



THE WORLD OF THE LOST LANDS

FIFTH EDITION RULES ADDENDUM



FROG GOD
GAMES



FIFTH EDITION ADDENDUM

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Dedication: To our amazing fans and backers, who supported our products and enabled us to finally publish this massive and long-awaited compendium of the Lost Lands!

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CLASS OPTIONS

These subclasses are drawn from the **Lost Lands**, but can be used in any fantasy campaign.

NEW SUBCLASSES

Class	Subclass	Level Available	Description
Barbarian	Path of the Beast Slayer	3rd	A hunter of savage beasts who draws power from the trophies they take
Barbarian	Path of the Bearsarker	3rd	A barbarian pledged to a holy vision of endless rage
Barbarian	Path of the Ulfhander	3rd	Wearers of the sacred wolf cloak
Bard	College of the Ancients	3rd	A follower of the lore of lost civilizations
Bard	College of the Troubadour	3rd	A singer of songs of heroism and courtly love
Cleric	Air Domain	1st	Wielder of the power of elemental air
Cleric	Chaos Domain	1st	Follower of the universal force of Chaos
Cleric	City Domain	1st	Devoted to the patron gods of cities and the people who dwell within them
Cleric	Cold Domain	1st	Wields elemental cold to freeze foes
Cleric	Crafts Domain	1st	The hand which creates also destroys
Cleric	Darkness Domain	1st	Devotee of the darkness and that which dwells within it
Cleric	Death Domain	1st	Follower of death and foe of that perversion of the natural life-death cycle, undeath
Cleric	Earth Domain	1st	Wielder of the elemental force of Earth
Cleric	Fire Domain	1st	Devotee of elemental fire, that which warms the hearth and burns the house
Cleric	Hunger Domain	1st	Ever seeking follower of gods of insatiable hunger
Cleric	Law Domain	1st	Devotee of the universal constant of Law
Cleric	Luck Domain	1st	Beneficiary of good fortune and bringer of ill-fortune
Cleric	Moon Domain	1st	Ever changing devotee of the Moon
Cleric	Nobility Domain	1st	Paragon of the rights and responsibilities of nobles and monarchs
Cleric	Justice Domain	1st	Believer that justice comes from the gods, not the laws of people
Cleric	Sea Domain	1st	Wielder of the fury and majesty of the oceans
Cleric	Sickness Domain	1st	Bringer of illness and disease
Cleric	Travel Domain	1st	Wandering clergy who never rest
Cleric	Undeath Domain	1st	Devotee of the gods of undeath, undying, and the dark cold of the line between life and death
Cleric	Water Domain	1st	Wielder of the elemental power of Water
Druid	Circle of the Ancestors	2nd	Allows ancestors spirits to inhabit their body to gain mystical power
Druid	Circle of the Spirits	2nd	Bonds with totemic spirit animals
Fighter	Captain	3rd	Leader of warriors and master tactician
Monk	Way of the Bo'faquan	3rd	The famed walking judges of Ting Dynasty
Monk	Way of Mithras	3rd	Supreme warriors inspired by the sacred bull of Mithras
Paladin	Oath of the Spear Maiden	3rd	Women dedicated to the warrior gods Wotan and Donar
Ranger	Horse Nomad	3rd	Mounted warriors and hunters without peer
Sorcerer	Cunning Woman	1st	Healers and fate manipulators from the Northlands
Wizard	Demonologist	2nd	Forges contracts with fiends to gain arcane might
Wizard	Geomancer	2nd	Master of ritual magic
Wizard	Rune Caller	2nd	Manipulator of the universe and fate using the ancient runes of power

BEAST SLAYER

(BARBARIAN PRIMAL PATH)

For the beast slayer fighting their fellow humanoids is not enough of a challenge, they must seek out and slay the largest creatures they can find. Defeat a rival tribe's greatest warrior? Yawn. Bring down a rampaging reptile that towers over the jungle like a mountain? Now you're talking.

TROPHIES

Beginning at 3rd level, when you slay an aberration, beast, dragon, fey, monstrosity, or plant that has a CR at equal to or greater than your levels in barbarian, you may harvest a trophy from it. Harvesting a trophy involves a 10-minute ritual. The type of trophy you take determines the benefits the trophy grants as long as you carry it on your person. You may only have a number of trophies equal to your proficiency bonus at one time, and may harvest a new trophy to replace one you already have, losing the benefits of the replaced trophy. Trophies lose their power when you are no longer using them. You may not have more than one type of trophy at a time.

BONES

You drape a necklace of bones around your neck, adorn your armor with ribs, mount a skull upon your shield, or otherwise display the bones of the creature you have slain. While raging, you gain resistance to necrotic damage. Additionally, you have advantage on death saves while you have this trophy.

FANGS/ CLAWS/ TALONS

You don gauntlets with sharp talons over your forearms, a necklace of fangs, helmet made of tusks, or otherwise display the biting and clawing instruments of your prey. While raging, as a bonus action you may make an unarmed attack inflicting 1d8 piercing or slashing damage (depends on the nature of the trophy). This bonus damage increases to 2d8 at 10th level, and 3d8 at 15th level. Additionally, you have advantage on Strength (Athletics) checks to climb.

FEATHERS

You drape over your shoulders a cloak made of bright feathers, a headdress sporting a crown of feathers, armbands of trailing feathers, or some other display of your trophy. While raging, you may take the Disengage action as a bonus action. Additionally, you have advantage on Wisdom (Perception) checks.

HEAD

You mount the preserved head of a creature on a spike you carry, attach it to your shield, wear it as a helmet, or otherwise display the grisly trophy. When raging, other creatures may not gain advantage on attacks against you. Additionally, you have advantage on Intelligence (Nature) checks.

HORNS

Your helmet is adorned with spreading antlers; you place a pair of horns on your shield, wear a breastplate of interlinked antlers, or otherwise display your trophy. When raging, you may use a bonus action to take the Dash action to spring into the air, allowing you to move vertically up to your full speed. Additionally, you have advantage on Wisdom (Survival) checks.

FURS

You don a cloak of fur, fur armbands, fur hat, or otherwise display your trophy. While raging you gain resistance to cold damage. Additionally, you gain advantage on Dexterity (Acrobatics) checks.

SCALES/ SKIN

You don a cape made of a scales, cover your shield in thick hide, craft a shirt adorned with strips of thick leather, or otherwise display your trophy. While raging add your proficiency bonus to your AC. Additionally, you have advantage on Wisdom (Animal Handling) saves.

HEART OF THE BEAST

Starting at 6th level, when you harvest a trophy you may also, during the same ritual, eat the heart of the creature you have slain. If the creature does not have a heart you eat some other vital organ. When you do so you gain the effects of a short rest. You may do this once, and regain uses following a long rest.

FATAL BLOW

At 10th level you gain the ability to aim your attacks against creatures larger than you at their most vital points. When you succeed at an attack roll against a creature larger than you, you inflict an additional 1d8 points of damage. This bonus damage increases to 2d8 at 15th level.

BLOODY RAGE

Beginning at 14th level, while raging you may, as an action, use your heart of the beast feature.

BEARSARKER (PRIMAL PATH)

While the gods do not normally interfere in the lives of mortals, save for the most heroic, there are those who have been touched by the gods and granted power through them. Some are not merely granted powers, but are transformed by the contact with the gods. One of these mortals so altered are the Bearsarkers, a cult dedicated to the worship of Wotan and the glory of the spear-din.

