hagspawn particularly rare. After all, unless charmed by the hag or outright insane, how many men would willingly mate with a hag?

Because of this, the resulting hagspawn most often has no fa-

ther, and therefore no connection back to that side of their lineage. They also inherit at least some physical traits from the hag, which will make them seem unnatural and ostracize them from most civilized cultures. Finally, while the hags may keep them around for a while, hagspawn know that they ultimately must leave before the hag tires of them and kills them. I do admire their resilience and willingness to work tirelessly for whatever community they serve, striving desperately to fit in. On rare occasions they can even take up a life of adventuring, either because they want to prove themselves to their oppressors, or quench an unfulfilled wanderlust.

HAGSPAWN TRAITS

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

Age. Hagspawn mature at about the same rate as humans, reaching adulthood around age 20. They age much slower after reaching adulthood, often living for several centuries.

Alignment. Hagspawn are most often evil and almost always have chaotic tendencies.

Size. Hagspawn are much taller than humans, standing between 7 and 8 feet tall and weigh between 260 and 300 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. Your dark ancestry has granted you superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Arcane Aggression. You can cast the *magic missile* spell without expending a spell slot or verbal components. Once you use this feature, you can't use it again until you finish a long rest. Charisma is your spellcasting ability for this spell.

Fiendish Will. You have advantage on saving throws against spells that can only target humanoids.

Languages. You can speak, read, and write Common and an additional language, choosing between Abyssal, Infernal, and Primordial.

Epic Racial: Ethereal Jaunt. You can use a bonus action on your turn to enter the Ethereal Plane from the Material Plane. You return to the Material Plane at the end of your turn.

KRINTH

These Shadowfell-born humanoids were birthed from the molestation of the Shadovar's slaves by demons. Krinth appear as well-built humanoids with twilight-gray or fleshy skin and are among the most respected slaves and soldiers in the City of Shade. Their work ethic rivals that of dwarves and duergar, always seeking improvement, especially in craftsmanship and warfare. They are particularly famous for their stern fearlessness, never backing down from a taunt and attacking with a rage akin to an unleashed barbarian.

While many of them willingly serve their Shadovar slave-masters, some have been enticed to leave their native city of Thultanthar and seek out a destiny of their own. A few have escaped to the Material Plane, but are generally shunned from civilized societies. They hence tend to work working for shady and secretive organizations such as the Zhentarim or the Xanathar's Guild.

KRINTH TRAITS

Ability Score Increase. Your Constitution score increases by 2, and two other ability scores of your choice increase by 1.

Age. Krinth mature faster than humans, reaching adulthood around age 8. They age noticeably faster and rarely live longer than 50 years.

Alignment. Krinth are naturally inclined towards law and are mostly evil. Some tend towards neutrality, but good krinth are few and far between.

Size. Krinth are both larger and bulkier than humans, and they range from 6 feet tall and upwards. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. As a native to the Shadowfell, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Abyssal Ancestry. Your demonic ancestry grants you advantage on saving throws against being paralyzed, petrified, and poisoned.

Abyssal Whispers. You can communicate telepathically with any creature you can see within 10 feet of you using Abyssal. If the creature is able to understand at least one language, you can cause it to understand your telepathic utterance by using an action.

Shadow Stealth. While in dim light or darkness, you can take the Hide action as a bonus action.

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

Epic Racial: Demonic Fury. Once per turn, you can deal an additional 1d4 weapon damage when you hit with a weapon attack.



SHADAR-KAI

Ah yes, the shadar-kai. I suppose something does need to be said about that unfortunate race, though I would be just as happy to pass them over and move on. It is nothing personal, mind you. I bear them no ill will. It's just that I find them so off-putting and tiresome. They are a bit, how can I say this diplomatically... extreme for my tastes, in all that they do.

The shadar-kai were likely human at some point, though that honestly matters little now. They tend to live completely in the moment and as such have willingly forgotten that part of their past, collectively and without regret. All the same, their ancestors did make their way to the Shadowfell, somehow, that much we know. And I can't imagine they chose to make that journey willingly. It is not my theory that they were coerced or tricked into going, though that is an avenue to explore, but it must have at best been an accidental crossing.

I've tried to imagine what a shock it must have been, stepping into the weighty gloom of the Shadowfell for the first time. The confusion and dread that must have overwhelmed those first few travelers, the fear and realization that something was amiss, the struggle to find their way back home through the shadows, only to slowly realize that there was no going back. My first excursion there was completely different, of course, for I had researched the realm extensively ahead of time and was confident in my abilities to return to the Material Plane at any moment. But even for me, prepared as I was, the qualities of the Shadowfell could not be brushed off lightly. No, indeed it took constant mental effort on my part to fight off its influence. For unsuspecting travelers, the inherent depressive nature of the realm would have instantly seized them and rendered them paralyzed with fear and indecision. After that, the apathy would have set in. It's a miracle they didn't starve to death, honestly. A miracle that they pulled themselves out of their stupor long enough to keep putting one foot in front of another. Many are not so lucky. It is easy for a wayward traveler to succumb to the shadow energy and fade to nothingness, as it warps both their mind and body.

The shadar-kai survived though, and little by little they carved out a life for themselves in their new home. Now one could even say that they are thriving, in their own way. In fact, if you take a look at their society from afar, it is a fair model of meritocracy in action. Individual expression and abilities are valued above all else, and those who show the greatest talents in an area are chosen to lead. While this allows anyone to rise through the ranks with enough hard work, it also condemns those who are unable to do so. The Shadowfell is not a place for the weak, and the shadar-kai learned long ago to not let themselves be burdened down by others, lest they are all dragged down together. The strongest of them have forged a powerful presence in that realm. They have even learned, over a very long time mind you, to connect to the shadow that surrounds them, learned to live with and harness that power for their own benefit.

This must feel like a decently happy ending, one that you were likely not expecting. I am painting them in a rather positive light after all. But don't worry, there is a darker side to things, as there always is. For the shadar-kai, it is precisely the way in which they overcome the nature of the Shadowfell that pulls them towards evil acts. The Shadowfell will dull your senses, muting the colors and sounds around you, and dampen your emotions until you are left in a flat state. An uncaring, unfeeling, and almost unlivable existence. To avoid this, the early shadar-kai chose to embrace anything that would wake them back up to the world around them, choosing to live their lives fully, no matter what the cost.

Extremes of emotion and violent physical acts are what you will find in shadar-kai society now. Pleasure and pain, ecstasy and dread. Whatever will keep their minds sharp and the blood pulsing through their veins, that is what they seek. Some harm themselves quietly in darkened rooms while others throw themselves recklessly into battle, reveling in the pain that greets them. The shadar-kai even wear the marks of these trials with pride. Scars, piercings, and tattoos all commemorate their life, their survival. And, at the end of it all, they are taught to embrace their coming death with open arms. For it is ironically and cruelly in that briefest of moments that they will feel most alive, most aware of their own place in the cosmos.

You know, I have heard it said by my colleagues that the sha-

dar-kai are akin the eladrin are to the Feywild, in that they are the most natural inhabitants of those realms, ones that exemplify their qualities. I have to disagree. While the shadar-kai are indeed born of the place, they do not personify it. If anything, they represent a willful rebellion against everything the Shadowfell stands for.

SHADAR-KAI TRAITS

Ability Score Increase. Your Dexterity score increases by 2 and a different ability score of your choice increase by 1.

Age. Shadar-kai reach adulthood early in their teens and have been known to live for over three centuries though many also die young from depression or suicide.

Alignment. Shadar-kai are almost always chaotic, most learning towards evil or neutrality.

Size. Shadar-kai are of similar size to humans, though slightly shorter and with a more slender frame. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. As a native to the Shadowfell, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Shadow Blend. While in dim light or darkness, you can use a bonus action to become invisible, along with anything you are wearing or carrying. The invisibility lasts for 1 minute, until you make an attack or cast a spell, are in bright light, become incapacitated, or until you use a bonus action to end it. Once you use this trait, you can't use it again until you finish a long rest.

Shadow Jaunt. When you are in dim light or darkness, as a bonus action you can teleport up to 60 feet to an unoccupied space you can see that is also in dim light or darkness. Once you use this trait, you can't use it again until you finish a short or long rest.

Shadow Stealth. While in dim light or darkness, you can take the Hide action as a bonus action.

Spiked Chain Proficiency. You are proficient with the spiked chain and the heavy spiked chain.

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

Epic Racial: Ghostly Jaunt. When you reach 25th character level, after using your Shadow Jaunt, you gain resistance to all damage until the start of your next turn.

VARIANT SHADAR-KAI

If you instead want to treat the shadar-kai as an elven subrace, use the traits presented in *Mordenkainen's Tome of Foes*.



WEAPON: SPIKED CHAIN

The spiked chain is an exotic martial melee weapon, wielded universally by the shadar-kai. They come in regular and heavy variants. Regardless of its type, a spiked chain is a length of metal chain whose last few links on each end are enlarged and enhanced with spikes.

Spiked Chain

Cost: 15 gp
Damage: 1d6 slashing
Weight: 5 lb.
Properties: Finesse, reach, two handed

Heavy Spiked Chain

Cost: 25 gp
Damage: 1d10 slashing
Weight: 10 lb.
Properties: Heavy, reach, two-handed

CHAPTER 14: CLASSES

Should you travel the planes to any degree, the first thing you need to know (besides making sure there is air to breath where you are going, and not just a mix of poisonous gasses and highly corrosive rain...you only make that mistake once, I assure you). As I was saying, the first thing you need to know is that every creature, intelligent or not, that you come across will probably try to kill you. You would think that someone somewhere would be happy to meet and talk to an esteemed visiting scholar from another world. But no, that never seems to be the case. So, as a favor to my fellow planeswalkers, I've catalogued the following descriptions, ones that seemed especially dangerous. Consider yourself forewarned.

SUBCLASSES AND SPELLS

Most spells that are referred to are found in the *Player's Handbook*. Spells marked with an asterisk (*) are instead found in chapter 16 of this book.

BARBARIAN

SCARS

Barbarians amass plenty of scars over their career, some of which they become protective of and wear with pride. If your barbarian has any scars they are proud of, what do they look like? Were they obtained in battle, by accident, or carefully cut?

SCARS

d6 Scar

- 1 You have a wide gash across your face, obtained when you defeated a foe much stronger than yourself.
- 2 The countless lashes you have received across your back from your time in slavery are as obvious now as when you first got them.
- 3 You have several large scars on the front of your torso, mirrored by slightly smaller scars on your back - a gift from a dragon that pierced you with its claws and left you for dead. Each day you hope to face off against this foe again.
- 4 Horrible burns cover half your body and face from when you saved your tribe's children from a fire.
- 5 You're missing a finger on one of your hands and you refuse to have it magically regrown. It's a token from the first fight you ever won.
- 6 You have carved a symbol of meaning into your chest. It might be your totem animal, the symbol of a sworn enemy, the name of a loved one, or something else which holds deep meaning to you.



ANGUISED
BARBARIAN

PRIMAL PATH

At 3rd level, a barbarian gains the Primal Path feature. The following option is available to a barbarian, in addition to those in the *Player's Handbook*.

PATH OF THE ANGUISED

THE PAIN OF THE CUT. DRAWN DOWN YOUR ARM TOWARDS YOUR HEART. RUN YOUR FINGER ALONG IT. PROD THE PAIN ON, WILD AND BURNING, AND PLAY WITH THE SUBTLETIES HIDDEN WITHIN. FEEL THE AGONY SHOOT OUTWARDS TO AWAKEN YOUR BODY. DWELL ON IT UNTIL YOU CAN SEE IT, RED BEHIND YOUR EYES. EMBRACE IT. WRITHE ON THE FLOOR AS IT OVERTAKES YOUR SENSES. LET THE JOY OF LIFE SEAR ACROSS YOUR SKIN. YOUR HEAD SCREAMS AND COLORS FLARE TO LIFE. LAUGH AND HOWL UNTIL YOUR THROAT BLEEDS IN SYMPATHETIC DELIGHT, AWARE OF THE WORLD AND YOURSELF FOR THE FIRST TIME.

THEN, ONCE YOU HAVE DRUNK IN THESE SUBLIME SENSATIONS, AND BEFORE THEY FADE AWAY LEST YOU FORGET, GO FORTH AND SHARE THE PAIN OF ENLIGHTENMENT WITH OTHERS.

This extract is taken from a work of shadar-kai philosophy. It is... interesting, to say the least. To most of us this reads like the ranting of a madman, but remember that this cursed race has had their sense of emotion dulled by the shadows in which they live. Happiness and cheer, merriment and revelry, these are all but unknown. So it is no wonder that some of their kind will try anything to lift them out of the depression, to feel life for even a shimmering and brief moment. You must always be wary of the warrior that doesn't fear pain and death. I would suggest you simply run from those that actively seek it out.

PATH OF THE ANGUISED FEATURES

Barbarian Level	Features
3rd	Shared Suffering
6th	Tolerance for Pain
10th	Dark Vitality
14th	Agonizing Attacks
27th	Anguish

RESTRICTION: SHADAR-KAI ONLY

Only shadar-kai can follow the Path of the Anguished. The anguished fill a particular niche in shadar-kai society and culture.

Your DM can lift this restriction to better suit the campaign. The restriction exists for the Forgotten Realms. It might not apply to your DM's setting or your DM's version of the Realms.

SHARED SUFFERING

The more you suffer, the more you can share your suffering with others. Starting when you adopt this path at 3rd level, whenever you take damage, your Rage Damage increases by 1 until the end of your next turn. The amount by which your Rage Damage increases can't exceed your proficiency bonus.

TOLERANCE FOR PAIN

Beginning at 6th level, when a hostile creature scores a critical hit against you, you can use your reaction to roll a d6. On a roll of 4 or higher, the critical hit becomes a normal hit.

DARK VITALITY

Starting at 10th level, whenever you score a critical hit, or a creature scores a critical hit against you, you gain temporary hit points equal to your Rage Damage after the damage has been dealt. This feature does not function if you suffer a critical hit while at 0 hit points, or if the attack would reduce you to 0 hit points.

AGONIZING ATTACKS

Upon reaching 14th level, once on each of your turns when you hit a creature with a melee weapon attack while raging, you can force the target to make a Constitution saving throw (save DC = 8 + your Strength modifier + your proficiency bonus). On a failed save, the target makes Constitution saving throws with disadvantage until the end of its next turn.

ANGUISH

Starting at 27th level, while raging and below your hit point maximum, your Rage Damage is doubled against any creature that attacked you since your last turn.

EPIC LEVEL CLASS FEATURES

Class features granted above 20th level are intended for use with *Epic Characters*, another Quill & Cauldron title, available on dmsguild.com.

If you don't intend to play with epic levels, simply disregard class features above 20th level. The subclasses available here will still be perfectly usable and on par with the rest of the party.

PATH OF THE TOTEM WARRIOR

If you follow the Path of the Totem Warrior from the *Player's Handbook*, you have access to the options presented here.

TOTEM SPIRIT

These options are available to you when you choose a totem animal at 3rd level.

As with the spirits in the *Player's Handbook*, the options here require a physical object incorporating some part of the totem beast, and you might acquire minor physical attributes associated with your totem spirit, such as snakelike eyes if you have a serpent totem spirit.

Also, your totem spirit might be an animal similar to one listed here but more suitable to your homeland, such as a hummingbird or another animal that represents eternity, rather than a scarab.

Scarab. While raging, you regain lost hit points equal to your Constitution modifier at the end of each of your turns and you can't be aged magically. The spirit of the scarab touches your soul with the power of eternity.

Serpent. While you're raging and aren't wearing heavy armor, you can't be restrained or knocked prone by nonmagical means. The spirit of the serpent makes you move with exceptional grace.

ASPECT OF THE BEAST

These options are also available to you when you choose a totem animal at 6th level.

Scarab. The mystical forces of eternity speak to you. You can discern the age of a creature, object, or structure you touch with incredible precision.

Serpent. You can move through a space large enough for a creature one size smaller than you without squeezing.

TOTEMIC ATTUNEMENT

These options are also available to you when you choose a totem animal at 14th level.

Scarab. While raging, when a creature that you can see within 30 feet of you regains lost hit points from a spell or other magical effect, you can use your reaction to reduce the number of hit points regained by half, and you regain a number of lost hit points equal to that amount.

Serpent. While raging, when you drag or carry only one creature you have grappled, your speed isn't halved.

TOTEMIC SYMBIOSIS

These options are also available to you when you choose a totem animal at 27th level.

Scarab. While raging, you can use your reaction to add a d6 to an Intelligence, Wisdom, or Charisma saving throw. You must do so before you make the roll.

Serpent. While raging, when you hit a creature with a melee weapon on your turn, you can use a bonus action to embrace the spirit of the serpent. The creature must make a Wisdom saving throw (DC equal to 8 + your proficiency bonus + your Charisma modifier). On a failed save, you become invisible to the creature until the end of your next turn.

BARD

BARD COLLEGE

At 3rd level, a bard gains the Bard College feature. The following option is available to a bard, in addition to those in the *Player's Handbook*.

COLLEGE OF MOURNING

Not all who mourn are wracked by the grief. For some it is an act, an art. Professionals who add an air of painful elegance to the wake of the recently deceased. Unheard of in some cultures, if not outright distasteful. In others, these performers are necessary to give the dead the proper respect they earned in life. The mourning must be superb, and these bards deliver all too well. Wailing and rocking and trembling with tears, singing songs to crack the hardest of hearts wide open.

Drawn to one of the more unique traditions, bards of this college are truly enthralled with the art of mourning. And it is an art to be sure, just like any other, only focused on manipulating grief and despair, and evoking vivid memories of the dead.

Certain sounds, songs, and utterances will bring any man to tears, or so it is taught. Pushed even further, they will start to doubt the meaning in their own lives, broken and unable to control the sobbing. Then, at the perfect moment, the bard will change their tune, spinning an epic tale to recount the acts of glory, honor, and goodness that the dead had achieved. Suddenly, the audience is again filled with meaning and hope for the future.

It is a wild ride of emotion like no other, and few bards who experience that power can ever turn away from it.

COLLEGE OF MOURNING FEATURES

Bard Level	Features
3rd	Dirge Singer
6th	Living Wake
14th	Keening
27th	Dies Irae

DIRGE SINGER

When you join the College of Mourning at 3rd level, you learn to inspire others to keep fighting despite grievous wounds. A creature that has a Bardic Inspiration die from you can roll that die when it drops to 0 hit points, dropping to a number of hit points equal to the number rolled instead. Once a character benefits from this effect, it must finish a long rest before it can do so again.

In addition, when a creature that has a Bardic Inspiration die from you reduces another creature to 0 hit points on its turn, it can use its reaction to roll the Bardic Inspiration die and move a number of feet equal to 5 x the number rolled without provoking opportunity attacks.

LIVING WAKE

Beginning at 6th level, whenever a creature rolls one of your Bardic Inspiration dice, both you and the creature gain temporary hit points equal to the number rolled.

KEENING

Starting at 14th level, you can use an action to release a mournful wail that tears at the very soul of your enemies. Creatures of your choice within 30 feet of you that can hear you must make a Constitution saving throw, taking psychic damage equal to your bard level on a failed save, or half as much on a successful one. A creature that fails the saving throw by 10 or more instead takes psychic damage equal to half its hit point maximum if that would result in more damage.