The Bearsarker Cult is a sacred order of men and women who have dedicated their lives to Wotan. There are many reasons they choose to do so, but the most common is that they feel an intense desire to enter a savage fury and commit rampant acts of slaughter. This urge to rage is even greater during battle, and so in order to control this drive and have a place in society, the Bearsarker Cult of Wotan has formed. Through esoteric arts, ritual drunkenness, and great personal sacrifice, the Bearsarker not only tames his inner fire, but also learns to become a whirling spirit of death and destruction, when the time for such action is called for. Most do not live long, especially when one considers that their rituals are fairly violent and often result in severe injury and maiming. It is not unusual to find a Bearsarker who has plucked out one of his own eyes to gain wisdom, or who has spent time mediating while hung on a tree of woe.

Members of the cult undergo extensive training in order to learn to control their rage, as well as training in religion and the esoteric arts. Although inwardly highly meditative and thoughtful people, the outward appearance of the Bearsarkers gives others pause, considering the reputation of the cult for great savagery barely contained as well as incredible feats of stamina and strength. As per their religious dictates, Bearsarkers do not bathe except for rare ritual purification purposes, clad themselves only in a loincloth and bear robe, and never cut their

hair or beards. This shaggy, unkempt and wild appearance is the means by which the cult is known, and seeing a Bearsarker on the other side of a battlefield has been known to turn the morale of even the most hardy of warriors. Also, despite, or because of, their sacred status, Bearsarkers are afforded a great deal of leeway in their actions and behavior.

Bearsarkers must be good or neutral aligned, must maintain the unkempt appearance of their faith, worship Wotan above all other gods, remain honorable, forsake marriage, children and wealth, and live to serve the Northlander people as a whole. Some Bearsarkers cults have formed around other aspects of the All Father and exist in lands far removed from the Northlands, and serve those aspects and people instead of Wotan.

BATTLE INTOXICATION

Beginning at 3rd level, during a short rest you may consume sacred herbs, engage in ritual drinking, and eat certain mushrooms. At the end of the short rest you regain a number of expended rages equal to your Wisdom modifier.

Also, at 3rd level you gain proficiency in the Religion skill.

SHIELD BREAKER

Beginning at 6th level, you may make a special attack that reduces a target's ability to defend itself. You break shields, shatter armor, wound limbs, and slash foreheads to let the blood roll into your foe's eyes. When you make this attack, you forgo doing any damage to the target. Instead, the target's armor class is reduced by an amount equal to your Wisdom modifier until the end of its next turn.

FEARED AND LOVED

Starting at 10th level, you may rely on your status as a Bearsarker to get you through social situations. You add your proficiency bonus twice to Charisma (Intimidation) and Charisma (Persuasion) checks.

SHIELDWALL BREAKER

Beginning at 14th level, when you succeed at a melee attack roll, the target must make a Strength save with a DC equal to 8 + your Strength modifier + your proficiency bonus or be pushed back 5 feet, plus an additional five feet per point of your proficiency bonus.

ULFHANDER (PRIMAL PATH)

The feared Bearsarkers are not the only blood mad battle ragers in the Northlands; there are several smaller cults dedicated to Wotan that seek to harness their inner fires. Of these, the most well known are the Ulfhander, those who iron will not bite. Like their Bearsarker cousins, the Ulfhander have dedicated themselves to Odin, but not just the leader of battles, but also as the master of beasts. In addition to their amazing fighting prowess, the Ulfhander also have the ability to physically transform into wolves in order to carry their battle madness into enemy shieldwalls.

The key to the Ulfhander power, other than their faith and worship of Wotan, is their divinely blessed cloaks. These cloaks, made from the whole skins of wolves that a prospective Ulfhander has killed in unarmed combat, grant them their powers. With his cloak on, the Ulfhander can ignore injury, fight with a ferocious rage, and even assume the form of a wolf. Without it, he is just a normal man, albeit one who has spent the better part of his life alternating between contemplation of the divine and training for war.

Much like their Bearsarker cousins, the Ulfhander practice esoteric rituals and spend a great deal of time outside of combat in prayer and mediation. Whereas the Bearsarkers tend towards mediation, scarification, and personal sacrifice as routes to the divine, the Ulfhander take a more active approach and seek to understand the boundaries between man and beasts, and men and gods, by regularly blurring those boundaries. Vision quests, time spent living as a wolf, and other odd behaviors are common. It is not unheard of for an Ulfhander to become entranced by the beauty of the Allfather's creation and stand still, marveling at the mysteries in new fallen snow, sunrises, or still ponds.

SACRED WOLF CLOAK

Beginning at 3rd level when you choose this path, you acquire a sacred wolf cloak. While wearing this coat you can still benefit from your unarmored defense class feature, but also add your Wisdom modifier to your armor class. If your sacred wolf cloak is lost or destroyed you can make another one using the pelt of a wolf you have freshly killed and a three day ritual.

RUN WITH THE WOLVES

At 6th level while wearing your sacred wolf cloak you can speak with wolves and other canines as though using the spell *speak with animals*. Furthermore, you may cast any of the following spells once, and regain use of that spell following a short rest: *conjure animals*, *animal messenger*, and *locate animals or plants*. These spells only affect wolves or other canines.

FORM OF THE WOLF

At 10th level you gain the ability to take on aspects of the wolf. While wearing your sacred wolf cloak, as a bonus action you may change your features to that of a wolf while still maintaining your human form. These changes last until you take a long rest. While taking on the features of the wolf, you gain advantage on Charisma (Intimidation), Wisdom (Perception), Dexterity (Stealth), and Wisdom (Survival) checks. You may track using scent. You gain low-light vision. You gain unarmed bite and claw attacks that inflict 1d6 slashing damage, and may use one of these attacks as a bonus action and apply your Strength modifier to damage.

THOSE THAT IRON WILL NOT BITE

Beginning at 14th level while you are wearing your sacred wolf cloak and in a rage, you are immune to bludgeoning, piercing, and slashing damage from nonmagical attacks.

COLLEGE OF THE ANCIENTS (BARDIC COLLEGE)

Bards of the College of the Ancients study long lost civilizations, most notably the Hyperboreans who once ruled much of the continent of Akados. They learn more than simply the history, but also study the lost lore of such things as architecture, engineering, religion, and legal codes. Many do not spend their entire lives in dusty libraries, though these are certainly a main source of their knowledge, but go out on adventures to see ancient wonders for themselves and delve into long forgotten ruins after the greatest treasure of all, lost lore.

BONUS PROFICIENCIES

When you join this college at 3rd level, you gain proficiency in History and thieves' tools. Furthermore, you gain proficiency in one ancient language and are considered to be proficient with any armor, weapon, tool, or vehicle made by that culture.

FONT OF LORE

Also at 3rd level, you can use an artifact from an ancient civilization as your spellcasting focus. Furthermore, if you cast a spell with the ritual tag and utilize locations and artifacts of ancient civilizations you may turn the ritual in to a lecture. A lecture takes one hour to complete but does not consume any spell components, and must have at least two living creatures as an audience.

EVASION

At 6th level, years spent in ancient tombs and ruins has taught you to be on the lookout for danger. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you take no damage on a successful save and half damage if you fail.

WONDERS OF THE ANCIENTS

Starting at 14th level, you may imbue an artifact created by an ancient and long-dead civilization with your bardic inspiration. You must hold the item and perform an hour long monologue about how it works, where and why it was made, and other aspects of its history. Afterwards, you may assign one of your bardic inspiration dice to the item. Anyone who uses that item gains the benefits of the bardic inspiration die, and the die is not expended when it is used. However, this reduces your maximum bardic inspiration dice by one. You may use this feature once, and regain uses of it following a long rest. You may transfer the bardic inspiration die to another artifact, but this requires another hour long monologue. You may remove the inspiration die from an item that has one assigned to it during a long rest.