A creature that is immune to the frightened condition automatically succeeds on the saving throw.

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

DIES IRAE

Starting at 27th level, when a creature within 30 feet of you makes a saving throw, you can expend a Bardic Inspiration die and add it to or subtract it from the roll. If you add it to the roll and the target succeeds because of your roll, the target also gets temporary hit points equal to its total save roll. If you subtract it from the roll and the target fails its saving throw because of your roll, the target also takes psychic damage equal to the roll of your Bardic Inspiration die.

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



BARD OF THE
COLLEGE OF
MOURNING

CLERIC

CONVICTIONS

Nobody becomes a messenger of the gods without conviction. While your cleric might be learned and even worldly, he or she might also have one or more convictions that are absolute.

CONVICTIONS

d6	Conviction
1	"You reap what you sow"
2	"All are born equal"
3	"No matter what the question, faith is the answer"
4	"Manners are important"
5	"Power corrupts"
6	"There's an order to things"

DIVINE DOMAIN

At 1st level, a cleric gains the Divine Domain feature. The following option is available to a cleric, in addition to those in the *Player's Handbook*.

TWILIGHT DOMAIN

THE WORLD OF TORIL IS IN ITS TWILIGHT ERA. WHAT STARTED AS DARKNESS AND VOID WILL RETURN TO THE SAME. COLD, SHADOW, AND STILLNESS. THE PRATTLE OF LIVING CREATURES, BUMBLING AROUND WITHOUT MEANING OR PURPOSE, WILL END. WE WILL USHER IN A NEW ERA AND CLEANSE THESE FILTH FROM THE LAND, BLOT THE SUN FROM THE SKY, AND ONCE MORE KNOW THE PERFECTION THAT IS ETERNAL NIGHT.

Years ago now, a temple of dark cultists was dismantled, an apocalyptic faith based loosely on Shar's teachings. Their sacred texts were donated to the library here for study and safekeeping. I have read them, though I cannot say I understand them. I will never understand why any of my fellow mortals decide it is in their best interest to help the dark Gods in their petty rivalries and wars, as if the destruction of our world would benefit them in any way.

These lunatics should not be dismissed, however, for their fervor is infectious among the weak minded and the dark Gods grant them powers for reasons that elude me. It is not even in the best interest of the Gods for these cultists to succeed, destroying their own followers alongside all other life. Perhaps they realize this will never happen and just enjoy watching the chaos unfold as they try.

TWILIGHT DOMAIN FEATURES

Cleric Level	Features
1st	Domain Spells, Bonus Proficiencies, Twilight's Grace
2nd	Channel Divinity: Veil of Darkness
6th	Blended Dichotomy
8th	Divine Strike (1d8)
14th	Divine Strike (2d8)
17th	Font of Gloaming
21st	Channel Coldest Darkness
25th	Divine Strike (3d8)
28th	Bleakness

DOMAIN SPELLS

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

TWILIGHT DOMAIN SPELLS

Cleric Level	Spells
1st	<i>armor of Agathys, spark of Moil*</i>
3rd	<i>dark mirror, darkness</i>
5th	<i>feign death, hunger of Hadar</i>
7th	<i>phantasmal killer, wall of gloom</i>
9th	<i>antilife shell, cone of cold</i>

BONUS PROFICIENCIES

When you choose this domain at 1st level, you gain proficiency with heavy armor and the Stealth skill.

TWILIGHT'S GRACE

Also at 1st level, you know the *black candle* cantrip, which doesn't count against the number of cleric cantrips you know. For you, it has a range of 30 feet, and you can cast it as a bonus action. In addition, you gain darkvision out to a range of 60 feet and you don't have disadvantage on Dexterity (Stealth) checks as a result of wearing heavy armor.

CHANNEL DIVINITY: VEIL OF DARKNESS

Starting at 2nd level, you can use your Channel Divinity to harness the deepest darkness. As an action, you target a point you can see within 60 feet of you. Magical darkness extends in a 30-foot radius centered on that point and lasts until the end of your next turn. A creature that starts its turn in the darkness must succeed a Constitution saving throw or be magically restrained until the end of its turn. You can see through this darkness.

BLENDED DICHOTOMY

At 6th level, you learn to draw power from your surroundings whether surrounded by warm light or cold darkness, but you gain the greatest power from the dimmed light between them. You gain the following benefits.

Bright Light. While in bright light, you can't be blinded and you gain resistance to psychic damage.

Darkness. While in darkness, you can discern color with your darkvision and you gain resistance to cold damage. In addition, if you rely on darkvision to see in darkness, dim light doesn't impose disadvantage on your Wisdom (Perception) checks that rely on sight.

Dim Light. While in dim light, you gain the benefits of being in bright light and of being in darkness.

DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with twilight energy - a gift from your deity. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 cold damage to the target. When you reach 14th level, the extra damage increases to 2d8, and when you reach 25th level it increases to 3d8.

FONT OF GLOAMING

At 17th level, you learn to cast the *black lore of moil* spell and can cast it without expending material components but expending spell slots as usual. You automatically succeed Constitution saving throws to maintain concentration on the spell unless the save DC is 11 or higher.

CHANNEL COLDEST DARKNESS

Starting at 21st level, a creature that fails its saving throw against your Channel Divinity: Veil of Darkness is also covered in a thin sheet of slick, black ice until it is subjected to fire damage or a creature spends its action brushing off the ice. While a creature is covered in this ice, all terrain is difficult terrain and it must succeed a Dexterity saving throw when it takes the Dash action or fall prone.

BLEAKNESS

Beginning at 28th level, when a creature targets you with a spell or an effect that requires it to see you, you can use your reaction to target the creature with your gaze if you can also see it. If you do, the creature must succeed a Wisdom saving throw or be unable to target you.

In addition, you are aware of any creature that can sense you within 1 mile of you that is in the same category of illumination as you. You can use an action on your turn to sense the distance and direction to such a creature.

TWILIGHT DOMAIN SUGGESTED DEITIES

Deity	Pantheon	Alignment
Auril, goddess of winter	Faerûnian	NE
Jergal, scribe of the dead	Faerûnian	LN
Mask, god of thieves	Faerûnian	CN
Shar, goddess of darkness and loss	Faerûnian	NE
Shargaas, orc god of stealth and darkness	Orc	NE
Vhaeraun, drow god of thieves	Drow	CE

CLERIC OF TWILIGHT



DRUID

DRUID CIRCLE

At 2nd level, a druid gains the Druid Circle feature. The following option is available to a druid, in addition to those in the *Player's Handbook*.

CIRCLE OF NIGHTMARES

There is yet another example of beings whose logic, or lack thereof, I will never be able to understand. In this particular moment, I am referring to the druids of the Circle of Nightmares. Similar to Kelemvor's monks, they are an order that lives on the Fugue Plane and attempts to delay Dendar bringing about the end of existence. While the monks engage Dendar in combat to make her release nightmares in her defense, these druids absorb nightmares on their own, decreasing the amount that Dendar is then able to take in herself. While this may sound noble in theory, it is in fact a very dangerous line they tread. For not only do they absorb these nightmares, they also learn to manipulate them and turn them back on their foes, in the exact same manner as Dendar does. Whether they are merely emulating her, or in a perverse way revering the elder evil, I cannot say.

CIRCLE OF NIGHTMARES FEATURES

Druid Level	Features
2nd	Nightmare Lord
6th	Inflict Night Terrors
10th	Dreamless
14th	Marquis of Horror
23rd	Tormentor
27th	Phantasmic Feast

NIGHTMARE LORD

At 2nd level, you begin absorbing the nightmares of others while resting. You can use these stored nightmares against your enemies and feed on the resulting fear. You have a number of Nightmare Dice equal to your druid level. The dice are d6's.

As a bonus action, you can choose one creature you can see within 60 feet of you and spend a number of those dice equal to half your druid level or less. Roll the spent dice and add them together. The target must make a Wisdom saving throw. On a failed save, the target takes psychic damage equal to the total and becomes frightened of you until the end of its next turn. On a successful save, it takes half as much damage and is immune to becoming frightened by this feature for 24 hours.

You regain all expended Nightmare Dice when you finish a long rest.

INFLECT NIGHT TERRORS

Starting at 6th level, you learn to terrorize the dreams of others. You gain a magical night terror of your choice. Your night terror options are detailed at the end of the class description. You gain an additional night terror when you reach 10th level, 14th level, and again at 23rd level. Additionally, each time you gain a new night terror, you can choose one of the night terrors you know and replace it with another.

To inflict your night terrors, you must perform a 10-minute ritual. When you do so, choose a humanoid known to you. The target must be on the same plane of existence as you. If the target is asleep, it is affected by one of your night terrors.

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

DREAMLESS

When you reach 10th level, you no longer need to sleep and can't be forced to sleep by any means. To gain the benefits of a long rest, you can spend all 8 hours doing light activity, such as using your Inflict Night Terrors feature and keeping watch.

In addition to training normally, as detailed in chapter 8 of the *Player's Handbook*, you can draw on the subconscious knowledge of sleeping humanoids. While touching a sleeping humanoid, you can train using a language or practice with a set of tools that the humanoid is proficient in. Progress made in this manner functions like normal, except you don't have to find a willing trainer or pay the usual cost.

MARQUIS OF HORROR

Starting at 14th level, a creature that is frightened of you has disadvantage on saving throws against your spells and you have advantage on attack rolls against it.

TORMENTOR

Beginning at 23rd level, you become more efficient at projecting your nightmares unto others. Your Nightmare Dice become d10s.

PHANTASMIC FEAST

At 27th level, when you deal damage with your Nightmare Dice, you gain temporary hit points equal to twice the number of dice expended.

NIGHT TERRORS

The night terrors are presented in alphabetical order.

Echoes of Doom. You fill the target's dreams with the discordant beating of otherworldly drums that continue to echo long after the target wakes. The target must succeed on a Wisdom saving throw or have its hit point maximum reduced by an amount equal to your Wisdom modifier. A *remove curse*, *greater restoration*, or *wish* spell can restore the target's hit point maximum to its normal value.

Haunting Images. You attempt to conjure forth terrifying images to infect the target's sleep. The target must succeed on a Wisdom saving throw or have disadvantage on Constitution saving throws made to maintain concentration for 24 hours.

Overflowing Hellscape. You create a hellish landscape of your choosing within the target's dream. The target must make a Wisdom saving throw. On a failed save, when the target wakes, it perceives its immediate surroundings like you defined the landscape within the dream. Its real surroundings look, sound, smell, and even feel like that terrain, though the general layout of its surroundings remain the same. The affected area has a 50-foot radius and disappears as soon as the target steps out of the area.

Seed of Horror. Using subtle machinations, you attempt to plant a seed of horror within the target. The target must make a Charisma saving throw. On a failed save, the seed is planted but the target doesn't discern that there is anything wrong. Within 7 days, if the target sees you and you can see it, you can use a bonus action to cause the target to become frightened of you for 1 minute. The target can make a Wisdom saving throw at the end of each of its turns, ending the effect on a success. If you plant a seed of horror while you already have one active, the previous seed fades.

Speech Leech. You make the target gradually lose its ability to speak within its dreams. The target must make a Charisma saving throw. On a failed save, the target's voice is replaced with a voice of the DM's choice for 12 hours after it wakes. You can speak in the target's voice for the duration.

Withering. You cause the target to dream of dust and the slow decay of time. The target must make a Wisdom saving throw. On a failed save, roll a d10. The target ages a number of years equal to the number rolled and you take the same amount of necrotic damage. This damage can't be resisted or reduced in any way.



DRUID OF THE CIRCLE
OF NIGHTMARES

FIGHTER

MARTIAL ARCHETYPE

At 3rd level, a fighter gains the Martial Archetype feature. The following option is available to a fighter, in addition to those in the *Player's Handbook*.

OBEAH KNIGHT

Ahh, the Obeah. They see their twisted usage of magic as superior to other kinds of magic and have a hard time hiding that disposition. While they can be exceptionally well behaved and well spoken, there is not an ounce of humility within them. They usually live in small collectives which they call Darkcovens, often with the eldest Obeah witch leading them.

Some perverted sense of tradition drives each Darkcoven to steal an infant from the Material Plane every 20 years, like clockwork. A Darkcoven will raise this child collectively, bringing it up to become their protector and enforcer. Taught the dark arts, armored, and well trained in armed combat, these Obeah knights are incredible adversaries. Their story is, however, also one of sadness. You see, when such a knight reaches 30 years of age, he is given an insurmountable task and barred from returning before the task is completed. This pseudo exile, I suspect, is likely a ruse by frightened witches to stop the knight from dominating the Darkcoven.

OBEAH KNIGHT FEATURES

Fighter Level	Features
3rd	Black Arts, Black Magic Oil, Obeah Alchemy
7th	Darkcoven Talisman
10th	Lord of Flies
15th	Black Magic Elixir
18th	Dark Diviner
27th	Alchemical Mysticism

BLACK ARTS

When you choose this archetype at 3rd level, you learn to draw on the black arts. You can cast the *comprehend languages* spell, but only as a ritual. In addition, you learn the *darklight* cantrip.

Black Arts Mastery. Some of your class features are dependent upon your Black Arts Mastery. When you cast a spell using the black arts, the spell save DC equals your Black Arts Save DC.

Black Arts Mastery = your Intelligence modifier + your proficiency bonus

Black Arts Save DC = 8 + your Intelligence modifier
+ your proficiency bonus

BLACK MAGIC OIL

Also at 3rd level, you learn to concoct potent oils capable of storing black magic.

Witch Bottle. The oil can be stored only in a witch bottle of which you only have one. If your witch bottle breaks or is lost, you can craft another during a long rest, causing the other to lose its magic. The number of witch bottles you can have at the same time increases as you gain levels in this class: two at 7th level, three at 10th level, four at 18th level, and five at 27th level.

Oil. You can concoct enough black magic oil to fill all your witch bottles by spending an hour with alchemist's supplies, which you can do during a long rest. You can consume the oil stored in one of your witch bottles as a bonus action, allowing you to gain a benefit for 1 minute.

When you consume a dose of black magic oil, choose from the effects presented in the Black Magic Oil Effects table with a Black Arts Requirement equal to your Black Arts Mastery or lower. You can benefit from any number of black magic oils at the same time, but you can't benefit from the same effect more than once at a time.

BLACK MAGIC OIL EFFECTS

Black Arts Requirement	Oil Effect
2 or lower	Your speed increases by 10 feet.
3-4	You gain blindsight out to a range of 30 feet.
5-6	You can cast the <i>compelled duel</i> spell at will, without expending a spell slot.
7-8	You can cast the <i>spider climb</i> spell at will, without expending a spell slot or material components, targeting only yourself.
9	You can't be frightened.
10	You can cast the <i>invisibility</i> spell at will, without expending a spell slot or material components, targeting only yourself.
11 or higher	You make Constitution saving throws with advantage.

The oil only works its intended magic on you. If another creature drinks the oil, it must succeed a Constitution saving throw against your Black Arts Save DC or become poisoned for 1 hour.

OBEAH ALCHEMY

Also at 3rd level, you gain proficiency with alchemist's supplies. You also gain alchemist's supplies for free - a gift from the Obeah to help you prepare for this specialization.

DARKCOVEN TALISMAN

At 7th level, you learn to craft a powerful talisman. You can have only 1 talisman at a time. It takes 1 hour to craft a talisman, which can be done during a short or long rest. A talisman is an extension of you and can take one of three forms which you choose when you craft it:

Talisman of Hegemony. While it is on your person, using a bonus action, you can grant yourself advantage on the next Charisma check you make within the next minute. The talisman dissolves into fine dust after it has been used to grant advantage three times.

Talisman of Refuge. While it is in the possession of a willing creature that takes up as much space as you, you can use a reaction to switch places with the creature when it becomes the target of an attack or a spell that targets only it. When you do so, both you and the target disappear for an instant before you reappear within the space that the other occupied before. You then become the target of the attack or spell and the talisman burns away in a flash. You must be able to see both the creature and the attacker to do so.

Talisman of Whispers. While it is in the possession of a willing creature, you can telepathically communicate with it so long as you are both on the same plane of existence. When you do so, you can say no more than twenty-five words and the creature can answer in a like manner immediately. The talisman liquefies into foul-smelling goo after you have used it to send three messages.

LORD OF FLIES

Starting at 10th level, you can consume a dose of black magic oil as an action to polymorph into a **swarm of insects** (flies). While in swarm form, you have a walking speed of 5 feet and a flying speed of 30 feet. Anything you are wearing or carrying transforms with you. You can remain polymorphed in this manner for up to 1 hour, until you lose concentration (as if concentrating on a spell), or until you drop unconscious or die.

BLACK MAGIC ELIXIR

Beginning at 15th level, you learn to concoct an elixir which bestows you with supernatural abilities. You drink the concoction at the end of a long rest, choosing its effect from among those presented in the Black Magic Elixir Effects table with a Black Arts Requirement equal to your Black Arts Mastery or lower. The effect lasts until you next finish a long rest.

BLACK MAGIC ELIXIR EFFECTS

Black Arts Requirement	Elixir Effect
5 or lower	You gain proficiency with a skill, tool, or vehicle of your choice.
6-7	You can cast the <i>crown of madness</i> spell at will, without expending a spell slot.
8	You can cast the <i>levitate</i> spell at will, without expending a spell slot.
9	You gain tremorsense out to a range of 60 feet.
10 or higher	You gain proficiency with saving throws related to an Ability Score of your choice.

DARK DIVINER

Starting at 18th level, you can consume a dose of black magic oil to cast the *clairvoyance* spell without expending a spell slot or any components. Your concentration on the spell ends if you move.

ALCHEMICAL MYSTICISM

Beginning at 27th level, whenever you drink a dose of black magic oil, you also regain lost hit points equal to your fighter level, and if your hit point maximum has been reduced, it is restored to its usual maximum.



MONK

MONASTIC TRADITION

At 3rd level, a monk gains the Monastic Tradition feature. The following option is available to a monk, in addition to those in the *Player's Handbook*.

WAY OF GRAVELIGHT

The monks of the Transient Order draw their power from the space between life and death, and their namesake; a space they call The Transient. They believe that while passing through The Transient a creature is neither alive nor dead but a third state in between; a state where all matter and consciousness can exist only as light - which they refer to as gravelight.

A gravelight monk learns early how to conjure forth a lantern that opens within it a tear to The Transient which fills the lantern with the eerie light of that mysterious space.

WAY OF GRAVELIGHT FEATURES

Monk Level	Features
3rd	Gravelight Lantern
6th	Eldritch Luminescence
11th	Controlled Illumination, Lethargy
17th	Veracious Brilliance
27th	Dismiss the Dark, Transient Flare

GRAVELIGHT LANTERN

Starting when you choose this tradition at 3rd level, you can use your action to magically create a gravelight lantern in your empty hand. As a bonus action while holding the lantern, you can cause the lantern to shed bright light in a 10-foot cone or radius (your choice) and dim light for an additional 10 feet. The light is cyan in color. You can dismiss the light (no action required) while you are within 30 feet of the lantern.

The radius of bright and dim light increases to 15 feet at 6th level, 20 feet at 11th level, 30 feet at 17th level, and 40 feet at 27th level.

The lantern disappears if it is more than 5 feet away from you for 1 minute or more. It also disappears if you use this feature again, if you dismiss the lantern (no action required), or if you die.

In addition, you gain the following features:

Ray of Gravelight. You gain a new attack option that you can use with the Attack action while your gravelight lantern is lit and you are holding it. This special attack is a ranged spell attack with a range equal to the bright light. You are proficient with it, and you add your Wisdom modifier to its attack and damage rolls. Its damage is necrotic, and its damage die is a d4. This die changes as you gain monk levels, as shown in the Martial Arts column of the Monk table.

When you take the Attack action on your turn and use this special attack as part of it, you can spend 1 ki point to make the special attack twice as a bonus action.

When you gain the Extra Attack feature, this special attack can be used for any of the attacks you make as part of the Attack action.

Fluorescent Flux. As part of the bonus action to turn on the light or as a bonus action on subsequent turns while the light is on, you magically change the properties of the light to make it invisible from afar. While the effect lasts, the light created by the lantern can't be seen by creatures outside of the bright light but you can't use your Ray of Gravelight feature. You can dismiss the effect (no action required) so long as you are within 30 feet of the lantern.

Light from Beyond. If you fall unconscious within the bright light of your gravelight lantern, the light magically stabilizes you.

ELDRITCH LUMINESCENCE

At 6th level, you gain the following additional features:

Entomophagy. By expending 1 ki point as an action while your gravelight lantern is lit and you are holding it, you cause the light to flicker and hum subtly for 1 minute. During that time, the light attracts enough insects and invertebrates (such as grasshoppers or worms) so you can find food to sustain yourself and up to five other people for a day. You can dismiss the effect (no action required) so long as you are within 30 feet of the lantern.

Ethereal Scintillation. By expending 2 ki points as an action while your gravelight lantern is lit and you are holding it, you can cause the lantern to duplicate the effects of the *ghost light* spell without providing verbal or material components, though the light created by the spell remains trapped within the lantern. The spell ends early if you let go of your gravelight lantern.

Stroboscopic. By expending 4 ki points as an action while your gravelight lantern is lit and you are holding it, you can cause the lantern to duplicate the effects of the *hypnotic pattern* spell within its bright light without providing verbal or material components. You and a number of creatures equal to your Wisdom modifier that you designate automatically succeed on the saving throw. The spell ends early if you let go of your gravelight lantern.

CONTROLLED ILLUMINATION

At 11th level, you learn to better control the light generated by your gravelight lantern. As a bonus action on your turn while your gravelight lantern is lit and you are holding it, you can alter the distance or radius of your lantern down to 5 feet of bright light and 5 feet of dim light, or up to your maximum.

LETHARGY

Beginning at 11th level, your lantern's light has a lethargic effect on slumbering creatures. A creature that sleeps within the bright light of your gravelight lantern gains the effects of a long rest 1 hour faster than normal, and is protected from night terrors and other detrimental influence on its sleep, such as a monstrous invader created by the *dream* spell, or a night hag's Nightmare Haunting.

VERACIOUS BRILLIANCE

Starting at 17th level, your gravelight lantern always reveals the truth. You gain the following features.

Gamma Burst. By expending 2 ki points as an action while your gravelight lantern is lit and you are holding it, you can release a gamma burst from it. When you do, until the start of your next turn the true form of any shapechanger or creature concealed by illusion or transmutation magic within the bright light of your lantern is revealed.

Photopic Vision. You are immune to the blinded condition while within the bright light of your gravelight lantern.

DISMISS THE DARK

Once you reach 27th level, you can see normally in magical darkness within the bright light generated by your gravelight lantern.

TRANSIENT FLARE

Also at 27th level, you can widen the tear to The Transient within your lantern to cause the gravelight to shine extra bright. Using a bonus action, you cause the maximum cone or radius of your gravelight lantern's bright and dim light to double for 1 minute.

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



GRAVELIGHT MONK

PALADIN

HALLOWED MARK

If you have dedicated yourself to a deity, that deity might gift you with a hallowed mark. Such a mark can manifest in a myriad of ways, both physical and otherwise, and keeping to your Sacred Oath causes it to manifest ever stronger. The mark manifests for a short time whenever you cast a spell or use your Divine Smite feature. Furthermore, the mark can be either consecrated or desecrated, depending on the nature of your deity and your Sacred Oath.

HALLOWED MARK

d6	Mark of Consecration	Mark of Desecration
1	A halo of gleaming gold floats above your head.	Shadowy horns protrude from your forehead.
2	Your eyes glow with a bright white light.	Translucent, black smoke rises from your eyes.
3	A beautiful, angelic hymn is heard by all within 60 feet of you.	A horrific, discordant melody is heard by all within 60 feet of you.
4	Your tenets are magically recited in your voice within the minds of all creatures within 10 feet of you.	
5	Gleaming symbols appear on your armor and weapons.	Dark symbols with shadowy tendrils appear on your armor and weapons.
6	A radiant silhouette of your deity appears around you.	A dark visage of your deity appears around you.

SACRED OATH

At 3rd level, a paladin gains the Sacred Oath feature. The following option is available to a paladin, in addition to those in the *Player's Handbook*.

OATH OF DEBAUCHERY

The personal guards of Lady Ivania Dreygu of Sunderheart are the most peculiar of any order of paladins that I have ever known. These are not men and women of honor, of unwavering moral compass, or piety and righteous zeal. They are not champions of the weak and downtrodden. Instead, they are self-absorbed hedonists who appear to be concerned with nothing more than satisfying their own desires. For make no mistake about it, it is pleasure and pleasure alone that they seek.

The most expensive food and wine. Garments of the rarest silk with gold thread. The most beautiful and talented company in and out of their bed chambers. Nothing but the best will appease them. When you focus on your base desires, though, where does it end? For those obsessed with pleasure, the answer is that there is never enough. They will seek out more and more exhilarating experiences, many turning to the domination of others, at court or on the battlefield, to create a sense of power that is equally addicting. Quite unlike their brethren of the light, these so-called knights have no qualms about exposing themselves or others to danger in pursuit of a thrill. I've even heard tell of some laughing in ecstasy when they are themselves cut and beaten. It's a wonder that they can focus on their work and keep the Lady of Sunderheart safe at all.

TENETS OF DEBAUCHERY

The tenets of the Oath of Debauchery all revolve around beauty and decadence.

Unrestrained Self-Indulgence. I always follow my desires and do what brings me pleasure, regardless of how it affects others. Pleasure in all its forms is the ultimate goal.

Moral Ambiguity. I don't let others impose their personal ethics unto me. They are simply too afraid or too weak to seek true joy.

Everything in Excess. There is no such thing as too much of a good thing.

Strive for Perfection. If I sing a song, I sing the most beautiful song. If I converse, I speak eloquently. If I fight, I do so with the utmost brutality and without mercy. I shall be the best at everything I do.

OATH OF DEBAUCHERY FEATURES

Paladin Level	Features
3rd	Oath Spells, Channel Divinity
7th	Aura of Excess (10 ft.)
15th	Grace of the Pitiless
18th	Aura of Excess (30 ft.)
20th	Revelry
27th	Vicious Excess

OATH SPELLS

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

OATH OF DEBAUCHERY SPELLS

Paladin Level	Spells
3rd	<i>magic missile</i> , <i>unseen servant</i>
5th	<i>alter self</i> , <i>levitate</i>
9th	<i>counterspell</i> , <i>haste</i>
13th	<i>compulsion</i> , <i>Mordenkainen's private sanctum</i>
17th	<i>creation</i> , <i>mislead</i>

CHANNEL DIVINITY

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

Viciousness. As an action, you focus on your tenets using your Channel Divinity. For 1 minute, you can't be frightened, and you add your Charisma modifier to the damage rolls of your melee weapon attacks.

Words of Depravity. You can use your Channel Divinity to utter debasing words that threaten to lower the inhibitions of all that hear them. As an action, you present your holy symbol, and each humanoid within 30 feet of you that can hear you must make a Wisdom saving throw. On a failed save, a creature gains the following flaw until it finishes a long rest or until cured by a lesser restoration spell or similar magic: "*I always follow my desires and do what brings me pleasure, regardless of how it affects others*". A creature that is immune to the charmed condition automatically succeeds on the saving throw.

AURA OF EXCESS

Beginning at 7th level, using a bonus action, you can emanate an aura of excess for 1 minute, until you drop unconscious, or until you end it using another bonus action. While active, you and all creatures (friend or foe) within 10 feet of you can't benefit from any damage resistances and regain the maximum number of hit points possible from any healing. At 18th level, the range of this aura increases to 30 feet.

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

GRACE OF THE PITILESS

Starting at 15th level, you are always under the effects of a *freedom of movement* spell.

REVELRY

Beginning at 20th level, you can transform into a perfected version of yourself. You magically adopt a seemingly godlike persona, becoming alluring even to those who would normally despise you, and moving with incredible speed.

Using your action, you undergo a transformation. For 1 minute, you gain the following benefits:

- Your Strength and Charisma scores and their maximum values increase by 4.
- You can't be charmed.
- Your walking speed increases by 20 feet.

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

VICIOUS EXCESS

Beginning at 27th level, when under the effects of your Channel Divinity: Viciousness, your damage rolls always count as their maximum value, but the damage rolls of creatures that target you also count as their maximum value.



PALADIN OF DEBAUCHERY

RANGER

TEACHER

All rangers have had some training, but yours was special. You might have acquired your training in extremely unorthodox ways or in ways closer to most, but something set your training apart. Consider the background of your teacher or teachers, as well as how their personalities imprinted onto you. Also consider where they are now: are they dead, missing, or awaiting your return?

TEACHER

d6 Teacher

- | | |
|---|---|
| 1 | You were trained by a master ranger who taught you that martial prowess and magical capabilities are equally important. |
| 2 | You were trained by a druid, but though your magic never became quite as strong as you had hoped, you learned to complement it with keen martial skills. |
| 3 | A group of rangers, consisting of many different races, trained you in the Underdark. You have learned that silence and surprise are your greatest weapons. |
| 4 | You were trained by a goodhearted dragon to be a guardian against extraplanar threats. |
| 5 | You were trained to hunt and slay the darkest of creatures. Your trainer was a renowned monster hunter such as Rudolph van Richten. |
| 6 | You were brought up by a reclusive fey from childhood, learning that misdirection and other tricks are powerful tools in your repertoire. |

RANGER ARCHETYPE

At 3rd level, a ranger gains the Ranger Archetype feature. The following options are available to a ranger, in addition to those in the *Player's Handbook*: the noble Redeemer who specializes in hunting the undead with astral might, and the proud Venator who binds spirits into service, and excels at hunting and slaying singular foes.

REDEEMER

Lost and weak, pitiful creatures populate our world. They are all around you, beaten down and oppressed by the misery of life. Most will toil endlessly to no real end, only to die without accomplishing anything of meaning or worth. They will simply let death take what it wants from them as life had before it, passing on quietly and without a fight. But even in death some souls will not find respite. Some are tied to this world by a traumatic death, remaining as vengeful spirits. Others are enslaved within their corpse, animated against their will by a dark being or necromancer. Such is the way of things. If life is not fair, then death is no different.

For those that have the ability to see them, a soul detached from its body is one of the most helpless things you could encounter. However, they are also extremely resilient, nigh indestructible. Yes, they can become lost or corrupted, bound to serve others, but they will survive. And in survival, they keep inside them hope and a longing to either return to the mortal world or depart for the after-

life that awaits them in the realm of their god. If only they could be released from their torment and made free.

Enter the redeemers. Most who enter this rare vocation are motivated by a profoundly personal experience, and the empathy they feel for those souls trapped in an undead form calls them to action. They will search out these souls and free them from their prisons of bone and spirit, following them into the aether or the lands of the dead itself if need be. All creatures deserve peace, and the redeemers will see that they find it.

REDEEMER FEATURES

Ranger Level	Features
3rd	Ethereal Awareness, Redeemer Magic, Soul Hunter
7th	Arcane Defense
11th	Ethereal Ambush
15th	Soul Defense
27th	Astral Font

ETHEREAL AWARENESS

Starting when you choose this ranger archetype at 3rd level, you can see 60 feet into the Ethereal Plane while you are on a plane that borders the Ethereal Plane. In addition, you add your Wisdom modifier to your initiative rolls.

REDEEMER MAGIC

You gain access to additional spells at 3rd, 5th, 9th, 13th, 17th, and 27th level. Once you gain a redeemer spell, it counts as a ranger spell for you but doesn't count against the number of ranger spells you know.

REDEEMER SPELLS

Ranger Level	Spells
3rd	<i>armor of Agathys</i>
5th	<i>invisibility</i>
9th	<i>speak with dead</i>
13th	<i>mantle of twilight*</i>
17th	<i>flame strike</i>
27th	<i>find the path</i>

SOUL HUNTER

Also at 3rd level, you gain proficiency in the Religion skill and learn the *sacred flame* cantrip. In addition, you can cast *sacred flame* using a bonus action when you take the Attack action on your turn.

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

ARCANE DEFENSE

Beginning at 7th level, you can cast the *shield* spell without expending a spell slot.

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

ETHEREAL AMBUSH

Starting at 11th level, if you are on a plane that borders the Ethereal Plane, you can use an action to enter the Ethereal Plane until the end of your turn. During this time, you can move in any direction. If you move up or down, every foot of movement costs an extra foot. You can see and hear the plane you originated from, but everything there looks gray, and you can't see anything more than 60 feet away.

Creatures that aren't on the Ethereal Plane can't perceive you and can't interact with you, unless a special ability or magic has given them the ability to do so, but you can interact with them. While on the Ethereal Plane in this manner, your attacks and spells can target creatures outside of the Ethereal Plane.

While on the Ethereal Plane, you can take two actions but only one of them can be the Attack action or the Cast a Spell action.

You ignore all objects and effects that aren't on the Ethereal Plane, allowing you to move through objects you perceive on the plane you originated from.

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

SANCTIFY

Beginning at 15th level, you can cast the *nulathoe's ninemen** spell without expending a spell slot or material components. Once you cast the spell in this way, you can't do so again until you finish a long rest.

SOUL DEFENSE

Also beginning at 15th level, you can use your reaction to automatically succeed on saving throws against spells and effects that attempt to charm or possess you.

ASTRAL FONT

Beginning at 27th level, the number of spells you can learn increases by your Wisdom modifier. In addition, you gain an additional 1st, 2nd, and 3rd level spell slot, and two 6th level spell slots.



REDEEMER

VENATOR

Venators are a curious lot, rangers who conjure forth spirits in the shape of various flying animals to support them on the hunt and to bolster their physiology to superhuman levels. Should you meet one, be sure to take note of the spirit's form. It will likely be obvious, at least to one who has trained in such things, but the shape of the spirit will tell you something about the venator's favored tactics.

Their exceptional skillset is taught from one ranger to another at conclaves that are held at a secret location in the Shadowfell. The first venator is said to have been Malachai Thousand-Arrows, a legendary ranger who was exceptionally swift and learned to bend spirits to his will after he became obsessed with death as a result of losing his brother. He has been passing on his knowledge for generations now, only requiring his students to swear that they will never pass an opportunity to slay a demon. Where this hatred comes from, I'm sure is connected to his long-lost brother somehow.

VENATOR FEATURES

Ranger Level	Features
3rd	Spirit of Prey, Venator's Mark
7th	Spirit Falconer
11th	Spirit Mark
15th	Harassment
27th	Shifting Manifestation, Spirit Shape

SPIRIT OF PREY

Starting when you choose this ranger archetype at 3rd level, you gain the ability to conjure forth a spirit of nature by performing a 10-minute ritual. The spirit appears within 5 feet of you, assumes the shape of a Tiny flying creature, and it always obeys your commands, which you can give telepathically while it is within 100 feet of you. The spirit's hit point maximum increases by an amount equal to your ranger level + your Wisdom modifier (minimum of 1) and it adds your Wisdom modifier to its attack rolls, damage rolls, and saving throws.

In combat, you roll initiative for the spirit and control how it acts. If it is slain by a creature, you can use a reaction to cast the *hunter's mark* spell, targeting the creature that slew it.

The spirit doesn't require sleep. While it is within 100 feet of you, it can awaken you from sleep as a bonus action.

The spirit vanishes if it dies, or if the two of you are separated by more than 5 miles.

When you complete the ritual for the first time, you can choose the shape the spirit comes in from the following options. The spirit will continue to appear in the chosen form whenever you conjure it forth. The chosen form determines the spirit's game statistics, though its type is undead and its Intelligence, Wisdom, and Charisma scores are 10 (+0).

Bat. The spirit assumes the form and game statistics of a bat. As an action, you can magically cause the spirit to become invisible. The effect ends early if you or it makes an attack or if you lose concentration (as if concentrating on a spell).

Hawk. The spirit assumes the form and game statistics of a hawk. The spirit makes attack rolls with advantage.

Owl. The spirit assumes the form and game statistics of an owl. The spirit gains the same benefits as you do from any ranger spells you concentrate on.

Raven. The spirit assumes the form and game statistics of a raven. As an action, you can see through the spirit's eyes and hear what it hears until the start of your next turn, gaining the benefits of any special senses that the spirit has. During this time, you are deaf and blind with regard to your own senses.

VENATOR'S MARK

Also at 3rd level, you learn the *hunter's mark* spell and it doesn't count against your number of spells known.

In addition, you have advantage on saving throws against being charmed or frightened by a creature affected by your hunter's mark, and your attacks count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage when attacking a creature affected by your hunter's mark.

SPIRIT FALCONER

Beginning at 7th level, you gain certain bonuses while your spirit of prey is perched on your shoulder. The form of the spirit determines the bonuses you gain. While perched on your shoulder, the spirit can't be targeted by any attack or harmful effect, only you can cast spells on it, it can't take damage, and it is incapacitated.

Bat. You gain blindsight out to a range of 60 feet unless you are deafened.

Hawk. Your movement speed increases by 10 feet.

Owl. You don't provoke opportunity attacks.

Raven. You can move up to half your speed as a reaction when an enemy ends its turn within 5 feet of you. This movement doesn't provoke opportunity attacks.

SPIRIT MARK

At 11th level, you gain one of the following features of your choice.

Mark of the Bat. When you hit a creature with a weapon attack while it is affected by your hunter's mark, you can use a bonus action to force the creature to make a Wisdom saving throw. On a failed save, the target becomes frightened of you until the end of your next turn. On a successful save, it becomes immune to this feature for 24 hours.

Mark of the Hawk. As a bonus action, you can magically teleport to an unoccupied space within 5 feet of a creature affected by your hunter's mark. To do so, you must be able to see the target and must be within 30 feet of it.

Mark of the Owl. When a creature affected by your hunter's mark casts a spell, you automatically know which spell and the level of the spell.

Mark of the Raven. As a bonus action, you cause a target affected by your hunter's mark to take psychic damage equal to your Wisdom modifier (minimum of 1).

HARASSMENT

Beginning at 15th level, you can command your spirit of prey to harass your foes. The method by which it harasses your enemies depends on the spirit's form.