COLLEGE OF THE TROUBADOUR (BARDIC COLLEGE)

The finest courts in the Lost Lands employ troubadours to entertain and enlighten. These bards are more than just singers; they live to embody the highest virtues of chivalry, romance, and the heroics of legends. Their songs are meant to inspire, true, and entertain as well, but their greatest goal is to change the culture into one a bit more refined, a bit more humane, and maybe even a bit more beautiful.

BONUS PROFICIENCIES

At 3rd level when you chose this college you gain proficiency in three skills or tools of your choice.

COURTLY LOVE

Also at 3rd level, you may use your bardic inspiration to inspire courtly love. This is not something as simple as lust or the common bonds of marriage, but love on a higher plane. You may expend a use of bardic inspiration to cause two targets you can see to succeed at a Wisdom save or become charmed towards each other (you cannot

be one of the targets). The two targets fall into courtly love towards each other, seeking to win the favor of their beloved and please them through grand gestures, composing songs, and winning victories in their name. This effect lasts 24 hours, and targets who succeed at their save do not know an attempt to charm them occurred.

A NIGHT'S ENTERTAINMENT

At 6th level, if you cast a spell with the ritual tag, you may perform a song during the casting. The ritual is hidden within the song, but can be discerned with an Intelligence (Arcana) check with a DC equal to your spell save DC. The ritual takes one hour longer to complete than normal, but does not consume any material components. You must have an audience of at least two living creatures to use this feature.

QUESTING BALLAD

At 14th level you gain the *geas* spell. Targets who fail their save are under the effects for double the normal duration.

AIR DOMAIN

The elemental nature of air is loose, unfocused, and disperse. It is ever present, but its force is only felt when it gathers itself for some great task. Clerics of gods who focus on elemental air tend to have personalities that can be described as flighty, inconsistent, and often ignored. That is until they choose to act, and then they are the wind the roars, the patient scraping away of mountains, the redistribution of the plains across half a continent. To be a cleric of air is to be the gentle breeze, the raging storm, fresh air and foul, always in movement, always there.

AIR DOMAIN SPELLS

Cleric Level	Spells
1st	<i>feather fall</i> , <i>shocking grasp</i>
3rd	<i>gust of wind</i> , <i>levitate</i>
5th	<i>fly</i> , <i>lightning bolt</i>
7th	<i>conjure minor elementals</i> , <i>wall of air</i> *
9th	<i>conjure elemental</i> , <i>telekinesis</i>

*This spell is found in the Spells chapter.

THUNDER AND LIGHTNING CONVERSION

Beginning at 1st level when you choose this domain, any spell you cast that inflicts energy damage, i.e. fire or radiant, instead inflicts your choice of lightning or thunder damage.

Furthermore, you are resistant to lightning and thunder damage.

LIGHTEST STEP

Also at 1st level, your feet do not always touch the ground and you may fly for short distances. You may temporarily gain a fly speed of 30 feet for 1 minute, and may do this once. You regain use of this feature following a long rest. Furthermore, the air buoys you to a degree and you take half damage from falling.

CHANNEL DIVINITY: BURST OF AIR

Starting at 2nd level, you can use your Channel Divinity to send forth a burst of energy drawn from the elemental plane of air.

As an action, you present your holy symbol and evoke your deity’s name. You create a 30-foot sphere of energy centered on your holy symbol. All creatures except you caught in area of effect must succeed at a Dexterity save or suffer 2d8 lightning or thunder damage (your choice), those who pass the save suffer half damage. Unattended objects in the burst are pushed five feet away from you.

ENERGY ABSORPTION

Beginning at 6th level, when you suffer lightning or thunder damage, you recover hit points equal to the amount of damage your energy resistance blocked.

DIVINE STRIKE

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

BODY OF AIR

At 17th level you can transform your physical form to one of elemental energy. This transformation lasts a number of hours equal to your Wisdom modifier. While transformed you are resistant to bludgeoning, piercing, and slashing damage, immune to thunder and lightning damage, gain a fly speed of 40 feet, and gain advantage on Dexterity (Stealth) checks, and do not need to breathe.

CHAOS DOMAIN

Chaos is a cosmic force, the randomness of chance, the drive for anarchy, and the dissolution of the universe. As such it is opposed to the ordering nature of Law. Clerics dedicated to a god of chaos are not necessarily evil, but they tend to be wild, crazed, and selfish. They value the person over the group, freedom over restrictions (even when those restrictions might be beneficial), and disorder over order. Many people fear those who have dedicated themselves to a cosmological force for such have learned things that mortals were not meant to know.

CHAOS DOMAIN SPELLS

Cleric Level	Spells
1st	<i>detect law and chaos*, hideous laughter</i>
3rd	<i>augury, blur</i>
5th	<i>bestow curse, dispel magic</i>
7th	<i>banishment, confusion</i>
9th	<i>animate objects, dispel law and chaos*</i>

*This spell is found in the Spells chapter.

FORTUNE OF CHAOS

Beginning at 1st level, you acquire a number of Chaos Dice equal to your Wisdom modifier + your proficiency bonus. These dice begin as

d6’s, but increase to d8’s at 10th level, d10’s at 15th level, and d12’s at 20th level. When a creature you can see makes a roll, but before the results of that roll are determined, you may choose to use a Chaos Die to affect the roll. Roll the Chaos Die, if it is an odd number add it to the creature’s roll, if it is an even number, subtract it from the creature’s roll. You recover spend Chaos Dice following a long rest.

CHANNEL DIVINITY: AURA OF CHAOS

Starting at 2nd level, you can use your Channel Divinity to hamper creatures of law.

As an action, you present your holy symbol and evoke your deity’s name. Any creature with a lawful alignment within 30 feet of you that you assign a Chaos Die to subtracts the Chaos Die from their roll, no matter what the number of the die that comes up. This aura lasts until the end of your next turn.

CHAOTIC SPELLS

Beginning at 6th level, when you take a short rest you may expend a Chaos Die. You may replace a number of prepared spells equal to the result of the Chaos Die, but must replace that number if you are able to.

Additionally, you when you cast a spell that inflicts damage or requires a saving throw, you may apply a Chaos Die to the damage or your spell save DC.

DIVINE STRIKE

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

UNINTENDED BUTTERFLIES

Beginning at 17th level, when you assign a Chaos Die to a creature, the nearest creature to it is also assigned a Chaos Die. If there is more than one nearest creature, a randomly determined creature is assigned a Chaos Die. Chaos Dice assigned in this manner do not count towards your number of expended Chaos Dice.

THE CITY DOMAIN

There are many gods of civilization, cities, and the drive towards an urban populace. These patrons of organized life, specialization of trade, stored knowledge, and rejection of the natural world desire the world to become an orderly and urbane place. They are also, by default, the patrons of those who dwell within cities, be they rich burghers or gutter running thieves. The morality of the city is less of interest to them and their clerics than that the city exist and fulfill its function of bringing civilization and order to a chaotic and wild universe.

CITY DOMAIN SPELLS

Cleric Level	Spells
1st	<i>charm person, comprehend languages</i>
3rd	<i>clam emotions, locate object</i>
5th	<i>nondetection, tongues</i>
7th	<i>fabricate, locate creature</i>
9th	<i>creation, legend lore</i>

BONUS PROFICIENCY

At 1st level when you choose this domain, you gain proficiency in two of the following: history medicine, or any one artisan's tool set of your choice.

You add double your proficiency bonus to checks with the chosen skill or tools.