Bat. When a hostile creature starts its turn with the spirit in its space, the creature's speed is halved until the start of its next turn.

Hawk. When a hostile creature starts its turn with the spirit in its space, the first attack the creature makes against you before the end of its turn is made with disadvantage.

Owl. While the spirit is within a hostile creature's space, the creature has disadvantage on saving throws against any spell you cast.

Raven. While the spirit is within a hostile creature's space, the creature has disadvantage on Constitution saving throws made to maintain concentration from any damage you deal to it.

SHIFTING MANIFESTATION

Starting at 27th level, when you finish the ritual to conjure forth a spirit of prey, you can choose a new form for the spirit. Once you use this feature, you can't use it again until you finish a long rest.

SPIRIT SHAPE

Also starting at 27th level, while the spirit from your Spirit of Prey feature is perched on your shoulder, you can absorb it into your soul as an action. While the spirit is merged with your soul, you transform into a spirit shape depending on the form of the spirit.

You can stay in your spirit shape for 10 minutes. You then revert to your normal form and the spirit reappears perched on your shoulder. You can revert to your normal form earlier by using a bonus action on your turn. You automatically revert if you fall unconscious, drop to 0 hit points, or die.

While you are transformed, the Wild Shape rules for the druid class apply, as found in the *Player's Handbook*.

Bat. While in your spirit shape, you gain the statistics of a swarm of bats.

Hawk. While in your spirit shape, you gain the statistics of a blood hawk.

Owl. While in your spirit shape, you gain the statistics of a giant owl.

Raven. While in your spirit shape, you gain the statistics of a swarm of ravens.

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



VENATOR

ROGUE

CALLING CARDS

Some rogues enjoy leaving a token behind when they've performed an illicit act to which there were no witnesses. A token might be left to attain recognition for your immense skill or to send a frightening message to others. Consider why and when you leave a calling card behind and how others might interpret it. Also consider the nature of the token itself: Is it intended to evoke a certain emotion? To misdirect? To build you into a larger-than-life persona? Or is it simply to attain recognition? Lastly, consider if the combination of where, why, and what might earn you an epithet, nickname, or title.

CALLING CARDS

d6 Token

- | | |
|---|---|
| 1 | A particular playing card or an origami figure. |
| 2 | An envelope filled with black sand, an apologetic letter, or a riddle. |
| 3 | A letter or symbol carved into something. |
| 4 | Two coins or a burning stick of incense. |
| 5 | A particular flower, herb, or root. |
| 6 | You swap one object for a different but similar object or cut off a particular extremity from your victim (such as a finger or an ear). |

ROGUSH ARCHETYPE

At 3rd level, a rogue gains the Roguish Archetype feature. The following option is available to a rogue, in addition to those in the *Player's Handbook*.

SHADOWDANCER

When you spend enough time lurking in the shadows, you begin to understand them better than others. You can tell the difference between the lighter or darker ones, not just by how much light they allow in, whether they are solid darkness or simply dim, but how they feel when you are inside them. Some are light as a summer breeze, while others wrap around you like a heavy cloak to keep you warm and safe. Perhaps you even talk to the blackness when the rest of the world is asleep.

The life of a rogue can be lonely at the best of times, after all, and what better companion for a thief than the shadows themselves. You aren't even shocked when the shadows begin to talk back, whispering the secrets they keep and encouraging you to embrace the power they offer.

Shadowdancers are a rarity, or more correctly they are rarely seen. And when they are, they look to be no more than any other nimble rogue, dancing and leaping across the dimly lit battlefield. Those with keen eyes sometimes see more though. They might in fact see a darker, near impenetrable black mass of shadows cascade around the rogue like water and follow their every footstep. They will likely watch in wonder as the darkness pushes blades aside and absorbs attacks. They will be finally struck with horror when the same shadows lash out at them, to wrap their arms and hold them tight while the rogue's dagger finds its mark.

SHADOWDANCER FEATURES

Rogue Level	Features
3rd	Shadow Dance, Shadow Vision
9th	Umbral Camouflage
13th	Shadow Magic
17th	Umbral Defense
27th	Master of Shadows

SHADOW DANCE

Learning how to carefully weave the partial substance of shadow into your very essence, you have truly become one with the dark.

Starting when you choose this roguish archetype at 3rd level, while in dim light or darkness, you can take two actions with your Cunning Action feature as part of the same bonus action, though you can't take the same action twice as part of the same bonus action.

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

When you reach certain levels in this class, you can use this feature more often between rests: twice at 5th level, three times at 11th level, four times at 17th level, five times by 23rd level, and six times by 28th level.

SHADOW VISION

Also starting at 3rd level, you gain darkvision out to a range of 60 feet and you can discern color in darkness. If you already have darkvision from your race, its range increases by 30 feet. In addition, you can't be blinded while in dim light or darkness. If you are already blinded when entering an area of dim light or darkness, the effect is suppressed while you're there.

UMBRAL CAMOUFLAGE

Accustomed to the dark, you become more adept than others at blending in with it as the shadows stretch around you to obscure you. Beginning at 9th level, you can take the Hide action even while being observed, so long as you are in dim light or darkness, or there is a source of dim light or darkness within 10 feet of you.

SHADOW MAGIC

You learn to shape the raw essence of shadow into powerful illusions and effects. At 13th level, you learn the *investiture of shadow** and *silent image* spells. You can cast these spells at their lowest level without expending spell slots or components, and only while in dim light or darkness. An illusion hit by bright light disappears in a flash of black smoke.

Once you use this feature to cast a spell, you can't use it again until you finish a long rest. Intelligence is your spellcasting ability for these spells.

UMBRAL DEFENSE

Beginning at 17th level, while in dim light or darkness, you can take the Dodge action as a bonus action with your Cunning Action feature; if you do so, the effect ends early if you are touched by bright light.

MASTER OF SHADOWS

Starting at 27th level, you gain the following abilities which you can use as a bonus action with your Cunning Action feature.

Blessed by the Dark. While you are in dim light or darkness, you gain a +1 bonus to saving throws. The effect lasts until the start of your next turn.

Shadow Step. While you are in dim light or darkness, you can teleport up to 20 feet to an unoccupied space you can see that is also in dim light or darkness.

Wisps of Shadow. When you leave an area of dim light or darkness, you can cause the dim light or darkness to stretch out as it follows you. The dim light or darkness spreads to any space that you move through until the start of your next turn. The effect ends if you move through a space that is illuminated by magical light.

SHADOWDANCER

SORCERER

SORCEROUS ORIGIN

At 1st level, a sorcerer gains the Sorcerous Origin feature. The following options are available to a sorcerer, in addition to those in the *Player's Handbook*: the sinister Grave Magic that fuels a sorcerer with the powers of the open grave, and the Vampiric Bloodline which infuses magic with vampiric powers and dominion over blood.

GRAVE MAGIC

Wizards are similar in many ways, though we may not always choose to admit it. We are all taught the basics of the arcane arts in a comparable, well-structured manner. While we may choose varied paths from there, our rigorous mental approach to magic, to understanding and influencing the world around us, will always tie us together. Sorcerers, it hardly needs to be said I am sure, are an entirely different breed altogether. To be called a sorcerer, an individual merely has to have magic flowing within them, as they would melodramatically tell you. And indeed, they each have a way to produce magical effects innately. But the scope of their powers and ways in which they produce them as varied as the planes themselves. Is it really fair to lump those descended from regal dragons into the same category as an unlucky sod who was struck by lightning and benefits from the lasting effects? I hardly think so.

To stay on point though, in my research I have recently uncovered verifiable reports of mortals, sorcerers we shall call them, imbued with magical abilities akin to those of powerful undead. It led me to wonder, how does one become infused with death magic? Were you born in a crypt under just the right moon phase or star sign? Or were you part of a human sacrifice gone wrong, one where you survived the ordeal as an infant but the death gods still hold claim over your soul? I honestly am not sure, and though such cases must be rare it is increasingly clear to me that they do exist. My current theory is that they pull power either from the lower planes or potentially from the Fugue Plane itself.

Can you imagine feeling the call of the grave inside you as a child? A dark and sinister energy that feeds your soul when others die nearby? A greater sense of kinship with the specters and pestilent zombies than with your own family? What a horrible thing.



GRAVE MAGIC FEATURES

Sorcerer Level	Features
1st	Grave Speech, Cordon of Bones (1)
6th	Cordon of Bones (2), Touch of the Open Grave
14th	Soul Puppeteer
18th	Cordon of Bones (3), Wraithform
21st	Improved Cordon of Bones
25th	Master of Puppets
28th	Grave Mastery

GRAVE SPEECH

The very words you speak are infused with the power of death. You can cast the *speak with dead* spell at will, without expending a spell slot or material components.

CORDON OF BONES

Starting when you choose this sorcerous origin at 1st level, you can use a bonus action on your turn to pull bones from the ground to erect a jagged barricade that lasts for 1 minute and which tears at the flesh of anyone who comes close. For the duration, you have half cover, and if a creature ends its turn within 10 feet of you, it takes piercing damage equal to your Charisma modifier. The effect ends early if you end it using a bonus action on your turn, or if you drop unconscious or die.

Once you use this feature, you can't use it again until you finish a short or long rest. Beginning at 6th level, you can use your Cordon of Bones twice between rests, and beginning at 18th level, you can use it three times between rests.

TOUCH OF THE OPEN GRAVE

At 6th level, you gain resistance to necrotic damage and can empower your necrotic spells with a ghoul's touch. Using a bonus action when a creature takes necrotic damage from one of your sorcerer spells, the target must succeed a Constitution saving throw against your sorcerer spell save DC or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

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

SOUL PUPPETEER

Beginning at 14th level, using a reaction when a creature hits you with a melee attack, you can wrench the spirits of creatures close to you with horrific, black magic. Each creature within 15 feet of you must succeed on a Wisdom saving throw or be incapacitated until the end of your next turn.

If an undead that isn't immune to the charmed condition fails on the save, you can choose for it to instead become charmed by you for 1 minute and follow your verbal commands without regard for their own wellbeing during that time. The effect ends early if you stop the effect (no action required), if you lose concentration (as if concentrating on a spell), or if you drop unconscious or die. An undead creature dominated in this manner can also repeat the saving throw whenever it takes damage, ending the effect on itself on a successful save.

The number of undead you can control simultaneously in this manner equals your sorcerer level divided by 4.

WRAITHFORM

Starting at 18th level, you can call upon the power of the grave to adapt the unholy nature of a wraith. Using an action, you undergo a transformation. For 1 minute, you gain the following benefits:

- You become incorporeal and can move through creatures and objects as if they were difficult terrain. You take 1d10 force damage if you end your turn inside a creature or object.
- You gain a flying speed of 60 feet and can hover.
- You gain resistance to acid, cold, fire, lightning, and thunder damage, as well as bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered.
- You gain immunity to necrotic and poison damage.
- You are immune to the following conditions: charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, and restrained.
- If you are reduced to 0 hit points, you are instead reduced to 1 hit point and return to your normal form.
- While in sunlight you have disadvantage on attack rolls and Wisdom (Perception) checks that rely on sight.

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

IMPROVED CORDON OF BONES

Beginning at 21st level, your Cordon of Bones feature grants you three-quarters cover. Additionally, for its duration you can use a bonus action on your turn to increase or decrease the radius of your Cordon of Bones by 5 feet, up to a maximum radius of 20 feet and a minimum radius of 5 feet.

MASTER OF PUPPETS

Starting at 25th level, undead have disadvantage on saving throws against your Soul Puppeteer feature.

GRAVE MASTERY

Beginning at 28th level, while in sunlight, you no longer have disadvantage on attack rolls and Wisdom (Perception) checks that rely on sight when you transform into a wraith with your Wraithform feature.

VAMPIRIC BLOODLINE

☞ feel that I must include the following example, which I came across in my wanderings, a sorcerer (as best I could tell) who seemingly could channel vampiric abilities through their magic. I confirmed that they were not a true vampire or vampire spawn, as they weren't undead, nor were they even dhampyr. No, they were a mortal, to be sure. Yet they displayed many of the vampiric traits, such as an affinity for charm spells, and an uncanny (and unsettling) connection to and taste for blood. I of course wondered how this could be. Had their body somehow fought off the influence of a vampire's bite, saving them from a cursed, undead eternity, but leaving a trace of vampiric magic in its place? Were there creatures depraved and desperate enough to willingly drink the blood of a vampire in a ritualistic attempt to steal its powers? I'm afraid that unless I find another subject to test I may never know the answer.

VAMPIRIC BLOODLINE FEATURES

Sorcerer Level	Features
1st	Bloodline Spells, Eerie Metabolism
6th	Sanguine Senses
14th	Sanguine Intuition
18th	Vampiric Charm
21st	Sanguine Mastery
25th	Crimson Barrier
28th	Blood Frenzy

BLOODLINE SPELLS

At 1st level, you discover innate magical abilities within yourself that are based on your bloodline. At 1st, 3rd, and 5th level, you learn the spells shown in the Bloodline Spells table. These spells count as sorcerer spells for you, but they don't count against your number of sorcerer spells known.

BLOODLINE SPELLS

Sorcerer Level	Spells
1st	<i>hide from undead*</i>
3rd	<i>whispering wind*</i>
5th	<i>vampiric touch</i>

EERIE METABOLISM

Also starting at 1st level, your blood is infused with latent mystical powers. Using an action, you gain temporary hit points equal to half your sorcerer level (minimum of 1).

SANGUINE SENSES

Your bloodline strengthens your senses. Beginning at 6th level, you have advantage on Wisdom (Perception) checks made to detect a bleeding creature and on Wisdom (Survival) checks made to track a bleeding creature. A bleeding creature is typically a creature below half its hit point maximum that is capable of bleeding and has taken piercing or slashing damage. In addition, you gain the following enhanced senses.

Sanguine Sight. A bleeding creature can't benefit from being invisible to you.

VAMPIRIC BLOODLINE
SORCERER



Sanguine Smell. You can smell blood from up to a mile away. You know the direction but not the distance to a bleeding creature. If there are several sources of blood within range, you must concentrate to single out a particular smell (as if concentrating on a spell). When you do so, roll a d100 and consult the table below.

Number of Smells	Sense Shutdown	Off Target	On Target
2-3	-	1-30	31-100
4-6	1-15	16-45	46-100
7-10	1-30	31-60	61-100
11 or more	1-60	61-90	91-100

"Sense Shutdown" means your vampiric senses cease to function and you can't use your Sanguine Senses feature until you next finish a short or long rest, or drink at least half a cup of fresh blood.

"Off Target" means you caught the scent of blood from a source you did not intend, though the scent seems right to you.

"On Target" means you caught the scent you intended.

Sanguine Taste. If you taste blood from a creature, you can learn certain information about it. By spending one minute in deep concentration (as if concentrating on a spell), you gain knowledge of up to three facts of your choice about the following subjects as they relate to the creature whom the blood came from:

- Age
- A curse or spell affecting it
- A recent memory
- A name that holds deep meaning to it
- How it was wounded
- Its home
- Primary motivation
- Type of creature

How many facts you can learn, depends on how fresh the blood is when you taste it. To determine the number of facts you learn, roll a d100 and consult the table below.

Freshness in Minutes	Sense Shutdown	1 Fact	2 Facts	3 Facts
3 or less	-	-	1-20	21-100
4-15	-	1-20	21-60	61-100
15-60	1-30	31-50	51-100	-
61-180	1-50	51-80	81-100	-
181-720	1-80	81-100	-	-
720 or more	1-90	91-100	-	-

"Sense Shutdown" means your vampiric senses cease to function and you can't use your Sanguine Senses feature until you next finish a short or long rest, or drink at least half a cup of fresh blood.

The other columns show how many facts you learn.

SANGUINE INTUITION

Also beginning at 14th level, when you use either your sanguine smell or sanguine taste from your Sanguine Senses feature to roll a d100, you can roll it twice and take either result. You must be in dim light or darkness to do so.

VAMPIRIC CHARM

Beginning at 18th level, you learn the *charm person* spell, which doesn't count against your number of sorcerer spells known. In addition, you can cast it by spending sorcery points or by expending a spell slot. If a creature is already affected by a *charm person* spell cast by you when you target it with a *charm person* spell that is cast with sorcery points, the previous spell affecting it ends, whether it becomes affected by the new spell or not. If you cast the spell using sorcery points, you can strengthen the spell in multiple ways. Choose one of the following options if you cast it with sorcery points.

Forceful Charm. By expending 5 sorcery points to cast the spell, the target regards you as a trusted friend to be heeded and protected, rather than as a friendly acquaintance.

Lasting Charm. By expending 3 sorcery points to cast the spell, the spell lasts for 12 hours.

Subtle Charm. By expending 2 sorcery points to cast the spell, the target doesn't know that it was charmed by you when the spell ends.

SANGUINE MASTERY

Starting at 21st level, you can no longer lose the ability to use your Sanguine Senses feature, regardless of how you roll when using your sanguine smell or sanguine taste senses.

In addition, you learn the information instantly when using your sanguine taste, rather than after concentrating for one minute.

CRIMSON BARRIER

Starting at 25th level, when you are hit by a melee attack that causes you to lose all remaining temporary hit points, you can use your reaction to deal necrotic damage to the attacker and regain lost hit points equal to half the necrotic damage done. The damage equals your sorcerer level.

BLOOD FRENZY

Beginning at 28th level, you have advantage on attack rolls against any creature that you can sense with your Sanguine Senses feature.

WARLOCK

OTHERWORLDLY PATRONS

At 1st level, a warlock gains the Otherworldly Patron feature. The following options are available to a warlock, in addition to those in the *Player's Handbook*: the mysterious Dark Powers, unknown in both origin and nature, and the Undead, which could be powerful and intelligent undead creature that is well-versed in the arcane arts, such as an atropal, a hunefer, or a lich.

THE DARK POWERS

Sometimes, we of the lesser races manage to defeat one of the great evils in the world. We band together to break them and cast them down. We destroy their temples and drive their priests away until every last one of their followers turns their back on them. But, the foulest of our enemies cannot be killed so easily. So then, we mortals in our wisdom hide this vestige away in one of the deep places of the world. We seal it in a tomb of amber, protected by the greatest wards and magics we know. We bury it, and we forget. Generations pass, centuries or longer. Our descendants listen to the old tales and discard them as nothing more than stories and legends. Eventually, even the name of this force of evil is forgotten altogether, as if it never existed.

However, evil never forgets, and some evil never sleeps. It sits in its amber tomb, for generations, centuries or longer, and it waits. Humiliated and engulfed by rage, overwhelmed by loneliness and stifling silence, it forges its bitterness into determination. One day, when foolish mortals wander too close, or dig too deep, it will enter their minds sweetly. It will show them a future that they could never dream of, and promise them power beyond their limited words. All they must do is pay a price. That is not too much to ask. It will bargain for a favor perhaps, or a gift, a token. Their beauty, confidence, or sanity. Part of their flesh and bone, or a sliver of their soul.