BREATH OF THE CITY

Also at 1st level when you choose this domain, you gain advantage on any Intelligence (Investigation), Charisma (Deception), Charisma (Intimidation), or Charisma (Persuasion) checks performed while in an urban environment.

CHANNEL DIVINITY: URBANIZATION

Starting at 2nd level, you can use your Channel Divinity to bring forth streets in the wilderness or alter the urban environment.

As an action, you present your holy symbol and evoke your deity's name. All terrain within 30 feet of you becomes difficult terrain for all creatures other than yourself and a number of allies equal to your Wisdom modifier. Inside urban areas the streets veer away from effected creatures, buildings seem to lean in or pull back as they approach, and the pavement ripples under their feet. If outside of a city, pavement pushes up from the soil, walls sprout from the ground, and the hum of thousands of voices can be heard in the background.

URBAN BLIGHT

Starting at 6th level, when you use your Channel Divinity: Urbanization to bring forth streets in the wilderness or alter the urban environment the resulting change becomes deadly. Any creature effected by your Channel Divinity: Urbanization suffers 1d6 bludgeoning, piercing, or slashing damage (your choice when you use this feature) at the end of any turn they remain in the area of effect.

DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapons strikes with divine energy, sharpening blades in an instant and making blunt weapons more solid. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 damage of whatever type it normally does to the target. When you reach 14th level, the extra damage increases to 2d8.

PULSE OF THE CITY

At 17th level, when you are in an urban environment and cast a divination spell, the range and duration of the spell is doubled. Additionally, if the spell offers a save, you apply your proficiency bonus twice to the spell save DC.

COLD DOMAIN

Followers of deities dedicated to the chill of winter and the cold between the stars don't tend to be kind, generous people. Indeed, they are generally regarded as cold hearted. The most notorious of cold aligned deities is Althunak, the Demon God of Ice and Snow. While not all cold domain followers are as cannibalistic and hateful as His frigid clerics, most are not much better.

COLD DOMAIN SPELLS

Cleric Level	Spells
1st	<i>burning hands, create or destroy water</i>
3rd	<i>gust of wind, scorching ray</i>
5th	<i>meld into ice*, water walk</i>
7th	<i>control water, ice storm</i>
9th	<i>cone of cold, flame strike</i>

*This spell is found in the Spells chapter.

COLD CONVERSION

Beginning at 1st level when you choose this domain, any spell you cast that inflicts energy damage, i.e. fire or radiant, instead inflicts cold damage.

Also, if a creature suffers cold damage that you caused, they must make a Constitution save with a DC equal to your spell save DC or have their speed reduced by half until the end of their next turn.

CHANNEL DIVINITY: ICY BLAST

Starting at 2nd level, you can use your Channel Divinity to call forth a blast of icy cold air.

As an action, you present your holy symbol and evoke your deity's name. You project a 15-foot cone of frigid cold air originating from your holy symbol. All creatures caught in this cone must make a Constitution save against your spell save DC or suffer 2d8 cold damage (half damage on a successful save) and gain the stunned condition until the end of your next turn.

THE COLD THAT BITES

At 6th level, when you cause cold damage to a creature that damage lingers. The creature takes an additional 1d4 cold damage at the end

of its turn for an amount of rounds equal to your Wisdom modifier. This damage increases to 1d6 cold damage at 10th level, and 1d8 cold damage at 15th level.

DIVINE STRIKE

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

COLD OF DEATH

Beginning at 17th level, when you kill a creature with cold damage, as a bonus action you may absorb some of their soul. When you do so you regain hit points as if you expended a hit die.

CRAFTS DOMAIN

Masters of the arts and crafts, clerics of crafting deities focus on making things. Their divine patrons are varied, but all share the need to make, to build, and to repair. While the smith-god at her forge is the most common example, there are gods whose purview includes all the crafts, such as leather working, pottery, or weaving. For those outside of a craft, the secrets of production can seem like magic, and many guilds couch their most valuable lore in mystical terms. To the forge priest, this is as it should be, for every hammer blow, every sliding loom scuttle, every rotation of the potter’s wheel is a prayer, a sacrifice, and a dedication.

CRAFTS DOMAIN SPELLS

Cleric Level	Spells
1st	<i>comprehend languages, identify</i>
3rd	<i>continual flame, locate object</i>
5th	<i>glyph of warding, tiny hut</i>
7th	<i>fabricate, private sanctum</i>
9th	<i>creation, symbol</i>

BONUS CANTRIP

At 1st level you gain the *mending* cantrip.

DIVINE WORKMANSHIP

Also at 1st level, you gain a number of forge dice equal to your Wisdom modifier + your proficiency bonus. These begin as d6’s, but increase to d8 at 10th level and d10 at 15th level. You may spend ten minutes working on a piece of equipment such as a tool, a weapon, a vehicle, or a suit of armor. At the end of this time the piece of equipment gains the forge die and the next time it is used adds the forge die to a single roll to use that piece of equipment, or in the case of a suit of armor, the forge die is rolled and added to the AC it provides against a single attack. You regain expended forge die following a long rest.

CHANNEL DIVINITY: SECRETS OF THE FORGE

Starting at 2nd level, you can use your Channel Divinity to gain the knowledge needed to use any tool.

As an action, you present your holy symbol and evoke your deity’s name. Choose a single tool, you gain proficiency with this tool for the next hour.

THAT WHICH MAKES ALSO DESTROYS

At 6th level, you can see the flaws in objects and know where to strike them to make them fall apart. When you make an attack roll against an object you have advantage. Furthermore, you may add your Wisdom modifier to any damage you do to an object.

Also, at 6th level, if you spend five minutes meditating with an object, that object gains resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons.

DIVINE STRIKE

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

REFORGED FORM

Beginning at 17th level, you may perfect this fleshy body with the raw materials of craftwork. Your body becomes coated in metal, thick leather, bricks, cut stone, or other raw materials you find about you. You must have access to at least half your weight in raw materials. For the next minute, you gain resistance to damage based on the material you use. Your armor class improves based on the material you have at hand to reforge your body. You can do this once, and regain use of this feature following a long rest.

REFORGED BODY MATERIALS

Material	AC Bonus	Damage Resistance
Leather	+1	Slashing
Wood	+2	Bludgeoning and Piercing
Stone/ Brick	+3	Piercing and Slashing
Metal	+4	Bludgeoning, Piercing, and Slashing

DARKNESS DOMAIN

Salves to darkness some call cleric who follow gods that grant this domain, but this is not always the case. True, they revel in the dark of night and the deeper darkness found only far beneath the earth, but remember that darkness is a natural state. The night is dark, the spaces between the stars are dark, and caverns carved by the slow melt of water through stone are dark. Yet, what lies in that darkness? What secrets are hidden by the night?

DARKNESS DOMAIN SPELLS

Cleric Level	Spells
1st	<i>silent image, sleep</i>
3rd	<i>blindness/deafness, darkness</i>
5th	<i>fear, nondetection</i>
7th	<i>black tentacles, phantasmal killer</i>
9th	<i>contact other plane, scrying</i>

SEE WITHOUT SIGHT

At 1st level when you choose this domain you gain the ability to sense your surroundings without having to see them. You can ‘see’ out to 60 ft. in darkness as if in dim light, and 120 ft. in dim light as if bright light. This is not darkvision, and replaces that feature if you have it. Instead, this is a spiritual sense of creatures and objects within your range.

CHANNEL DIVINITY: AURA OF DARKNESS

Starting at 2nd level, you can use your Channel Divinity to summon a cloud of darkness.

As an action, you present your holy symbol and evoke your deity’s name. Magical darkness descends upon you in a 30-foot sphere. You can see in this, but others means of sight such as darkvision do not penetrate it. The aura lasts until the end of your next turn. This aura dispels any magical light within its area of effect. Additionally, any hostile creatures within the area of effect must succeed at a Constitution save or suffer cold damage equal to 2d6 + your cleric level, half damage on a successful save. A creature that has total cover from you is not affected.

SHARED SIGHT

At 6th level, you may choose to share your ability to see in absolute darkness with up to your Wisdom modifier allies. You may do so once, and regain the ability to do so following a short rest. Those who benefit from this feature may see in darkness as you do, but only for 1 minute. You must be able to touch a creature to use this feature.

DIVINE STRIKE

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

CROWN OF DARKNESS

Starting at 17th level, you can use your action to activate an area of darkness that lasts 1 minute or until you dismiss it. This 30-foot area is centered on you and moves with you. Enemies that end their turn within this area have disadvantage on saving throws against your spells. The area is impenetrable magical darkness that you can see through, but others cannot.

DEATH DOMAIN

Clerics of death worship gods that oversee the end of life, the final hours, and often the afterlife as well. Death comes in many ways, through accident and age, blade and bludgeon, disease and disorder. To these followers of the Final Call, the end is always nigh, and if not, they will bring in swiftly on muffled wings. Despite this morbidity, death is part of the natural order and many clerics of death do not see themselves as harbingers of evil, but necessary aspects of the universe.

DEATH DOMAIN SPELLS

Cleric Level	Spells
1st	<i>false life, magic missile</i>
3rd	<i>gentle repose, magic weapon</i>
5th	<i>speak with dead, spirit guardians</i>
7th	<i>banishment, blight</i>
9th	<i>antilife shell, contagion</i>

MARK OF DEATH

With a look you can mark a creature for death. As an action, you may give one creature you can see that is within 30 feet of you the mark of death. The mark lasts until you are rendered unconscious, mark a different creature, or the marked creature dies. While suffering from your mark of death, the marked creature must succeed at a Wisdom save at the start of its turn or suffer your Wisdom modifier in necrotic damage. You may use this feature a number of times equal to your Wisdom modifier plus your proficiency bonus, and regain uses following a long rest.

CHANNEL DIVINITY: AURA OF DEATH

Starting at 2nd level, you can use your Channel Divinity to create a field of death and decay.

As an action, you present your holy symbol and evoke your deity’s name. All creatures in a 15-foot cone originating from you must succeed at a Constitution save or suffer 1d8 necrotic damage. Also, those who fail their save may not regain hit points until the end of your next turn.

SHARED DEATH

Beginning at 6th level, when you cause necrotic damage to a target you must cause another creature that you can see within 15 feet of the target to suffer 1d8 necrotic damage as well. Furthermore, any creature you kill cannot be raised as undead.

DIVINE STRIKE

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

CHANNEL DIVINITY: HARVEST DEATH

Starting at 17th level, you can use your Channel Divinity to absorb the energy of death.

As an action, you present your holy symbol and evoke your deity's name. For the next minute, when a creature dies within 30 feet of you, you may harvest part of their soul as it leaves their body. You are not destroying this soul fragment, it is going to move on to its final reward, but you harness its passing to recharge your spells. When you harvest a soul you regain a spell slot of a level no greater than a quarter of its hit dice.

EARTH DOMAIN

Steady, solid, grounded, these are aspects that the clerics of earth share with their deities and the elemental plane they draw their energy from. Their bodies tend to be as solid as the ground they worship, unyielding and often brutish in aspect. Earth is more than just resilient, it is also supportive for it holds up all life, is the fertile field, the towering mountain, and the rolling hills. Yet, when angered the cleric of earth is as the ground that shakes, toppling buildings, altering the course of rivers, and lying waste to the puny life that dwells upon its skin.

EARTH DOMAIN SPELLS

Cleric Level	Spells
1st	<i>longstrider, shield</i>
3rd	<i>acid arrow, enlarge/ reduce</i>
5th	<i>slow, protection from energy</i>
7th	<i>conjure minor elementals, stone shape</i>
9th	<i>wall of stone conjure elemental</i>

STONE CONVERSION

Beginning at 1st level when you choose this domain, any spell you cast that inflicts energy damage, i.e. lightning or radiant, instead inflicts acid damage.

Furthermore, you are resistant to acid damage.

BONUS CANTRIP

Also at 1st level, you gain the *acid splash* cantrip

CHANNEL DIVINITY: RUMBLES OF EARTH

Starting at 2nd level, you can use your Channel Divinity to send forth a burst of energy drawn from the elemental plane of earth that shakes the ground and tumbles walls.

As an action, you present your holy symbol and evoke your deity's

name. You create a 30-foot sphere of energy centered on your holy symbol. All creatures except you caught in area of effect must succeed at a Dexterity save or suffer 2d8 bludgeoning damage and have their speed reduced by half until the end of their next turn, those who pass the save suffer half damage. Walls and other structures in this burst also suffer damage.

ENERGY ABSORPTION

Beginning at 6th level, when you suffer acid damage, you recover hit points equal to the amount of damage your energy resistance blocked.

DIVINE STRIKE

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

BODY OF EARTH

At 17th level you can transform your physical form to one of elemental energy. This transformation lasts a number of hours equal to your Wisdom modifier. While transformed you are resistant to bludgeoning, piercing, and slashing damage, immune to acid damage, gain a burrowing speed of 40 feet, have advantage on all Strength checks and saves, and do not need to breathe.

FIRE DOMAIN

Fire rages, fire runs, fire is constantly in movement. It is a dichotomy, it warms the hearth and burns the house down, it attracts and causes fear, it is a mark of civilization when in the furnace, and a sign of barbarism in the hands of the conqueror. Clerics of fire gods are mercurial, destructive, supportive, providers and devastators, much like their gods. Fire is the heat of the sun, fire is the charred corpse, as an elemental force fire just is, and all you can do is learn to harness it or run away.

FIRE DOMAIN SPELLS

Cleric Level	Spells
1st	<i>burning hands, thunderwave</i>
3rd	<i>continual flame, flaming sphere</i>
5th	<i>fireball, protection from energy</i>
7th	<i>conjure minor elementals, wall of fire</i>
9th	<i>cone of cold, conjure elemental</i>

FIRE CONVERSION

Beginning at 1st level when you choose this domain, any spell you cast that inflicts energy damage, i.e. lightning or radiant, instead inflicts fire damage.

Furthermore, you are resistant to fire damage.

BONUS CANTRIP

Also at 1st level, you gain the *produce flame* cantrip

CHANNEL DIVINITY: BURST OF FIRE

Starting at 2nd level, you can use your Channel Divinity to send forth a burst of energy drawn from the elemental plane of fire.

As an action, you present your holy symbol and evoke your deity’s name. You create a 30-foot sphere of energy centered on your holy symbol. All creatures except you caught in area of effect must succeed at a Dexterity save or suffer 2d8 fire damage, those who pass the save suffer half damage. Unattended flammable objects in the burst are set on fire.

ENERGY ABSORPTION

Beginning at 6th level, when you suffer fire damage, you recover hit points equal to the amount of damage your energy resistance blocked.

DIVINE STRIKE

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

BODY OF FIRE

At 17th level you can transform your physical form to one of elemental energy. This transformation lasts a number of hours equal to your Wisdom modifier. While transformed you are resistant to bludgeoning, piercing, and slashing damage, immune to fire damage, gain a fly speed of 40 feet, set on fire unattended flammable objects you touch, and do not need to breathe.