DARK POWERS FEATURES

Warlock Level	Features
1st	Expanded Spell List, Shadow Claws
6th	Dark Gift
10th	Spectral Fade
14th	Power at a Cost
21st	Armor of Darkness
27th	Dark Negotiator

EXPANDED SPELL LIST

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

DARK POWERS EXPANDED SPELLS

Spell Level	Spells
1st	<i>dissonant whispers</i> , <i>command</i>
2nd	<i>blindness/deafness</i> , <i>lesser restoration</i>
3rd	<i>bestow curse</i> , <i>phantom steed</i>
4th	<i>death ward</i> , <i>wall of gloom</i> *
5th	<i>Kreshen's eerie mask</i> *, <i>shadowfade</i> *

SHADOW CLAWS

Also starting at 1st level, you can channel the power of the Dark Powers unto your enemies. Using an action, you target a creature that you can see, causing its shadow to grow massive claws. Until the end of the target's next turn, the target's speed is halved and its shadow claws at it whenever it moves, dealing 1d4 cold damage for every 5 feet of movement. When you reach 5th level, the shadow adds your Charisma modifier to the damage that it deals. Creatures that don't have a shadow (such as vampires) are unaffected.

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

DARK GIFT

Starting at 6th level, roll on the table below whenever you finish a long rest to determine the dark gift bestowed upon you by the Dark Powers. A dark gift lasts until you next finish a long rest, at which point you return to normal before acquiring a new dark gift. However, the Dark Powers don't grant boons without a cost. Whenever you gain a dark gift, you gain both a Gift and a corresponding Quirk, as shown in the Dark Gift table.

DARK GIFT

D10	Gift	Quirk
1	You are affected by the <i>mind blank</i> spell.	Your eyes melt away but you can still see.
2	The first time you are reduced to 0 hit points, you instead drop to 1 hit point.	Your heart stops beating but you somehow don't die.
3	If you die, you instantly reincarnate, as though you were the target of a <i>reincarnate</i> spell. Your new body appears within 10 feet of the old one.	All of your teeth fall out and you can't eat solid food.
4	Your Strength score becomes 25 unless your Strength score is already higher.	You gain the following flaw: "I like to bully others and make them feel weak and inferior."
5	You are hidden from divination magic. You can't be targeted by such magic or perceived through magical scrying sensors.	You become twitchy and nervous, gaining the following flaw: "I can't give a straight answer to any question put to me."
6	A hell hound enters into your service. You can use an action to summon it, causing it to appear in the closest unoccupied space to you. The hound acts on its own initiative and obeys your verbal commands without regard for its own well-being.	Sulfurous smoke issues from your mouth whenever you speak.
7	You have advantage on saving throws against being blinded, deafened, stunned, and knocked unconscious.	You have a shriveled, additional face on the back of your head that sometimes finishes your sentences for you.
8	Hostile creatures within 30 feet of you have disadvantage on saving throws against being frightened.	An eerie sound of distant tolling bells follows you wherever you go.
9	You have advantage on Dexterity (Stealth) checks and Charisma (Deception) checks.	You don't have a shadow and reflective surfaces don't show your reflection.
10	Your movement speed increases by 10 feet.	You gain the following flaw: "I like to stalk others in the night and watch them while they sleep. I leave small gifts for them for when they wake so they will know I was there".

SPECTRAL FADE

Once you reach 10th level, you can use a bonus action to become incorporeal until the end of your turn. While incorporeal, you have a flying speed equal to your walking speed, you don't provoke opportunity attacks, and you can move through creatures and objects as if they were difficult terrain. You take 1d10 force damage if you end your turn inside a creature or object and are ejected to the nearest unoccupied space.

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

POWER AT A COST

At 14th level, you learn to call directly upon the Dark Powers at will, though their aid always comes at a price. When you make an attack roll, ability check, or saving throw, you can choose to roll with advantage. You must choose to do so before the roll, and you can replace a roll in this way only once per turn. When you do so, you take psychic damage equal to the highest roll and your hit point maximum is reduced by the same amount. This reduction lasts until you finish a long rest.

ARMOR OF DARKNESS

At 21st level, you can cause shadows to coalesce around you as a bonus action, forming a macabre suit of shadowy plate. For 1 minute your AC becomes 18 + your Dexterity modifier unless it is already higher; you gain a +10 bonus on Dexterity (Stealth) checks, and you are heavily obscured to creatures that cannot see through magical darkness.

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

DARK NEGOTIATOR

Beginning at 27th level, you can roll 2d10 when rolling on the Dark Gift table and choose which roll to use.

THE UNDEAD

Mortals, in our desperate attempts to cling to life, will resort to almost anything to stay on this world. For learned arcane spellcasters, the transformation into the undead is a temptation that's always there. Dark, forbidden knowledge has always been a path for those willing to pay the price. Most are unwilling to make the sacrifices to their bodies and souls that are required, but a small number are reckless or power hungry enough. I personally don't see the point of existing for an eternity as a decaying stack of bones, or as a vampire with an unquenchable thirst for blood, but for some this seems to be an easy choice to make.

Of course, when such brazen and ambitious personalities step through that door and achieve near immortality, they discover that they still aren't satisfied. Fools. How could they be? Living longer only allows you time to achieve your goals, and shouldn't be the goal in of itself. So, with countless lifetimes ahead of them, they continue to study the necromantic arts, looking for additional meaning and answers. Maybe they start to regret their decision after a few centuries. Or maybe they simply want company. Eventually though, and predictably, they will search out mortals as foolish as they were, eager to share the 'gifts' they possess and to pass on what they know. Teaching others to navigate the dark path that they tread, stealing part of their souls as they lost theirs long ago. This is the truth to the cycle of undeath.

UNDEAD FEATURES

Warlock Level	Features
1st	Expanded Spell List, Soul Collector
6th	Emotional Void
10th	Deathly Physique
14th	Unholy Casting
21st	Improved Deathly Physique
27th	Improved Soul Laceration

EXPANDED SPELL LIST

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

UNDEAD EXPANDED SPELLS

Spell Level	Spells
1st	<i>inflict wounds, ray of sickness</i>
2nd	<i>detect thoughts, phantasmal force</i>
3rd	<i>animate dead, speak with dead</i>
4th	<i>phantasmal killer, Evard's black tentacles</i>
5th	<i>contagion, Nulathoe's concussive demise*</i>

SOUL COLLECTOR

Starting when you adopt this otherworldly patron at 1st level, your patron enables you to rip out part of a creature's soul when it is slain, which you in turn feed to your patron in trade for immense power.

Harvesting Souls. If you reduce a hostile creature to 0 hit points or when a hostile creature that you can see is reduced to 0 hit points within 60 feet of you, you can harvest part of the creature's soul as a reaction, gaining a number of Soul Fragments equal to the target's CR (rounded up), up to a maximum equal to your warlock level.

If you have at least one Soul Fragment and receive more of them, you decide whether to keep the ones you have or to gain the new ones. For example, if you gain 3 Soul Fragments when you already have 2, you can have 3 or 2, not 5.

You can use this feature to harvest Soul Fragments twice, and a target must have a soul for you to be able to harvest part of it. You can't collect Soul Fragments from constructs, elementals, undead, or deities, regardless of whether they have a soul or not. You regain all expended uses when you finish a short or long rest.

Feeding Souls. As a bonus action on your turn, you can spend your Soul Fragments to obtain a boon or create an effect as seen in the Soul Feeding table. If you create an instantaneous effect, you do so as part of the same bonus action. When you spend any number of obtained Soul Fragments, you lose all remaining Soul Fragments regardless of the effect you choose; your patron receives the rest as payment for the power granted to you.

Losing Souls. Your Soul Fragments last until you spend them or until you finish a short or long rest.

SOUL FEEDING

Soul Fragment Cost	Effect
1	You gain temporary hit points equal to twice your Charisma modifier.
2	The first time you hit a creature with an attack you make before the end of your turn, you regain lost hit points equal to the damage the attack inflicts.
3	Until the end of your turn, opportunity attacks against you are made with disadvantage.
4	Until the end of your turn, you gain resistance to one damage type of your choice.
5	The next attack roll you make before the end of your turn is made with advantage.
8	You reduce your exhaustion level by one, end one curse affecting you, or remove one debilitating condition from yourself. The condition can be blinded or deafened.
10	You make a single melee weapon attack or cast a cantrip that you know.
15	You cast a spell from the Undead expanded spell list (whether you know the spell or not) that has a casting time of 1 action, expending a warlock spell slot as normal.
20+	You regain hit points equal to your warlock level. If your hit point maximum has been reduced, it returns to its normal value before you regain the hit points. The cost of this option increases by 5 Soul Fragments whenever you select it, returning to its initial cost when you finish a long rest.
25+	You regain an expended warlock spell slot. The cost of this option increases by 5 Soul Fragments whenever you select it, returning to its initial cost when you finish a long rest.

EMOTIONAL VOID

Starting at 6th level, you become immune to any effect that would sense your emotions and Wisdom (Insight) checks made to ascertain your intentions or sincerity have disadvantage.

DEATHLY PHYSIQUE

Beginning at 10th level, you gain immunity to poison damage and the poisoned condition, and you cannot suffer from disease.

SOUL LACERATION

You have proven your worth to your patron with the steady stream of souls you have been supplying. In return, your patron lets you keep some of the Soul Fragments you have leftover when you spend them. Once you reach 14th level, when you spend Soul Fragments, you retain half of the Soul Fragments you don't spend.

IMPROVED DEATHLY PHYSIQUE

Beginning at 23rd level, you no longer need to breathe, eat, drink, or sleep, you suffer no ill effects from aging, and you become immune to the unconscious condition. As such, when you are reduced to 0 hit points but not killed outright, you remain standing, and can take either an action or bonus action on your turns, but not both. While at 0 hit points, you must make a death saving throw at the start of each of your turns. If you fail three death saving throws, you die.

IMPROVED SOUL LACERATION

You can now feed on Soul Fragments yourself, rather than feeding them to your patron, and you are no longer reliant on its gifts as your mastery over souls has allowed you to create the effects yourself. Once you reach 27th level, when you spend Soul Fragments, you retain all Soul Fragments you don't spend.



PACT BOONS

At 3rd level, a warlock gains the Pact Boon feature. The following option is available to a warlock, in addition to those in the *Player's Handbook*. If you are using the *Epic Characters* supplement, you also gain a feature that improves your Pact Boon at 21st level, and again at 25th level.

PACT OF THE SKULL

Your patron gifts you jaw-less skull, that seems to fit perfectly in the palm of your hand.

While holding the skull, you can cause it to float half an inch above your palm. While doing so, you can cast *feign death* and *speak with dead* at will without expending a spell slot.

While the skull isn't on your person, other creatures can target the skull. The skull has AC 10, 1 hit point, and immunity to fire and poison damage.

If the skull isn't on your person or if something other than you destroyed it, you can cause it to magically reappear in your hand by using a bonus action. If you destroyed the skull by vaporizing it, it magically reappears on your person when you finish a long rest.

If a creature listens closely to the skull, it can hear faint, unintelligible whispers coming from inside. The skull otherwise has no magical properties for anyone but you.

SEPULCHRAL DEFENSE

Beginning at 21st level, while holding your pact skull, the first creature you hit with an attack on your turn becomes enveloped by sepulchral energies, which hinder its attacks. Until the start of your next turn, that target has disadvantage on its next attack roll against you. The effect on the target ends early if you cease holding your pact skull.

OSSEIN COMBUSTION

Starting at 25th level, while your pact skull is within 600 feet of you, two tiny, swirling, green embers glow subtly in the center of each of its otherwise hollow eyes. While the embers glow, you can cast *flame strike* as a 9th level spell centered on the skull without expending a spell slot or material components, causing the skull to vaporize. The resulting flames are green in color.



WARLOCK
OF THE
DARK POWERS

YOUR PACT BOON

The Pact Boon option produces an object or effect that reflects your patron's nature.

Pact of the Skull. If your patron is the Archfey, the skull might be slightly elongated, but otherwise resemble a humanoid skull. If you made a pact with the Celestial, the skull might be silvery in color or unnaturally white, gleaming with a subtle radiance. If your patron is the Fiend, the skull might be a blackened, fiendish skull with a tiny trail of smoke rising from it. If you made a pact with the Hexblade, the skull might be unnaturally black or cast a shadow that resembles a different type of skull. Due to their inscrutable nature, if you serve the Dark Powers or the Great Old One, the skull might take any shape or even be made of everfrozen, black ice. Serving the Undead might cause the skull to reek of filth and have leftover skin in some places.

ELDRITCH INVOCATIONS

CHARNEL EMANATION

Prerequisite: *Pact of the Skull*

Whenever you damage a creature with an attack, a 10-foot radius area centered on your pact skull magically becomes difficult terrain for that creature until the start of your next turn.

ELDRITCH APPRAISAL

Prerequisite: *15th level, Pact of the Skull*

While your pact skull is on your person, if you cast a spell that consumes material components with a minimum value, you can choose to add your pact skull as a material component. Doing so lowers the gp requirement by an amount of gp equal to twenty times your warlock level but vaporizes the skull.

EXTRINSIC ASPECT

Prerequisite: *7th level, Pact of the Skull*

You can magically cause your pact skull to hover in place and on each of your turns you can move the skull up to 60 feet in any direction (no action required). There is no limit to how far away from you the skull can move, but it can't enter another plane of existence. Using an action, you mentally perceive through the skull, which has the same senses you do. While doing so, you can also speak through the skull in an echoing, ominous voice, with each uttered syllable causing a sickly green light to escape its openings. The skull vaporizes if you enter another plane of existence while it isn't on your person.

EYES OF ATROPHY

Prerequisite: *9th level*

Using an action to focus your eyes, you can target a creature, an object, or a structure that you can see within 60 feet of you and see how it would look after 1,000 years. The effect lasts until the end of your next turn. Focusing on a wall might cause it to disappear and allow you to see what is behind it, focusing on a creature might reveal to you whether it is mortal or immortal, and so forth.

When you focus your sight in this manner you can't account for major changes to the target such as a wall being rebuilt or a creature attaining immortality at a later time.

SUSPENDED RUINATION

Prerequisite: *12th level, Pact of the Skull*

While your pact skull is on your person, icy breath routinely escapes from behind its single row of teeth. While holding the skull, you can cast *revivify* by expending a warlock spell slot, vaporizing the skull in the process. If a creature is brought back to life in this manner, its eyes glow with a subtle green tinge for 24 hours.



WARLOCK OF
THE UNDEAD

WIZARD

STUDY TECHNIQUES

You might have taken a particular approach to your studies of magic and wizardry. Take a minute to consider how your time as an apprentice has shaped you into the wizard you are today, as well as how others remember you from your time as an apprentice. Furthermore, who was there while you studied? Who were the other apprentices and the teachers and where are they now?

STUDY TECHNIQUES

d6 Technique

- | d6 | Technique |
|----|---|
| 1 | Absentee. You were hardly ever present during lectures, yet you somehow managed to learn most of the material on your own. |
| 2 | Overachiever. You were the first to arrive in the morning and the last to leave in the afternoon. You also spent your free time studying until late in the evening. You routinely challenged authorities who presumed to teach you anything. |
| 3 | Prodigy. You learned at an exceptional rate with very little effort, easily surpassing all of your contemporary apprentices. |
| 4 | Goofball. You worked just as hard as everyone else, though you were known for taking your studies far less seriously than most others. |
| 5 | Bully. You were a bully. You let other apprentices put in the work before you copied or stole it. |
| 6 | Anonymous. While you were serious in your studies, you hardly ever said anything. As a result, hardly anybody remembers you for anything of note. |

ARCANE TRADITION

At 2nd level, a wizard gains the Arcane Tradition feature. The following option is available to a wizard, in addition to those in the *Player's Handbook*.

SCHOOL OF NETHERMANCY

Some say the nethermancers were the first to tame the energies of the Shadowfell. Millennia ago now, then merely a group of rogue wizards, they fled into the realms of shadow. True wizards as they were, when they arrived they did first what came most naturally to them; they set up a school of wizardry. And of course, without access to the stores of reagents and components that they were used to, they could work only with what they found in their new home. Serendipitously, this turned out to be nothing more or less than the stuff of pure shadow and nightmares.

I find this story particularly interesting because most shadow casters and practitioners that I have met approach their arts organically. They feel out their connection to the shadows or the Shadowfell itself, then hone their skills slowly through trial and error as they bend the shadow energy to their will. Nethermancers on the other hand, like most wizards, use their intellect and understanding of the cosmos as the cornerstone of their approach. They look at shadow matter with a critical eye, pull it apart, meticulously analyze what they find, and then put it back together. They then experiment with different theories on conjuring or controlling this substance, and even open temporary gates between the Shadowfell and Material Plane to study the influence of our two worlds on each other. The most brilliant nethermancers combine this area of study with their other arcane practices to create spells and effects unseen among other shadow users.

NETHERMANCER

SCHOOL OF NETHERMANCY FEATURES

Wizard Level	Features
2nd	Nether Orbs, Nether Aura
6th	Nethermancy
10th	Dark Passage
14th	Caliginous Senses
21st	Ebony Deflection
25th	Become Shadow
28th	Expert Nethermancy

NETHER ORBS

When you adopt this arcane tradition at 2nd level, you have two nether orbs that you can use to fuel various nethermantic abilities. These orbs are vibrating, fist-sized, circular masses of vantablack shadow. Using an action, you can conjure forth your orbs or cause them to vanish. To draw on the power of your nether orbs, you must have conjured them into existence. The orbs hover visibly near your person while in existence.

The number of nether orbs you have access to increases when you reach certain levels in this class, increasing to 3 at 6th level, 4 at 10th level, 5 at 14th level, and 6 at 21st level.

You regain all expended nether orbs when you finish a long rest.

NETHER AURA

Also starting at 2nd level, you are surrounded by a nether aura while your nether orbs hover near you. The range of your aura equals 10 feet for each remaining nether orb. Within the aura you can see normally in darkness, both magical and mundane, and creatures of your choice suffer the following effects:

- Bright light is perceived as dim light and dim light is perceived as darkness.
- Can't discern color, only shades of gray.
- Can't see or hear further than 300 feet.

NETHERMANCY

At 6th level, you learn the *darkness* spell. The spell doesn't count against the number of spells you can prepare. When you cast the spell on a point that isn't an object, you can move that point up to 15 feet as a bonus action for the duration of the spell.

In addition, you can expend a nether orb by magically hurling it at an empty space that you can see within 60 feet of you. Upon impact, the orb implodes to create a 5-foot diameter sphere of magical darkness in that space and remains there for 1 minute.

You can see through any magical darkness created by your own spells or your nether orbs.

DARK PASSAGE

Starting at 10th level, knowing that all the dark places of the world are connected, you learn to turn areas of magical darkness into connected gateways. If you can see two areas of magical darkness, you can expend a nether orb as a bonus action to connect the two areas. While both areas of magical darkness persist, you can use a bonus action while within one area of magical darkness to be magically transported to an unoccupied space in the other area of magical darkness.

CALIGINOUS SENSES

Beginning at 14th level, when a creature ends its turn in an area affected by your *darkness* spell, you can expend one nether orb as a reaction to cast the *blindness/deafness* spell, targeting that creature. On a failed save, the creature is both blinded and deafened for the duration of the spell.

EBONY DEFLECTION

While you are in magical darkness, the darkness can become quasi-physical and attempt to deflect incoming effects that attempt to harm you. Beginning at 21st level, you gain the following benefits while in magical darkness.

Shadow Blessing. When you are forced to make a saving throw, you can expend one nether orb as a reaction to add your Intelligence modifier to the saving throw.

Shadow Parry. When you are hit by an attack, you can roll a d6 as a reaction. On a 4 or higher, the attack instead misses you, regardless of its roll. Before rolling, you can expend one or more nether orbs to reduce the minimum roll necessary for a miss. For example, if you expend one nether orb, the attack instead misses you on a roll of 3 or higher.

BECOME SHADOW

Starting at 25th level, you can expend one nether orb as a bonus action to transform into metaphysical darkness until the start of your next turn. For the duration, you are invisible while in darkness, you are immune to necrotic and poison damage, you are vulnerable to radiant damage, you can move through a space as narrow as 1 inch wide without squeezing, and you can't be grappled or restrained.

EXPERT NETHERMANCY

Beginning at 28th level, you regain all of your expended nether orbs when you finish a short or long rest.

CHAPTER 15: BACKGROUNDS

VISTANA

We humans quite often have a poor reputation amongst the other races. In their minds we are too short-lived, and that lack of far reaching perspective makes us impatient and impetuous, one might even say reckless, with our own lives. Even worse, we spread out like a plague of insects, too numerous to stop, and find our way into every corner of the world. I personally like to think that we are ambitious and resourceful, able to adapt to any new situation or location, and willing to put our meager lives on the line in the quest for something greater than ourselves. I can appreciate their opinion, of course. After all, it is understandable that those who may live more than a millennium choose to guard their lives closely, while we who live much shorter spans grasp at meaningful experiences when we are presented with them, or risk never having them at all.

Regardless, what we can all agree upon is that humans expand and colonize like no other race. Wherever you go, you will find some small pocket of humans already there.

NOMADS

Every tavern has its local storyteller, the one who is on their stool by late afternoon come rain or shine and stays through closing, who can recite, without hesitation, any tale that you ask for. Do you long to hear the about the adventures of Elminster once more? Certainly. Or are you in the mood for something a little more obscure, the much lesser known tales of Rathnel the tenderhearted barbarian perhaps? The storyteller will invite you to sit down, motioning to a table near the hearth. All you need to do is buy them a pint first, they'll say with a sly wink, for telling tales does make the throat dry.

Yes, I am sure you know the type. These men and women are fixtures in local inns and taverns across the whole of the entire world, found in every society and among every intelligent race. Many of the stories are nonsense of course, with little to no basis in historical accuracy. However, that aside, I do find the sociological implications of story transmission rather interesting, in particular seeing how stories spread from one place to another. For instance, and I encourage you to ask this when you next visit your local tavern, there is one subject, one common set of stories that are known to all.

I speak of the Vistani. They are a favorite among the clientele after all. Vistani are exotic and mysterious; travelers whose lives are full of adventure, whose paths cross with monsters and magicians, warlords and warlocks. In short, everything that your local tavern patron's life is not.

But what sets these tales apart is indeed how widely traveled they are. You will find them in taverns across every culture and nation you visit, on every continent and across every plane. Granted, the stories are often outlandish in their representations of the Vistani, and as with all stories they change a little with each telling. With any tale, after all, you must parse through and find the common elements, the kernels of truth hidden within. So then, what do we know about the Vistani? Who are they? I would venture to say that while everyone knows of the Vistani, few truly understand them.

First and foremost, they are travelers. Nomads. Wanderers who follow our roads as if they were streams and rivers, sweeping them up and carrying them along their way. They are easily recognizable in their bright clothing and find work wherever they land, even if for just a day or two. Most of us know them as musicians and entertainers, tinkers or tailors, sellers of rare goods, fortune tellers, and traders of gossip from faraway lands. If you have been lucky enough to hear them perform, you will know that their tales and songs are full of laughter, music, mirthmaking, and dance. If their daily lives are half as enjoyable as they appear in their stories, it is no wonder they don't seem to be in a hurry to abandon their life on the road.

A VISTANA



Speaking of which, you likely know that they lead their own caravans of wagons. They are tight knit groups, each caravan a family, and they don't take to outsiders often. I can't particularly blame them, for they have been persecuted regularly over the centuries, driven out of one kingdom after another. As foreigners in every land, they do make a convenient scapegoat when blame needs to be passed around. Of course, this only works so easily because of their well-known, and quite often well-deserved, reputation. I have had my run-ins with their kind just as most other travelers have. Once, when perusing market stalls in the south of Amn, a Vistana woman approached me and pressed a trinket into my hand. She then demanded that I pay her 5 gold for this magic token that I had taken from her. I tried to give it back but she refused to take it, saying that it had bonded to me and there was no way she could sell it to another now. This was utter rubbish of course, but when I insisted that I would not give her a single copper she became rather angry. She then made quite a scene, yelling profanities and threatening to curse me if I did not pay. Curse me! The nerve of her. Their so-called evil eye doesn't scare me, though I'm sure it does trick most ordinary men into paying their price. I was not going to be taken for a fool so readily though. So, on this occasion I openly balked at her curse, laughed in her face and called her bluff. Then, for good measure, I shouted to call the local authorities as well.

She disappeared into the crowds long before the guards arrived, not surprisingly. Con artists are not known for their love of the law. Most vexing though, when I was explaining my situation to the guards, I noticed that all the coins in my coin purse were missing. I swear the woman never laid a hand on my body, and the purse was still tied shut and kept deep within my robes. How she managed to rob me in the open market like that I still do not know.

Skill Proficiencies: Deception, Insight

Languages: One language of your choice

Tool Proficiencies: One type of gaming set

Equipment: A set of fine clothes, a gaming set, and a belt pouch containing 10 gp.

RESTRICTION: HUMAN ONLY

Generally speaking, only humans are Vistani. They operate in tribes that consist of several families.

Your DM can lift this restriction to better suit the campaign. The restriction exists for the Forgotten Realms. It might not apply to your DM's setting or your DM's version of the Realms.

FEATURE: EVIL EYE

As an action, you can target a creature that you can see within 10 feet of you. This magical ability duplicates the duration and effect of the *animal friendship* or *charm person* spell (your choice), but requires neither somatic nor material components. The save DC is 8 + your proficiency bonus + your Charisma modifier.

If the target succeeds on the saving throw, you are blinded for 1 minute. A creature that succeeds on its saving throw is immune to your Evil Eye for 24 hours.

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

VARIANT VISTANI: DIVINER

By spending 10 minutes laying out a deck of tarokka cards and turning several of them over, you perceive a vague omen about the results of a specific course of action that another creature plans to take within the next 24 hours. If the creature is within 5 feet of you for the duration, the DM chooses from the following possible omens:

- **Weal**, for good results
- **Woe**, for bad results
- **Weal and woe**, for both good and bad results
- **Nothing**, for results that aren't especially good or bad

The ritual doesn't take into account any possible circumstances that might change the outcome, such as the casting of spells or the loss or gain of a companion. You get no results if your divination involves yourself.

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

SUGGESTED CHARACTERISTICS

While all Vistani share a cultural background, they are just as different as they are similar. Some Vistani are mostly concerned with themselves and their immediate tribe, while others are genuinely interested in the greater good for all peoples. Nevertheless, their bohemian nature has helped shaped their outlook in various ways.

d8 Personality Trait

- 1 I try to imitate the culture of those I converse with in the hope of appearing more trustworthy.
- 2 I never sleep in the same place two nights in a row.
- 3 I am constantly calculating the odds of each possible outcome in a given situation.
- 4 I enjoy eloquent speech and despise slang.
- 5 I look for omens in the most mundane of events - often finding what I'm looking for.
- 6 I dislike people that talk down to others.
- 7 I collect secrets from as many people as I can. Knowledge is true power.
- 8 I trust that things will work out regardless of how dire a situation might seem.

d6 Ideal

- 1 **Equality.** Everybody has equal value, regardless of race or titles. (Good)
- 2 **Freedom.** Nobody should be held back by others simply because of different of opinion. (Chaotic)
- 3 **Redistribution.** I have no qualms with taking from those that have enough. (Chaotic)
- 4 **Joy.** It makes me happy to see others happy. (Neutral)
- 5 **Selfishness.** When push comes to shove, I only care about myself. (Evil)
- 6 **Tradition.** Local customs and traditions must be respected. (Lawful)

d6 Bond

- 1 Nothing is quite as entertaining as games of chance.
- 2 I wronged somebody who did not deserve it. The act haunts me to this day.
- 3 I practice card tricks whenever I have a moment to spare.
- 4 I was cast out of my family. Now I seek to create a new family.
- 5 I once made a deal with a powerful Darklord. I am still sworn to uphold that deal.
- 6 A hunter from faraway lands slaughtered my tribe in cold blood. I shall have my vengeance at any cost.

d6 Flaw

- 1 I like to use a lot of metaphors because I think it makes me sound clever and mysterious.
- 2 I don't like approaching others. I want them to come to me.
- 3 I am convinced that I'm a master at manipulation and that nobody could ever successfully manipulate me.
- 4 I'm hard to get. I never say yes the first time I'm asked, even if doing so would be beneficial to me.
- 5 Wine makes me much too friendly towards strangers.
- 6 I enjoy publicly pointing out the flaws in others.

RACIAL FEAT: HEXER

Prerequisite: Vistana Background

As repayment for an injustice or slight, you can curse a creature that you can see within 30 feet of you by using an action. The target must succeed on a Wisdom saving throw (save DC = 8 + your proficiency bonus + your Charisma modifier) or be affected by the curse.

When a curse ends, you suffer a harmful psychic backlash. The amount of this psychic damage depends on the severity of the curse that was invoked.

You choose the curse's effect from the options that follow:

- The target is unable to perform a certain kind of act involving fine motor control, such as tying knots, writing, playing an instrument, or sewing. When this curse ends, you take 1d6 psychic damage.

- The target's appearance changes in a sinister yet purely cosmetic way. For example, the curse can place a scar on the target's face, turn the target's teeth into yellow fangs, or give the target bad breath. When this curse ends, you take 1d6 psychic damage.

- A nonmagical item in the target's possession (chosen by the DM) disappears and can't be found until the curse ends. The lost item can weigh no more than 1 pound. When this curse ends, you take 1d6 psychic damage.

- The target has disadvantage on ability checks tied to one ability score of your choice. When this curse ends, you take 3d6 psychic damage.

If a creature is affected by one of your curses, you can't curse it again until the curse is removed.

The curse lasts for 24 hours or until ended with a *remove curse* spell, a *greater restoration* spell, or similar magic. It doesn't end when the target dies. If a cursed target is returned to life, the curse remains in effect.

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

CHAPTER 16: SPELLS

BARD SPELLS

CANTRIPS (0 LEVEL)

Death Grimace (necromancy)
Duskveil (enchantment)

2ND LEVEL

Dark Mirror (transmutation)

3RD LEVEL

Night Trail (illusion)

4TH LEVEL

Wall of Gloom (illusion)

5TH LEVEL

Kreshenk's Eerie Mask (enchantment)

6TH LEVEL

Dread Word (divination)
Investiture of Shadow (transmutation)
Soul Cyclone (necromancy)

7TH LEVEL

Shadow Walk (transmutation)

8TH LEVEL

Dariastren's Horrific Stitching (transmutation)

9TH LEVEL

Dariastren's Shadow Blight (enchantment)
Dariastren's Shadow Well (transmutation)

CLERIC SPELLS

CANTRIPS (0 LEVEL)

Death Grimace (necromancy)
Soulfire Lash (necromancy)

1ST LEVEL

Hide from Undead (abjuration)

2ND LEVEL

Death Knell (necromancy)
Grace of the Masked Lord (abjuration)
Ghost Light (necromancy)

4TH LEVEL

Aura of Shade (abjuration)
Mantle of Twilight (transmutation)

5TH LEVEL

Nulathoe's Concussive Demise (necromancy)

7TH LEVEL

Darkest Night (transmutation)
Dread Word (divination)

8TH LEVEL

Nulathoe's Ninemen (necromancy)
Soul Anchor (necromancy)

DRUID SPELLS

CANTRIPS (0 LEVEL)

Darklight (illusion)

2ND LEVEL

Whispering Wind (evocation)

3RD LEVEL

Shadow Conjunction (illusion)

4TH LEVEL

Carpet of Shadow (evocation)

5TH LEVEL

Shadow Binding (illusion)

7TH LEVEL

Duskfall (transmutation)
Shadow Walk (transmutation)

PALADIN SPELLS

4TH LEVEL

Aura of Shade (abjuration)
Mantle of Twilight (transmutation)

5TH LEVEL

Soulfire Smite (necromancy)

RANGER SPELLS

4TH LEVEL

Carpet of Shadow (evocation)

SORCERER SPELLS

CANTRIPS (0 LEVEL)

Darklight (illusion)

2ND LEVEL

Darkbolt (evocation)

3RD LEVEL

Shadow Evocation (illusion)

4TH LEVEL

Wall of Gloom (illusion)

5TH LEVEL

Kreshenk's Eerie Mask (enchantment)
Nulathoe's Concussive Demise (necromancy)
Shadow Binding (illusion)

6TH LEVEL

Investiture of Shadow (transmutation)

7TH LEVEL

Shadow Walk (transmutation)
Withering Bolt (necromancy)

8TH LEVEL

Dariastren's Horrific Stitching (transmutation)

9TH LEVEL

Dariastren's Shadow Blight (enchantment)
Dariastren's Shadow Well (transmutation)

WARLOCK SPELLS

CANTRIPS (0 LEVEL)

Black Candle (evocation)
Darklight (illusion)

1ST LEVEL

Spark of Moil (necromancy)

2ND LEVEL

Darkbolt (evocation)
Ghost Light (necromancy)

6TH LEVEL

Investiture of Shadow (transmutation)
Conjure Darkfiend (transmutation)

7TH LEVEL

Shadow Walk (transmutation)
Withering Bolt (necromancy)

8TH LEVEL

Black Lore of Moil (necromancy)

9TH LEVEL

Evard's Black Gate (conjunction)
Moilian Embrace (necromancy)

WIZARD SPELLS

CANTRIPS (0 LEVEL)

Black Candle (evocation)
Death Grimace (necromancy)
Duskveil (enchantment)

2ND LEVEL

Darkbolt (evocation)
Dark Mirror (transmutation)

3RD LEVEL

Shadow Conjunction (illusion)
Shadow Evocation (illusion)

4TH LEVEL

Wall of Gloom (illusion)

5TH LEVEL

Kreshenk's Eerie Mask (enchantment)
Nulathoe's Concussive Demise (necromancy)
Shadowfade (conjunction)

6TH LEVEL

Investiture of Shadow (transmutation)

7TH LEVEL

Shadow Walk (transmutation)
Withering Bolt (necromancy)

8TH LEVEL

Dariastren's Horrific Stitching (transmutation)
Nulathoe's Ninemen (necromancy)

9TH LEVEL

Dariastren's Shadow Blight (enchantment)
Dariastren's Shadow Well (transmutation)
Evard's Black Gate (conjunction)



SPELL DESCRIPTIONS

AURA OF SHADE

4th-level abjuration

Casting Time: 1 action

Range: Self

Components: V

Duration: Concentration, up to 8 hours

Shadows curl around you in an aura with a 30-foot radius. Until the spell ends, the aura moves with you, centered on you. Each friendly creature in the aura (including you) has resistance to cold damage, and is immune to the effects of extreme cold. In addition, you can use a bonus action to deal cold damage equal to half your level plus your spellcasting ability modifier to one hostile creature in the aura.

BLACK CANDLE

Enchantment cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 minute

You touch an object. The object becomes surrounded by a 10-foot-radius sphere of shadow magic for the duration. Areas of bright light or darkness become dim light within the sphere.

BLACK LORE OF MOIL

8th-level necromancy

Casting Time: 1 action

Range: Self

Components: V, S, M (a gilded and gem-encrusted crawling claw worth at least 1,500 gp, which the spell consumes)

Duration: Concentration, up to 1 hour

Flame-like shadows wreath your body until the spell ends, causing you to become heavily obscured to others. The shadows turn dim light within 120 feet of you into darkness, and bright light in the same area to dim light.

Until the spell ends, you have resistance to radiant damage. In addition, you automatically succeed saving throws against necromancy spells and all other creatures within 120 feet of you have disadvantage on saving throws against necromancy spells.

CARPET OF SHADOW

4th-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a drop of tar)

Duration: Concentration, up to 1 minute

You move your hands across the ground as if rolling out a carpet. A 20-foot-square pool of tar appears, centered on a spot within range. If the spell affects a space that is occupied by a creature, the spell fails. The pool is 10 feet deep. When a creature enters the area, it must succeed on a Strength saving throw or sink 2 feet into the pool and become restrained. At the start of each of the creature's turns, it sinks another 2 feet. As long as the creature isn't completely submerged in the pool, it can escape by using its action and succeeding on a Strength check against your spell save DC. A creature that is completely submerged in the pool can't breathe and is blinded.

A creature can pull another creature within its reach out of the pool by using its action and succeeding on a Strength check against your spell save DC.

If the spell ends while a creature is in the pool, it rises to the surface, appearing prone on the floor in the same space that it occupied within the pool.

At Higher Levels. If you cast this spell using a spell slot of 6th level, the duration is concentration, up to 10 minutes. If you use a spell slot of 7th level, the duration is 1 hour. If you use a spell slot of 8th level, the duration is 8 hours. If you use a 9th level spell slot, the spell lasts until it is dispelled.

Using a spell slot of 7th level or higher grants a duration that doesn't require concentration.

CONJURE DARKFIEND

6th-level transmutation

Casting Time: 1 minute

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 hour

You must be in dim light or darkness to cast this spell. You summon a darkfiend which appears in an unoccupied space filled with dim light or darkness that you can see within range. The darkfiend disappears when it drops to 0 hit points or when the spell ends.

The darkfiend is friendly to you and your companions for the duration. Roll In combat, roll initiative for the darkfiend, which acts on its own turn. The darkfiend obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands to the darkfiend during combat, it defends itself from hostile creatures, but otherwise take takes no actions.

If you treat the darkfiend badly, (such as by excessively stifling its mischievousness or not allowing it to be mischievous or by sending it into bright light), it can attempt a Charisma saving throw against your spell save DC at the end of each of its turns. On a successful save, the darkfiend

is no longer under your control, becomes hostile to you, and doesn't disappear for the duration, even if the spell ends.

At Higher Levels. When you cast this spell using a mythic spell slot of 7th level or higher, you conjure forth one additional darkfiend for each spell slot above 6th.

DARIASTREN'S HORRIFIC STITCHING

8th-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a roll of fine black silk thread worth at least 50 gp, which the spell consumes, and a needle)

Duration: Concentration, up to 1 minute

You target any number of humanoid within range that are all within 5 feet of each other, moving your hands in a sewing motion. Each target must make a Charisma saving throw. On a failed save, the target's speed is magically reduced to 0, and it can't benefit from any bonus to its speed as its shadow becomes stuck to the shadows of the other targets. A creature stuck in this way cannot escape through magical means or abilities that allow for teleportation.

On a successful save, a creature's movement speed is not affected, but its shadow is still stuck to those of creatures who failed the initial saving throw. A target that can move cannot move without dragging the other targets along, which limits their movement to half of their current movement speed.