HUNGER DOMAIN

The gods of hunger are not the patrons of wanting to eat, but the patrons of that kind of hunger that overwhelms and consumes body and soul. Often demonic in nature, these deities urge their followers to eat the flesh of the living, to feel the red juices coursing along their throats, and to destroy to satiate a hunger that never is satisfied. Clerics of these deities know a hunger that is deeper than that of any victim of famine, and have gullets that can never be truly filled.

HUNGER DOMAIN SPELLS

Cleric Level	Spells
1st	<i>bane, hideous laughter</i>
3rd	<i>hold person, spiritual weapon</i>
5th	<i>fear, vampiric touch</i>
7th	<i>black tentacles, locate creature</i>
9th	<i>hold monster, insect plague</i>

CONSUME ANYTHING

Beginning at 1st level, you gain nourishment from any organic matter you can fit into our mouth. Furthermore, you gain resistance to poison damage and immunity to the poisoned condition.

CHANNEL DIVINITY: FEEDING FRENZY

Starting at 2nd level, you can use your Channel Divinity to incite your allies into a feeding frenzy.

As an action, you present your holy symbol and evoke your deity’s name. All allies within 30 feet of you may chose to gain advantage on attack rolls for a number of rounds equal to your Wisdom modifier. However, any of those who do choose to do so and slays a foe must succeed at a Wisdom save or spend their next turn feeding upon the warm, succulent flesh of their victim.

GIBBETS

Beginning at 6th level, you may attempt to feed on the recently dead in order to regain mystical power. Choose a creature that has been dead for no more than 1 minute. You must start and end your turn adjacent to the creature in order to feed. At the end of this turn you regain an expended spell slot of a level no higher than your Wisdom modifier.

CONSUMING STRIKE

At 8th level, you gain the ability to consume the life force of those you attack. If you successfully cause damage to a foe with a melee attack or a spell, you gain temporary hit points equal to your Wisdom modifier.

DIRE FEASTING

At 17th level, creatures affected by your Feeding Frenzy channel divinity feature that spend a turn feeding gain temporary hit points equal to your Wisdom modifier.

LAW DOMAIN

Law as a universal force does not care about justice, just the rules. Law is order out of chaos, the basic foundation of reality, organization of beings, societies, and nations. It is amoral, just as amoral as cosmological Chaos, but where its opposite revels in the decay and destruction that brings all to its base elements, Law puts things together, sets the start in their courses, and makes sure that the rules are followed. Clerics of Law are orderly, tend to follow a regular pattern in their lives, and most of all obey the higher Law rather than temporal law.

LAW DOMAIN SPELLS

Cleric Level	Spells
1st	<i>detect law and chaos, sanctuary</i>
3rd	<i>calm emotions, zone of truth</i>
5th	<i>magic circle,</i>
7th	<i>banishment, death ward</i>
9th	<i>dispel law and chaos, planar binding</i>

*This spell is found in the Spells chapter.

ORDER AND REASON

Beginning at 1st level, the patterns of your body become resistant to the effects of decay. You gain resistance to necrotic damage.

Also, at 1st level you gain proficiency with medium armor.

CHANNEL DIVINITY: BOUND BY LAW

Starting at 2nd level, you can use your Channel Divinity to hamper creatures of chaos.

As an action, you present your holy symbol and evoke your deity's name. Any creature with a chaotic alignment within 30 feet of you must make a Wisdom save or gain the restrained condition until the end of their next turn.

LAWFUL SPELLS

Beginning at 6th level, during a short rest you may expend a use of channel divinity to regain spent spell slots. When you do so you regain a number of levels of spell slots equal to your Wisdom modifier.

PERSISTENT PATTERN

At 8th level, the forces of Law work to keep your body from coming apart. When you take damage you may use your reaction to halve that damage.

CHANNEL DIVINITY: SHIELD OF LAW

Starting at 17th level, you can use your Channel Divinity to bolster your allies' patterns.

As an action, you present your holy symbol and evoke your deity's name. You create a 30-foot sphere of pure Law that lasts a number of rounds equal to your Wisdom modifier. All allies that end their turn within the sphere gain a number of temporary hit points equal to your Wisdom modifier+ your proficiency bonus.

LUCK DOMAIN

Clerics of luck, well, their gods are fickle but fortunate. Things just go right for these clerics, the passing stranger they helped out turns out to be noble in disguise, who has information the characters need for their quest, which leads them to a large treasure trove hidden in some unassuming temple, which was dedicated to a god long forgotten, who grants a boon to the characters, who then discover that they got lost in a forest but it turned out to be a short cut, which led them to the place they were looking for, and so on. These clerics, their toast always lands butter side up, the store is never out of that rare thing they are seeking, and somehow they always win at games of chance, even when they lose. Especially when they lose.

LUCK DOMAIN SPELLS

Cleric Level	Spells
1st	<i>expeditious retreat, unseen servant</i>
3rd	<i>gust of wind, suggestion</i>
5th	<i>hypnotic pattern, remove curse</i>
7th	<i>confusion, dimension door</i>
9th	<i>dream, seeming</i>

LUCKY

Beginning at 1st level you gain a number of Luck Dice equal to your Wisdom modifier. These dice begin as d6's, and increase to d8's at 10th level, and d10's at 15th level. You may add these dice to any roll, ability check, or saving throw that you or a target within 30 feet

of you that you can see makes. You must do so before the results of the roll are determined.

CHANNEL DIVINITY: LUCK DAY

Starting at 2nd level, you can use your Channel Divinity to spread around luck and ill fortune.

As an action, you present your holy symbol and evoke your deity's name. For a number of rounds equal to your Wisdom modifier, when you use a Luck Die, you share its result with one other creature you can see that is within 30 feet of you. That creature either adds or subtracts the result of the Luck Die from their next roll, your choice.

BLIND CHANCE

At 6th level, when you fail a roll, ability check, or saving throw, you may immediately reattempt it, ignoring if you made the roll with advantage or disadvantage. You may do so a number of times per die equal to your Wisdom modifier, and regain uses of this feature following a long rest.

LUCKY BLOW

At 8th level, you gain the ability to infuse your weapon's strikes with divine energy. When you make an infused attack roll, pick up the die and put it down showing whatever number you want. You may do so once, and regain use of this feature following a long rest.

DUMB LUCK

Beginning at 17th level, when you use Luck Dice, after you roll the luck dice but before any results are made known, you roll a d20, on a 10 or higher turn the Luck Die to its maximum number. Now sit back and grin.

MOON DOMAIN

Oh the moon, ever changing, ever above, constant and inconstant in one. Moon clerics reflect their deity's obsession with change, with cyclic life, and with mystery. While not always liars, they tend to obfuscate, hide, and conceal the truth. Yet, they can be brutally honest when needed, just another aspect of their mercurial nature.

MOON DOMAIN SPELLS

Cleric Level	Spells
1st	<i>faerie fire, sanctuary</i>
3rd	<i>darkvision, moonbeam</i>
5th	<i>hypnotic pattern, bestow curse</i>
7th	<i>hallucinatory terrain, polymorph</i>
9th	<i>awaken, scrying</i>

MOONSIGHT

When under the light of the moon you have darkvision 60 ft, but not underground, in buildings, or otherwise cut off from moonlight.

EVER CHANGING

Your mind and body are inconstant, changing a little every night when the moon rises. Following a long rest, you may change on skill, tool, or vehicle proficiency for another. You lose the proficiency you previously had but take on the new one.

CHANNEL DIVINITY: MOON LIGHT

Starting at 2nd level, you can use your Channel Divinity to send forth beams of moonlight to hamper your foes.