A target can repeat the saving throw at the end of each of its turns, regaining their movement speed on a success, though its shadow remains stuck to the shadows of any targets whose movement speed is still 0 as a result of this spell.

The spell ends early if all effected creatures gain the ability to move.

DARIASTREN'S SHADOW BLIGHT

9th-level enchantment

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (the skull of a night hag)

Duration: 30 days

You point your finger at a target you can see within range that is in dim light or darkness, firing a ray of darting shadows at the target. The target must make a Wisdom saving throw. On a failed save, the target is infected with shadow blight for the duration. While infected in this manner, the target is vulnerable to fire and radiant damage, can't regain hit points, and takes 20 radiant damage whenever it starts its turn in bright light. In addition, the target's hit point maximum is reduced by 1d4 whenever it finishes a long rest.

A greater restoration spell cast with a 9th level spell slot or a wish spell can end the effect on an affected creature.

Constructs and undead are unaffected by this spell.

DARIASTREN'S SHADOW WELL

9th-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a piece of wet charcoal)

Duration: Concentration, up to 1 minute

You target a Huge or smaller creature within range that has a shadow and is standing on the ground. The target's shadow becomes a black pit that leads to a pocket plane within the Shadowfell. The target is pulled into its own shadow, appearing within the demiplane. The target remains there for the duration or until it escapes.

The target's shadow remains in place while the target is gone. It is of the same size as the target. If the target moves within the demiplane, the shadow moves in the same manner. The target can only move horizontally while within the demiplane. The first time on a turn the shadow moves into the space of another creature of equal or smaller size to the target, the creature must succeed on a Dexterity saving throw or also be pulled into the shadow, appearing in the nearest unoccupied space to the initial target within the demiplane.

A creature within the demiplane can make a Wisdom saving throw at the end of each of its turns, escaping on a successful save. The spell ends when the original target escapes, freeing all other creatures trapped within the demiplane, and causing the shadow to rejoin the target. A creature that escapes appears in the nearest unoccupied space of the shadow but is frightened until the end of its next turn as it reels from the horrific experience.

DARKBOLT

2nd-level evocation

Casting Time: 1 action

Range: 600 feet

Components: V, S

Duration: Instantaneous

A ball of cold darkness launches from your hand towards one creature in range. Make a ranged spell attack against the target. On a hit, the target takes 2d6 cold damage plus 2d6 necrotic damage. The bolt deals half damage if the target is fully or partially standing in bright light.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, both the cold and necrotic damage increases by 1d6 for each spell slot above 2nd.

DARKEST NIGHT*7th-level transmutation***Casting Time:** 1 action**Range:** 300 feet**Components:** V, S, M (fine ink worth at least 500 gp, which the spell consumes)**Duration:** Concentration, up to 1 minute

Magical darkness spreads from a point you choose within range to fill a 30-foot-radius sphere for the duration. The darkness spreads around corners. A creature with darkvision can't see through this darkness but you can regardless of your senses. Nonmagical light, as well as light created by spells of 7th level or lower, can't illuminate the area.

A creature that starts its turn within the area, must succeed on a Wisdom saving throw or become paralyzed with fear until the start of its next turn. Creatures that are immune to the frightened condition can't be paralyzed in this manner.

DARKLIGHT*Illusion cantrip***Casting Time:** 1 action**Range:** Self**Components:** V, S, M (the remains of an anglerfish)**Duration:** 10 minutes

An otherworldly sphere of dark light appears, hovering over the palm of your hand. The sphere remains there for the duration and harms neither you nor your equipment. For creatures within 5 feet of you, the sphere sheds bright light in a 10-foot radius and dim light for an additional 10 feet, but the light can't be observed by creatures further away from you. The light from this spell can't end spells and other magical effects that normally end when in bright light. The spell ends if you dismiss it as an action or if you cast it again.

You can also attack with the sphere, although doing so ends the spell. When you cast this spell, or as an action on a later turn, you can hurl the sphere at a creature within 30 feet of you. Make a ranged spell attack. On a hit, the target takes 1d6 cold damage.

This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

DARK MIRROR*2nd-level transmutation***Casting Time:** 1 action**Range:** Self**Components:** V, S, M (a small mirror and an unlit candle)**Duration:** Concentration, up to 1 minute

A shimmering, 5-foot-radius sphere appears centered on you and remains centered on you for the duration. No darkness, whether magical or mundane, can extend through the sphere from the outside. In addition, you can see through darkness, whether magical or mundane, out to a range of 30 feet.

If the sphere is surrounded by darkness, it reflects that darkness like a mirror, causing the sphere and any creatures inside it to be invisible to creatures outside of the sphere that could otherwise see through the darkness with traits such as darkvision or Devil's Sight.

DEATH GRIMACE*Necromancy cantrip***Casting Time:** 1 action**Range:** Touch**Components:** V, S**Duration:** Instantaneous

You place a mark on a corpse within range. You decide what form the mark takes when you cast the spell. You can give the corpse a specific expression, magically carve a symbol or word into it, cause one of its eyes to change colors, make its fingernails disappear, and similar.

Dark assassins often use this spell as a calling card or as a way to prove the deed was done.

DEATH KNEEL*2nd-level necromancy***Casting Time:** 1 action**Range:** Touch**Components:** V, S**Duration:** Instantaneous

You touch an unconscious humanoid. The target must succeed on a Wisdom saving throw or die. The target succeeds the saving throw automatically if it has more than 10 hit points.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the hit point requirement to automatically succeed on the saving throw increases by 5 for each spell slot above 2nd.

DREAD WORD*7th-level divination***Casting Time:** 1 action**Range:** 30 feet**Components:** V**Duration:** Concentration, up to 1 minute

You speak a dread word so foul that it tears at the very soul of anyone who hears it. One creature of your choice within range that can hear you must make a Wisdom saving throw. On a failed save, the creature is stunned until the end of its next turn and its Charisma score becomes 1 for the duration. At the end of each of its turns, a creature can repeat the saving throw, restoring its Charisma score to normal on a successful save.

If a creature fails all saving throws for the full duration of the spell, it dies.

DUSKFALL*7th-level transmutation***Casting Time:** 1 hour**Range:** Touch**Components:** V, S, M (a piece of coal and six black luxury candles, each worth at least 1 gp, which the spell consumes)**Duration:** 8 hours

You place your material components on the ground, forming a circle with the candles and placing the coal in the center. When the casting is complete, the candles melt away into nothingness and the spell takes hold. For the duration, a 1-mile radius sphere centered on the point of casting becomes affected. Sunlight can't enter the area and other light, both magical and mundane, can only create dim light. No bright light can shine in the area. In addition, creatures and objects that are fully within this area have resistance to fire damage.

Casting this spell on the same spot every day for a year makes this effect permanent until dispelled by a casting of *dispel magic* using a spell slot of 7th level or higher.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, the radius increases by 1 mile and the duration increases by 8 hours for each slot level above 7th.

DUSKVEIL*Enchantment cantrip***Casting Time:** 1 action**Range:** 120 feet**Components:** S**Duration:** 1 round

You target a creature within range that you can see. The target must succeed on a Wisdom saving throw or have disadvantage on Wisdom (Perception) checks for the duration. Creatures that can't be charmed are immune to this effect.

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



EVARD'S BLACK GATE*9th-level conjuration***Casting Time:** 1 action**Range:** 90 feet**Components:** V, S, M (a black diamond worth at least 5,000 gp, which the spell consumes)**Duration:** Concentration, up to 1 minute

A 10-foot-radius sphere of black void tears a hole in reality at a point you can see within range, and massive, squirming, ebony tentacles burst forth from it, wailing wildly in all directions. Each creature within 20 feet of the sphere takes 4d8 cold damage and must succeed on a Strength saving throw or be restrained and knocked prone. A restrained creature can use an action on its turn to make a Strength (Athletics) or Dexterity (Acrobatics) check against your spell save DC, ending the restrained condition on itself on a successful check. A Huge or larger creature automatically succeeds on the saving throw.

When a creature enters the affected area for the first time on a turn or starts its turn there, the creature takes 4d8 cold damage and must also make the Strength saving throw.

On each of your turns, you can use an action to pull a creature restrained by this spell up to 10 feet towards the hole. If a creature is pulled into the hole, the target is violently pulled to the Far Realm or to a plane of the DM's discretion.

GHOST LIGHT*2nd-level necromancy***Casting Time:** 1 action**Range:** 300 feet**Components:** V, S, M (a bit of phosphorous)**Duration:** Concentration, up to 1 minute

You create a green, torch-sized radiance within range. The radiance sheds dim light in a 30-foot radius. As a bonus action on your turn, you can move the light up to 60 feet to a new spot within range. The light winks out if it exceeds the spell's range. A creature that starts its turn within the light must succeed on a Wisdom saving throw or become frightened until the end of its next turn.

GRACE OF THE MASKED LORD*2nd-level abjuration***Casting Time:** 1 action**Range:** 20 feet**Components:** S, M (an object you have stolen, worth at least 500 gp)**Duration:** Concentration, up to 10 minutes

You create a translucent, hooded cloak which wraps around you. For the duration, you have advantage on saving throws against traps, unless you are blinded, deafened, or incapacitated.

HIDE FROM UNDEAD*1st-level abjuration***Casting Time:** 1 action**Range:** Touch**Components:** V, S**Duration:** 1 minute

You imbue a willing creature with powerful magic that hides it from lesser undead. For the duration, the target can't be sensed by undead with an Intelligence score of 3 or lower. The spell ends early if the target uses an action to do anything other than interacting with objects.

At Higher Levels. When you cast this spell using a spell slot of 3rd or 4th level, the spell affects undead with an Intelligence score of 4 or lower and has a duration of 10 minutes. When you cast this spell using a spell slot of 5th or 6th level, the spell affects undead with an Intelligence score of 5 or lower and has a duration of 1 hour. When you cast this spell using a spell slot of 7th or 8th level, the spell affects undead with an Intelligence score of 6 or lower and has a duration of 8 hours. When you cast this spell using a spell slot of 9th level or higher, the spell affects undead with an Intelligence score of 8 or lower and has a duration of 24 hours.

INVESTITURE OF SHADOW*6th-level transmutation***Casting Time:** 1 action**Range:** Self**Components:** V, S**Duration:** Concentration, up to 10 minutes

Until the spell ends, shadows envelop you, and you gain the following benefits while in dim light or darkness:

- You can see normally in darkness, both magical and nonmagical, to a distance of 120 feet.
- Your movement and melee attacks make no sound, granting you advantage on Dexterity (Stealth) checks.
- You can move along vertical surfaces on your turn without falling during the move.
- As a bonus action on your turn, you can teleport up to 60 feet to an unoccupied space you can see that is also in dim light or darkness.

KRESHENK'S EERIE MASK*5th-level enchantment***Casting Time:** 1 action**Range:** Self**Components:** V, S, M (a mask of black cloth)**Duration:** Concentration, up to 1 hour

Wrapping a mask of black cloth around your face, your face becomes cov-

ered in shadow, hiding your features completely. For the duration of the spell you see normally in magical and nonmagical darkness out to a range of 60 feet, and you are immune to gazes and similar effects that allow you to be unaffected if you avert your gaze.

At higher levels. When you cast this spell using a spell slot of 6th level or higher, the range in which you can see normally in magical and nonmagical darkness increases by 20 feet for each spell slot above 5th. If you cast this spell using a 9th level spell slot, you also gain blindsight out to a range of 30 feet.

MANTLE OF TWILIGHT*4th-level transmutation***Casting Time:** 1 bonus action**Range:** Self**Components:** V, S, M (a black cloak stitched together from bat fur that you wear)**Duration:** Concentration, up to 1 minute

The cloak that is provided as a material component becomes infused with wisps of shadow material from the Shadowfell, causing the cloak to move subtly as if it has a will of its own. For the duration, you gain resistance to cold damage, become acclimated to cold environments, and whenever a creature touches you or hits you with a melee weapon attack while within 5 feet of you, the creature takes cold damage equal to your spellcasting modifier.

In addition, you make attacks with advantage against incorporeal creatures and bypass any damage resistances of incorporeal creatures.

The spell ends early if you are in bright light.

MOILIAN EMBRACE*9th-level necromancy***Casting Time:** 10 minutes**Range:** Touch**Components:** V, S, M (the frozen heart of a murdered, innocent humanoid, which the spell consumes, and a ceremonial blade worth at least 500 gp)**Duration:** Instantaneous

You can cast this spell only at night in an area of darkness. You touch a humanoid corpse for the entire casting time of the spell, during which time you replace the corpse's heart with the material component for this spell. Upon finishing the casting of the spell, a thin sheet of ice begins to slowly cover the corpse, originating from its new heart. After 1 hour, the corpse rises as a bleakborn. The bleakborn is not under your control.

NIGHT TRAIL*3rd-level illusion***Casting Time:** 1 action**Range:** Touch**Components:** V, S, M (a lit thurible)**Duration:** Concentration, up to 1 hour

You touch a creature or an object and wisps of dark mist begins emerging from the target, moving towards you with a speed of 30 feet and dissipating when they reach you. Only you can see these illusory wisps. The wisps continue to emerge from the target for the duration, seeking you through the most efficient path and stretching as far as 1 mile. The spell ends early if the target is in an area of magical light.

At Higher Levels. If you cast this spell using a spell slot of 5th level or higher, the duration is concentration, up to 8 hours. If you use a spell slot of 7th level or higher, the duration is 24 hours. If you use a 9th level spell slot, the spell lasts until it is dispelled. Using a spell slot of 7th level or higher grants a duration that doesn't require concentration.

NULATHOE'S CONCUSSIVE DEMISE*5th-level necromancy***Casting Time:** 1 reaction, which you take when a creature that you can see dies**Range:** 60 feet**Components:** V, S**Duration:** Instantaneous

You focus your gaze at a creature that dies within range and an explosion of necromantic energies bursts forth from it. Each creature within 10 feet of the corpse must make a Dexterity saving throw. On a failed save, a creature takes 6d10 necrotic damage and is pushed back 10 feet in a straight line from the corpse. On a successful save, a creature takes half the damage and isn't pushed back.

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

NULATHOE'S NINEMEN*8th-level necromancy***Casting Time:** 1 hour**Range:** Touch**Components:** V, S, M (a drop of blood from a living creature of the same race as the remains and a moonstone worth at least 500 gp, which the spell consumes)**Duration:** Instantaneous

You touch a corpse or other remains. The target is permanently protected from decay and can't become undead. The spell also effectively extends the time limit on raising the target from the dead, since days spent under the influence of this spell don't count against the time limit of spells such as *raise dead*.

SHADOW BINDING*5th-level illusion***Casting Time:** 1 action**Range:** 60 feet**Components:** V, S, M (a few links of an iron chain, painted black)**Duration:** Up to 1 minute

You stretch your arms outwards, targeting a point within range, causing multiple shadowy chains to burst outwards. Each Large or smaller creature within a 10-foot-radius sphere centered on that point must make a Dexterity saving throw. On a failed save, a creature becomes grappled by a chain of shadow. Until this grapple ends, the target is restrained. A grappled creature can use an action on its turn to make a Strength (Athletics) or Dexterity (Acrobatics) check against your spell save DC, escaping the grapple on a successful check.

The spell ends early for a target if it is in bright light.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can target an additional creature no more than 5 feet away from another target for each spell slot above 4th.

SHADOW CONJURATION*3rd-level illusion***Casting Time:** 1 action**Range:** 60 feet**Components:** V, S, M (an ounce of tar plus any material components of the chosen spell)**Duration:** Concentration, up to 1 hour

You pull wisps of Shadow material from the Shadowfell to create various creatures. Choose a conjuration spell of 4th level or lower from your spell list that conjures one or more creatures. You cast the chosen spell at its lowest level as part of this spell, but the conjured creature or creatures are shadowy versions of themselves.

A creature summoned in this manner has half the hit points it otherwise would have, is vulnerable to fire and radiant damage, and deals cold damage instead of any damage it would otherwise deal. In addition, it has advantage on Dexterity (Stealth) checks made to hide in dim light or darkness.

A creature summoned in this manner dies if it is in bright light.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can choose a conjuration spell of 1 level higher for each spell slot above 3rd.

SHADOW EVOCATION*3rd-level illusion***Casting Time:** 1 action**Range:** Varies**Components:** V, S, M (an ounce of tar plus any material components of the chosen spell)**Duration:** Concentration, up to 1 hour

You pull wisps of Shadow material from the Shadowfell to create various effects. Choose an evocation spell of 4th level or lower from your spell list that deals damage. You cast the chosen spell at its lowest level as part of this spell, but it is a shadowy version of itself.

A spell cast in this manner deals half the damage it otherwise would, and deals cold damage regardless of what damage it would otherwise deal.

The spell fizzles and fails if cast in bright light and can't harm creatures in bright light.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can choose an evocation spell of 1 level higher for each spell slot above 3rd.

SHADOWFADE*5th-level conjuration***Casting Time:** 1 action**Range:** Self**Components:** V, S, M (a black gemstone worth at least 100 gp, which the spell consumes)**Duration:** Instantaneous

You and up to eight willing creatures who link hands in a circle are transported to a random location within The Shadowfell, at the DM's discretion. For each person transported in this manner, there is a 5% chance that all transported creatures appear within one of the Domains of Dread.

The spell fizzles and fails if cast while within the Shadowfell.



SHADOW WALK*7th-level transmutation***Casting Time:** 1 minute**Range:** 10 feet**Components:** V, S**Duration:** 12 hours

To cast this spell, you must be in dim light or darkness. You and up to eight willing creatures of your choice that you can see within range are engulfed by shadow, hurling you to the Shadowfell. While in the Shadowfell in this manner, a creature can see only other creatures that are affected by the same spell and can only discern the terrain roughly. A creature is unable to see details, other creatures, or use any senses besides sight. To creatures in the Shadowfell, a creature affected by this spell is invisible and makes no sound. To creatures on the plane where the spell was cast, a creature affected by this spell resembles nothing but a faint shadow and can't be attacked. In addition, while in the Shadowfell in this manner, a creature has a walking speed of 600 feet. The only actions a creature can take are the Dash action or to return to the plane it originated from. A creature can only return to the plane it originated from in an area of dim light or darkness. When a creature returns to the plane it originated from, the spell ends for it and it gains 1 level of exhaustion.

SOUL ANCHOR*8th-level necromancy***Casting Time:** 1 action**Range:** Touch**Components:** V, S, M (a black iron ingot worth at least 500 gp, which the spell consumes)**Duration:** 24 hours

You touch a creature, and that creature must make a Wisdom saving throw. On a failed save, whether alive or dead, the creature's soul can't leave its body for the duration.

SOULFIRE LASH*Necromancy cantrip***Casting Time:** 1 action**Range:** 10 feet**Components:** V, S**Duration:** Instantaneous

A spectral whip lashes from your hand towards a creature within range, assaulting its mind. The target must make a Charisma saving throw. On a failed save, it takes 1d4 psychic damage, and until the beginning of your next turn, the next attack the target makes against you can't cause you to drop below 1 hit point.