As an action, you present your holy symbol and evoke your deity's name. Beams of moonlight fly forth from your holy symbol, cursing all foes in a 15-foot cone centered on your holy symbol. Creatures caught in the cone must succeed at a Wisdom save or suffer disadvantage on all rolls. Creatures suffering disadvantage from your moon light must attempt a Wisdom save at the end of their turn or continue to do so, ending the effect with a successful Wisdom save.

INCONSISTENT FORM

At 6th level, you may change your shape as per the *polymorph* spell, although you retain your mental ability scores. You may do this twice and regain use following a long rest.

DIVINE STRIKE

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

LUNAR WRATH

Beginning at 17th level, those who failed to save against our Channel Divinity: Moon Light also suffer 2d8 radiant damage every time they fail their save against that feature.

NOBILITY DOMAIN

The gods of nobility are the gods of monarchies, feudal hierarchies, of organized societies where everyone knows their place and works to fulfill their obligations. It should be no surprise that their clerics are as highly organized and hierarchical, and that their clerics come from the upper classes. Clerics of nobility know their place and are quick to ensure that their duties are fulfilled, and often that their rights are invoked as well.

NOBILITY DOMAIN SPELLS

Cleric Level	Spells
1st	<i>charm person, heroism</i>
3rd	<i>enthrall, suggestion</i>
5th	<i>fear, phantom steed</i>
7th	<i>divination, dominate beast</i>
9th	<i>dominate person, legend lore</i>

WARRIOR FIRST

Like all nobles should be, you are a warrior who protects your vassals. You gain proficiency with martial weapons and medium armor.

CHANNEL DIVINITY: RALLY!

Starting at 2nd level, you can use your Channel Divinity to encourage your allies and drive them forth to greater efforts.

As an action, you present your holy symbol and evoke your deity's name. All allies within a 30 foot cube gain a number of temporary hit points equal to your Wisdom modifier, and they may make a saving throw against an ongoing effect they are under.

LORDLY GRACE

Beginning at 6th level, you may invoke your god and the rights accorded to people of your status, granting you advantage on Charisma (Intimidation and Persuasion) checks. You may do this a number of times equal to your Wisdom modifier, and regain uses following a long rest.

DIVINE STRIKE

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

CHANNEL DIVINITY: MAJESTIC DISPLAY

Starting at 17th level, you can use your Channel Divinity to awe both friends and foes.

As an action, you present your holy symbol and evoke your deity's name. All foes within a 30 foot cube must make a Wisdom save or suffer 2d8 psychic damage and gain the frightened condition, and must make that save at the end of their turn, ending the effect once they pass a save. All allies within a 30-foot cube are heartened by your presence and end any conditions affecting them.

JUSTICE DOMAIN

Justice is not the law, justice is making sure that people are treated fairly and equitably, that the guilty are punished and the innocent protected. Deities of justice are often lawful, sure, but they temper the rule of law with an eye towards ensuring justice is served. When the law is wrong, justice takes precedent, at least in their eyes. Clerics of justice are just as driven to make sure that this ethos is carried out, and will go to nearly any length to see that justice is done. Often they are freelance justice bringers, working for a higher cause than the local law.

JUSTICE DOMAIN SPELLS

Cleric Level	Spells
1st	<i>command, sanctuary</i>
3rd	<i>calm emotions, zone of truth</i>
5th	<i>dispel magic, beacon of hope</i>
7th	<i>banishment, faithful hound</i>
9th	<i>geas, scrying</i>

ARMED AND DANGEROUS

At 1st level, you gain proficiency in martial weapons and medium armor.

CHANNEL DIVINITY: MARK OF JUSTICE

Starting at 2nd level, you can use your Channel Divinity to designate the unjust and the wicked.

As an action, you present your holy symbol and evoke your deity's name. Choose one creature that you can see within 30 feet of you. That creature is now marked for justice. You and your allies that attack the creature gain advantage on attack rolls. Also, you and your allies have advantage on saving throws against effects caused by the marked creature. The mark lasts for a number of rounds equal to your Wisdom modifier.

BRING 'EM DOWN

Beginning at 6th level, you add your Wisdom modifier to any damage you inflict on a creature bearing a mark of justice.

DIVINE STRIKE

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

BRING 'EM IN

At 17th level, when you damage a creature bearing a mark of justice, that creature must make a Dexterity save or become restrained until the end of your next turn.

SEA DOMAIN

Clerics of sea gods are mercurial, fierce, and prone to frequent rages, much like the mighty oceans and rivers they worship. The power of the sea is one of freezing cold, gentle winds, terrible pressures, and alien life that exists in a profusion and diversity that land dwellers can only barely recognize.

SEA DOMAIN SPELLS

Cleric Level	Spells
1st	<i>fog cloud, thunderwave</i>
3rd	<i>gust of wind, misty step</i>
5th	<i>water breathing, water walk</i>
7th	<i>control water, hallucinatory terrain</i>
9th	<i>commune with nature, wall of water*</i>

*This spell is found in the Spells chapter.

BONUS PROFICIENCY

When you choose this domain at 1st level, you gain proficiency with Vehicles (Water), and you add double your proficiency bonus to checks with Vehicles (Water) and Strength (Athletics) checks to swim.

Also, you have advantage on any Strength (Athletics) checks to swim.

DISCIPLE OF THE SEA

Also at 1st level, you gain a swim speed equal to 30 feet. You may breath underwater for a number of minutes equal to your Wisdom modifier, and regain minutes following a short rest.

You also gain darkvision 60 feet if you do not already, as well as resistance to bludgeoning damage.

CHANNEL DIVINITY: CALL CREATURES OF THE SEA

Starting at 2nd level, you may use your channel divinity to bring creatures of the sea to serve you.

As an action, you present your holy symbol and call upon the creatures of the sea. A number of aquatic creatures (including birds, mammals, and reptiles) with the beast type that are appropriate to the environment whose total HD are less than or equal to your Wisdom modifier + your proficiency bonus appear. These creatures understand your orders and will serve you for 1 minute and then disperse to their usual haunts.

BENEATH THE SEA

Starting at 6th level, you may touch a companion and share your ability to swim and breathe underwater with them. You may do this a number of times equal to your Wisdom modifier, and regain uses following a short rest.

DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a

weapon attack, you can cause the attack to deal an extra 1d8 cold damage to the target. When you reach 14th level, the extra damage increases to 2d8.

MAJESTY OF THE SEA

At 17th level you gain command of the sea, wind, and waves. This acts as the *control weather* spell but only effects large bodies of water. Furthermore, you gain the ability to breathe underwater, and may share it on through your Beneath the Sea feature. Those you share this ability with lose it following a long rest.

SICKNESS DOMAIN

Few worship gods of disease and sickness. True, many might try to placate them with prayers and sacrifices, but most people view these deities as a necessary evil. The clerics of sickness are equally unpopular. Most preach a kind of extortion theology, please our masters or suffer. Others take a different approach, and embrace suffering as a means to enlightenment. A rare few see disease as something worthy in itself and seek to spread their carefully cared for illnesses far and wide.

SICKNESS DOMAIN SPELLS

Cleric Level	Spells
1st	<i>detect poison and disease, putrefy food and drink*</i>
3rd	<i>bestow curse, mucus*</i>
5th	<i>speak with dead, stinking cloud</i>
7th	<i>blight, phantasmal killer</i>
9th	<i>contagion, insect plague</i>

*This spell is found in the Spells chapter.