This spell's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

SOULFIRE SMITE*5th-level necromancy***Casting Time:** 1 bonus action**Range:** Self**Components:** V**Duration:** Concentration, up to 1 minute

The next time you hit a creature with a weapon attack before this spell ends, the weapon glows with spectral fire and crackles with spiritual energies as you strike. The attack deals an extra 4d10 psychic damage to the target. Until the end of the target's next turn, the target's next attack can't cause you to drop below 1 hit point.

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

SOUL CYCLONE*6th-level necromancy***Casting Time:** 1 action**Range:** 300 feet**Components:** V, S**Duration:** Concentration, up to 1 minute

A 20-foot-radius, 100-foot-tall cyclone of wailing souls appears, centered on a point within range, howling in grief and anguish as they spiral endlessly. On each of your subsequent turns, you can use your action to dictate the direction in which the cyclone moves. If you do not use your action to specify a direction, the cyclone moves 60 feet in a random direction at the end of your turn. The cyclone is incorporeal and can move through objects and structures.

If the cyclone moves out the spell's range, you lose control of it and can't later reassert control. Similarly, if your concentration is broken, the cyclone doesn't disappear, but you lose control of it. If you don't have control, the cyclone moves in a random direction at the start of each of your turns. The cyclone disappears at the end of its duration, at which point the souls release a horrible yearn.

When a creature other than a construct or undead comes within 30 feet of the cyclone for the first time on a turn or starts its turn there, it must make a Wisdom saving throw, taking 18 (4d8) thunder damage plus 18 (4d8) psychic damage on a failed save, or half as much on a successful one. A creature that fails its saving throw by 5 or more, has its proficiency bonus reduced by 1. The reduction lasts until the target finishes a short or long rest, or until cured by a *greater restoration* or *wish* spell.

In addition, the cyclone's space is difficult terrain for creatures other than constructs and undead.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, both the necrotic and the psychic damage increases by 1d8 for

each slot level above 6th.

SPARK OF MOIL*1st-level necromancy***Casting Time:** 1 action**Range:** 60 feet**Components:** V, S, M (a piece of frozen, humanoid flesh)**Duration:** Instantaneous

You attempt to create a heat-absorbing spark inside one creature within range. Make a ranged spell attack against the target. On a hit, each creature within 5 feet of the target (but not the target itself) must make a Constitution saving throw as it is drained of heat, taking 2d6 cold damage on a failed save, or half as much on a successful one. The target takes fire damage equal to half the total cold damage dealt, as it absorbs all of the excess heat.

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

WALL OF GLOOM*4th-level illusion***Casting Time:** 1 action**Range:** 60 feet**Components:** V, S, M (a bit of fleece from a black sheep)**Duration:** Concentration, up to 1 minute

A barrier of ominous darkness appears from the shadows at a point you choose within range. You can make the wall up to 50 feet long, 15 feet high, and 1 foot thick. You can shape the wall in any way you choose, so long as it makes one continuous path along the ground. The wall lasts for the duration.

If the wall cuts through a creature's space when it appears, the creature within its area is pushed to one side of the wall and must make a Wisdom saving throw. On a failed save, the creature takes 2d12 psychic damage, or half as much damage on a successful save.

A creature that attempts to walk through the wall must make a Wisdom saving throw. On a failed save, the creature takes 2d12 psychic damage and fails to pass through the wall. On a successful save, the creature takes half the damage and walks through the wall unhindered.

The wall is made of magical darkness.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d12 for each slot level above 4th.

WHISPERING WIND*2nd-level evocation***Casting Time:** 1 minute**Range:** Self**Components:** V, S**Duration:** Instantaneous

You whisper a short message of twenty-five words or less while thinking of a creature with which you are familiar. The creature becomes the target of the spell. You can cause the whisper to be benign or malign. The whisper escapes your mouth as a light breeze that fills a 5-foot-square and travels at a pace of 1 mile per minute. If the target is on the same plane of existence as you, the breeze travels the most direct route towards the target until it reaches the target. The breeze can't move through liquids and areas that are air tight. If the breeze hasn't reached the target within 24 hours, the breeze dissipates into nothing.

When the breeze reaches the target, the target feels the breeze and hears your whispered message as a faint voice from all around it. If you sent a malign whisper, the target must also succeed on a Wisdom saving throw or take 1d10 psychic damage and fall unconscious for 1 hour. It then becomes immune to your malign whispers for 24 hours. The target wakes early if it takes damage or if another creature takes an action to shake it awake.

If the target knows you and recognizes your voice, it discerns you to be the sender. If the target has only heard your voice occasionally and deems it familiar, it must succeed on a Wisdom (Insight) check against your spell save DC to discern your identity. If the target has never met you or heard you speak, it can't discern your identity.

If the target isn't on the same plane of existence as you when you cast this spell, the breeze travels for up to a mile and then dissipates into nothing.

WITHERING BOLT*7th-level necromancy***Casting Time:** 1 action**Range:** 60 feet**Components:** V, S, M (a piece of rotting, humanoid flesh)**Duration:** Instantaneous

A tangling mass of rot blasts towards a creature of your choice within range. Make a ranged spell attack against the target. On a hit, the target takes 8d10 necrotic damage and must make a Constitution saving throw. On a failed save, the target ages 1d10 x 10 years, and becomes poisoned for 1 minute. While poisoned in this manner, the target makes Constitution checks and saving throws with disadvantage. On a successful save, the target ages half as much and doesn't become poisoned.

Aberrations, constructs, and undead are immune to all effects of this spell.

The aging effect can be reversed with a *greater restoration* spell, but only within 24 hours of it occurring.

CHAPTER 17: MYTHIC OPTIONS

This chapter provides additional options for characters at 30th level. For rules on Mythic Boons, Mythic Maneuvers, and Mythic Spells, see chapter 3 in *Epic Characters*.

MYTHIC BOONS

1ST-LEVEL MYTHIC BOONS

BOON OF SHADOW SPEED

Prerequisites: Extra Attack

While in dim light or darkness, your walking speed is doubled and you can use a bonus action to take the Dash or Disengage action.

2ND-LEVEL MYTHIC BOONS

BOON OF UNDETECTABLE ILLUSIONS

When you cast an illusion spell using a spell slot of 9th level or higher, or a mythic spell slot, creatures with truesight don't automatically discern the illusion.

MYTHIC MANEUVERS

1ST-LEVEL MYTHIC MANEUVERS

MIST FORM

Prerequisites: 20th level druid

Saving Throw DC: 8 + your proficiency bonus + your Wisdom modifier

Cost: 1 mythic die

As an action, you transform into a misty cloud, along with everything you are wearing and carrying for up to 1 minute. You return to your regular form if you drop to 0 hit points.

While in mist form, you are incapacitated and can't speak. You have a flying speed of 30 feet, can hover, and can pass through any space that isn't airtight. You have advantage on Strength, Dexterity, and Constitution saving throws, and you are immune to nonmagical damage.

In addition, you can enter a creature's space and stop there. Each time a creature starts its turn with you in its space, the creature must succeed on a Constitution saving throw or be poisoned until the start of its next turn. While poisoned in this way, the target is incapacitated.

You can end the spell at the end of any of your turns (no action required).

NIGHT SPIRIT

While completely in an area of dim light or darkness, you can become invisible as an action. You remain invisible until you take an action. If you expend a mythic die while invisible in this manner, the invisibility lasts a number of rounds equal to half the mythic die expended, or until you are in an area of bright light, regardless of you taking any actions.

2ND-LEVEL MYTHIC MANEUVERS

DARK CLEANER

When you slay a creature, you can use your reaction to cause the creature's corpse to evaporate into dark smoke, leaving no evidence behind.

In addition, by performing a 10-minute ritual while touching a corpse, you can cause that corpse to evaporate into a dark smoke, even if you didn't slay the creature.

3RD-LEVEL MYTHIC MANEUVERS

COALESCING CONCEALMENT

Prerequisites: A +20 or higher bonus to Stealth checks

Cost: 3 mythic dice

The shadows protect you even when you aren't hidden. While in dim light or darkness, you can use an action to be surrounded by magical shadows. The shadows absorb blows that target you. For up to 1 minute, any bludgeoning, piercing, or slashing damage you take is reduced by an amount equal to the expended mythic dice. The effect ends if you are in an area of bright light, or if you drop unconscious.

MIDNIGHT GUIDANCE

Prerequisites: A Dexterity score of 26 or higher

Cost: 3 mythic dice

While in dim light or darkness, you can use an action you make a ranged weapon attack. If the attack hits its target and the target is also in dim light or darkness, the shadows guide the projectile or thrown weapon towards another target. Repeat this process for each target. No target can be further from the initial target than a number of feet equal to the expended mythic dice, and each target can only be attacked once.

MYTHIC SPELLS

BARD SPELLS

2ND LEVEL MYTHIC

Damnation (enchantment)

3RD LEVEL MYTHIC

Shadow Projection (conjunction)

CLERIC SPELLS

1ST LEVEL MYTHIC

Animus Blast (necromancy)

2ND LEVEL MYTHIC

Damnation (enchantment)

DRUID SPELLS

1ST LEVEL MYTHIC

Eclipse (transmutation)

2ND LEVEL MYTHIC

Darkmorph (transmutation)

3RD LEVEL MYTHIC

Witching Hour (evocation)

SORCERER SPELLS

2ND LEVEL MYTHIC

Darkmorph (transmutation)

3RD LEVEL MYTHIC

Shadow Projection (conjunction)

WARLOCK SPELLS

1ST LEVEL MYTHIC

Eclipse (transmutation)

2ND LEVEL MYTHIC

Damnation (enchantment)

Darkmorph (transmutation)

Odeon's Mind Seed (enchantment)

3RD LEVEL MYTHIC

Witching Hour (evocation)

WIZARD SPELLS

1ST LEVEL MYTHIC

Drawmij's Instant Courier (conjunction)

2ND LEVEL MYTHIC

Darkmorph (transmutation)

Wingrave's Near Non-Existence (illusion)

3RD LEVEL MYTHIC

Shadow Projection (conjunction)

Wingrave's Erase and Rewind (transmutation)

MYTHIC SPELL DESCRIPTIONS

ANIMUS BLAST

1st-level mythic necromancy

Casting Time: 1 action

Range: 1 mile

Components: V, S, M (a slain demilich containing two rubies in its eye sockets each worth 50,000 gp and six marquise cut diamonds for teeth each worth 5,000 gp, which the spell consumes)

Duration: 1 minute

A tiny, black sphere of bitter cold appears at a point you choose within range and remains there for the duration. All light, both magical and mundane, is expunged within 200 feet of the orb and daylight shines only as dim light. At the end of each of your turns for the duration of the spell, the radius in which light is expunged increases by 30 feet and the orb seemingly grows smaller. The area feels like a cold night.

A creature that touches the orb must succeed on a Constitution saving throw or be petrified as a statue of ice. This transformation can only be reversed with a *wish* spell.

After 1 minute, the tiny orb implodes, releasing a violent surge of deathly cold. Each creature within 500 feet of the orb when it implodes must make a Constitution saving throw, taking 30d8 cold damage and 30d8 necrotic damage on a failed save, or half as much on a successful one. A creature that dies to this damage rises as a **skeleton** at the start of its next turn, obeying your verbal commands.

DARKMORPH

2nd-level mythic transmutation

Casting Time: 1 action

Range: Self

Components: V, S, M (a jar containing an octopus tentacle and filled with rare ink worth at least 1,000 gp, which the spell consumes)

Duration: Concentration, up to 1 hour

You become surrounded by a thin sheet of magical darkness. While surrounded by this darkness, you have a flying speed equal to your walking speed and you can hover. Your AC also increases by an amount equal to your Constitution modifier, and you can see normally in darkness, both magical and mundane, out to a range of 120 feet.

In addition, two large, fanged tentacles of pure magical darkness spring from your back. Using a bonus action on your turn, you can make one attack with each tentacle. A tentacle has an attack bonus equal to your spell attack modifier, deals 2d10 piercing damage plus 2d10 cold damage on a

hit, and has a reach of 15 feet. You regain lost hit points equal to the cold damage done by a tentacle.

The spell ends if you or one of your tentacles is touched by bright light.

DAMNATION

2nd-level mythic enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a piece of terrain from the target plane which the spell consumes and an item distasteful to the target)

Duration: 24 hours

You attempt to send one creature that you can see within range to one of the Lower Planes. You must name the plane and a particular layer. The target must succeed on a Charisma saving throw or be transported to a random location on that layer and be convinced that it is meant to be there, becoming unwilling to leave for the duration of the spell.

While there, the target is at the mercy of the plane's natives. If you continuously use this spell to send targets to the same layer within the same plane, you might eventually gain the attention of the layer's inhabitants.

DRAWMIJ'S INSTANT COURIER

1st-level mythic conjuration

Casting Time: 1 minute

Range: Special

Components: V, S, M (a sapphire worth 10,000 gp)

Duration: Up to 1 hour

You touch an object weighing 10 pounds or less whose longest dimension is 6 feet or less and speak the name of a creature with which you are familiar. A shadowy silhouette steps out of your body, holding the object in its hands and acts as a courier. The courier then disappears, traveling through the Shadowfell at immense speed. At the end of the duration, the courier appears next to the creature you named as the target, regardless of physical or planar distances, though the courier must be able to find the target. The courier will continue to search for the target for the duration, at the end of which the courier returns to you if it couldn't find its target. A creature locked away by magic, such as with the *imprisonment* spell, can't be found. The spell ends when the courier delivers the object.

ECLIPSE

1st-level mythic transmutation

Casting Time: 1 action

Range: Sight

Components: V, S, M (a black pearl worth at least 500 gp, which the spell consumes)

Duration: 1 hour

You magically crush the material component and hurl it into the air. A heavenly body seems to appear between ground and the sun or moon, causing an eclipse. The entire land is enveloped in darkness for the duration.

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

ODEON'S MIND SEED

2nd-level mythic enchantment

Casting Time: 1 action

Range: 120 feet

Components: S, M (a fresh piece of brain from an intellect devourer, which the spell consumes)

Duration: Instantaneous

You squint your eyes and nod your head towards a humanoid that you can see within range. The target must make a Charisma saving throw. On a failed save, you force your entire psyche into the target's subconsciousness, which germinates over a period of 7 days. For each 24-hour period, the target begins to adopt more and more of your mannerisms and speech patterns. After 7 days the target's personality is erased completely and replaced with your personality and memories as they were at the time when you cast the spell.

Some parts of your personality or some of your memories might not have carried over completely, or be slightly distorted versions of themselves, at the DM's discretion.

Regardless of how precise a mental duplicate the target becomes of you, from the point at which your personality takes over the target, your new experiences ensure that your similarities drift further apart over time.

A target retains its ability scores and class abilities, and gains none of your abilities, even if it can remember having them.

A target is unaware that it has been affected by this spell, but subtle changes in its behavior in the following days might reveal it to other creatures that can observe it.

SHADOW PROJECTION

3rd-level mythic conjuration

Casting Time: 24 hours

Range: Touch

Components: V, S, M (a piece of the Shadowfell's moon, weighing at least 20 lbs., which the spell consumes)

Duration: Instantaneous

To cast this spell, you need to cast the spell within 5 feet of two other creatures also casting this spell and supplying their own material component. If you are within range of a mythal or mythallar, you can instead draw on its raw magical power to make the casting possible.

For the duration of the casting of the spell, your chanting causes the material components to glow brightly. You continually shape the shadows

this light creates with your hands, gathering and weaving them until you've finally drawn all nearby shadows into the component, causing it to transform into an orb of pure shadow. Upon completion of the casting, the orb implodes, pulling into it the entire region inside a 3-mile diameter sphere centered on you. Everything that is pulled into the orb is transported to the Shadowfell.

WINGRAVE'S NEAR NON-EXISTENCE

2nd-level mythic illusion

Casting Time: 1 action

Range: Self

Components: V, S, M (a shard from a shattered mirror)

Duration: Concentration, up to 1 hour

You seemingly fade away into nothing. For the duration, you, along with everything you are wearing or carrying, can't be detected by any means, you hover 5 inches above the ground, make no sound, and can pass through creatures and objects as if they were difficult terrain. If you end your turn inside a creature or an object, you take 1d10 force damage and the spell ends. The spell also ends if you attack or cast a spell.

WINGRAVE'S ERASE AND REWIND

3rd-level mythic transmutation

Casting Time: 1 action

Range: Self

Components: V, S, M (an ornate hourglass encrusted with rare metals and gemstones worth at least 100,000 gp, which the spell consumes)

Duration: Instantaneous

You rewind time to the last time you finished a long rest, though the material component is removed from the timeline. Only you remember the timeline that existed before you cast the spell. After you cast this spell, you can't cast it again for 7 days and there is a 10% chance you'll never be able to cast it again.

WITCHING HOUR

3rd-level mythic evocation

Casting Time: 1 action

Range: 300 feet

Components: V, M (a drop of ink mixed with a drop of blood)

Duration: Concentration, up to 1 hour

Magical darkness spreads from a point you choose within range to fill a 60-foot-radius sphere until the spell ends. The darkness spreads around corners. A creature with darkvision can't see through this darkness. Non-magical light, as well as light created by any spell (including any mythic spell) can't illuminate the area.

You and any creatures you designate when you cast the spell can enter the darkness safely. Any other creature has its psyche assaulted by horrible mental images and must make a Wisdom saving throw if it starts its turn in the sphere, taking 10d12 psychic damage on a failed save, or half as much damage on a successful one.

OPTIONAL RULE: MYTHIC OPTIONS FOR MONSTERS

Mythic progression, as introduced in *Epic Characters*, is intended to represent the pinnacle of what is attainable, rivaling the might of deities, elder evils, great old ones, and primordials. Some mythic options offer refreshing and flavorful gameplay that can help you challenge even the most powerful adventurers. If you wish, you can grant monsters mythic options in the same manner as you would to PCs. Below you will find two options that help you accomplish this.

STORY FIRST

With this option, you grant mythic options to creatures based on your reasoning alone. The most important part is the story that is told when such power is wielded by a creature. Ask yourself, how did this creature come to possess this power? Was it stolen, gained from a mighty artifact, or gifted by some unfathomable entity? Perhaps the power is too great for the creature to wield, producing unintended effects or causing the creature to snap out of existence when it uses its power. There are many possibilities, but be mindful that the rules of your world remain consistent.

MYTHIC POINTS BY CR

This option attempts to provide a more rigid framework. Using these guidelines, monsters receive a range of mythic points based on their challenge rating as shown in the Mythic Points column of the Mythic Points by CR table. Mythic points can be spent to learn a mythic option, as follows: a 1st-level mythic option costs 1 point to learn, a 2nd-level option costs 2 points, and a 3rd-level option costs 3 points. Monsters ignore the prerequisites for class levels needed to gain certain mythic options. The Uses/Day column of the Mythic Points by CR table shows how often a monster can use each mythic maneuver and mythic spell it knows.

You decide what mythic options a monster can learn. Typically, mythic options should only be considered for chosen, demigods, deities, elder evils, great old ones, and primordials.

CR	Mythic Points	Uses/Day
1-19	0-1	1
20-29	2-6	1
30-35	4-8	2
36-40	8-12	3
41-45	14+	3

Lastly, try to grant a monster mythic options that make sense for it. It would be strange for a fire elemental to know a powerful mythic spell that freezes the oceans solid, for example.