BLESSINGS OF DISEASE

Beginning at 1st level, you have resistance to poison damage and are immune to the poisoned condition. You can catch a disease, but do not suffer any delirious effects from it, instead displaying it on your body as weeping sores and pustules. During the time that you are harboring a disease you disadvantage on Charisma (Deception and Persuasion) checks made with people who do not worship disease.

BONUS CANTRIP

Also at 1s level, you gain the *poison spray* cantrip.

CHANNEL DIVINITY: SPRAY SICKNESS

Starting at 2nd level, you can use your Channel Divinity to spread illness to others. As an action, you present your holy symbol and evoke your deity's name. All creatures within a 30-foot cone centered on your holy symbol must succeed at a Constitution save or suffer 2d8 poison damage and gain the poisoned condition (half damage with a successful save).

VIRULENT

Beginning at 6th level, when a creature hits you in melee combat you may use your reaction to cause that creature to suffer poison damage equal to your Wisdom modifier.

DIVINE STRIKE

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

CONTAGIOUS

Starting at 17th level, when you cause poison damage to a target that target must make a Constitution save at the end of their turn or suffer and additional 1d8 poison damage as disease rampage through their body. This effect ends when they succeed at a Constitution save.

TRAVEL DOMAIN

The clerics of travel are a wandering sort, never staying in one place for very long and always looking to move on. Their gods send them out to walk the world, sail the seas, and push on to see what is over the horizon. Journeys are not just within the purview of their deities, but those who travel as well. The clerics of traveling gods are also defenders of travelers, looking after pilgrims, nomads, adventures, and merchants. The later often have their own gods who provide this domain so that trade can carry on without interruption.

TRAVEL DOMAIN SPELLS

Cleric Level	Spells
1st	<i>jump, longstrider</i>
3rd	<i>find traps, pass without trace.</i>
5th	<i>haste, water walk</i>
7th	<i>freedom of movement, hallucinatory terrain</i>
9th	<i>teleportation circle, tree stride</i>

RAMBLIN' CLERIC

At 1st level your speed increases by 10 feet. Also, you may gain one of the following at your base speed: burrow, climb, or fly, for a number of Minutes equal to your Wisdom modifier. You may do this once and regain use following a short rest.

BONUS PROFICIENCY

Also at 1st level, you gain proficiency in either Vehicles (land) or Vehicles (water).

CHANNEL DIVINITY: FAST PACE

Starting at 2nd level, you can use your Channel Divinity to speed up your companions. As an action, you present your holy symbol and evoke your deity's name. Choose a number of allies equal to your Wisdom modifier plus your proficiency bonus. For the next hour you and the chosen allies have their speed increased by 10 feet, do not suffer from exhaustion, and ignore difficult terrain.

LONG STEP

At 6th level, you may take a single step and disappear, reappearing up to 120 feet away. Moving in this manner does not provoke an attack of opportunity. You may do this once and regain use following a long rest.

CHANNEL DIVINITY: HIDE THE PATH

Starting at 8th level, you can use your Channel Divinity to confuse those pursuing you.

As an action, you present your holy symbol and evoke your deity's name. Choose a number of creatures equal to your Wisdom modifier that you can see. The chosen creatures must make a Wisdom save or become unable to find their way, lost even in their own homes, for the 1 minute. They can still see around them, but they have no idea which way they need to go to get to where they want to be. They may move as fast as they want to, but it is always in a random direction. Creatures affected by this channel divinity will not move into hazardous areas or out of combat without disengaging, and may choose not to move.

FAR RAMBLIN'

When you use your Ramblin' Cleric class feature, you may choose to maintain the chosen movement type until you take a short rest. Additionally, you may use Ramblin' Cleric twice.

UNDEATH DOMAIN

The gods of undeath are thankfully few, but they are an insidious threat to all life. Their clerics promote the blurring of the boundaries between life and death, some because they see immortality as an undead being preferable to the pain of living, others because their plan is to turn all life into undeath and enslave them. For whatever cause they strive, it is certain that clerics of undeath will not find a warm welcome in nearly any land.

UNDEATH DOMAIN SPELLS

Cleric Level	Spells
1st	<i>bane, inflict wounds</i>
3rd	<i>darkness, undead servant*</i>
5th	<i>animate dead, vampiric touch</i>
7th	<i>conjure lesser undead*, wall of corpses*</i>
9th	<i>antilife shell, conjure undead*</i>

*This spell is found in the Spells chapter.

HALF UNDEAD

At 1st level you gain resistance to necrotic damage.

BONUS PROFICIENCY

Also at 1st level, you gain proficiency in martial weapons and medium armor.

CHANNEL DIVINITY: AURA OF DECAY

Starting at 2nd level, you can use your Channel Divinity to create an aura that rots away the living.

As an action, you present your holy symbol and evoke your deity's name. All living creatures within a 30 foot cube centered on your holy symbol must succeed at a Wisdom save or suffer 2d8 necrotic damage and gain the poisoned condition until the end of their next turn (half damage with a successful save).

CHANNEL DIVINITY: CONTROL UNDEAD

Starting at 2nd level, you can use your Channel Divinity to take control of undead creatures.

As an action, you present your holy symbol and evoke your deity's name. Each undead that can see or hear you within 30 feet must succeed at a Wisdom save or fall under your control (as per the spell *animate dead*) for 1 minute. Undead with an Intelligence score of 10 or higher can repeat the save at the end of their turn, ending the effect on a successful save. Undead controlled in this manner do not count towards the maximum amount of undead you may control with the *animate dead* spell.

DIVINE STRIKE

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

DOMINATE UNDEAD

Starting at 17th level, when you use the spell *animate dead* you may create and control a number of undead equal to your Wisdom modifier, and undead you control through this spell remain under your control for 24 hours times your proficiency bonus.

WATER DOMAIN

Water flows, it takes the path of least resistance, it is soft, yielding, the stuff of life. Water thunders, it roars, it dashes across the landscape when unbound, sweeping all before it. Like the other elemental forces, water is neither good or evil, it just simply is. Clerics of water reflect their elemental sources, they tend to be quiet until roused, happy to stay in one place until acted upon by an outside force, but terrible in their wrath. The river that feeds and cools you in the summer months is also the same river that rises up in spring and threatens to destroy all you know and love.

WATER DOMAIN SPELLS

Cleric Level	Spells
1st	<i>create or destroy water, thunderwave</i>
3rd	<i>flaming sphere, scorching ray</i>
5th	<i>water breathing, water walk</i>
7th	<i>control water, conjure minor elementals</i>
9th	<i>cone of cold, conjure elemental</i>

WATER CONVERSION

Beginning at 1st level when you choose this domain, any spell you cast that inflicts energy damage, i.e. lightning or radiant, instead inflicts cold damage.

Furthermore, you are resistant to cold damage.

WATERY NATURE

Also at 1st level, you gain a swim speed equal to 30 feet. You may breath underwater for a number of minutes equal to your Wisdom modifier, and regain minutes following a short rest.

CHANNEL DIVINITY:

BURST OF WATER

Starting at 2nd level, you can use your Channel Divinity to send forth a burst of energy drawn from the elemental plane of water.

As an action, you present your holy symbol and evoke your deity's name. You create a 30-foot sphere of energy centered on your holy symbol. All creatures except you caught in area of effect must succeed at a Dexterity save or suffer 2d8 cold damage and are pushed back 10 feet. Those who pass the save suffer half damage. All creatures and objects in the area are soaked.

ENERGY ABSORPTION

Beginning at 6th level, when you suffer cold damage, you recover hit points equal to the amount of damage your energy resistance blocked.

DIVINE STRIKE

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

BODY OF WATER

At 17th level you can transform your physical form to one of elemental energy. This transformation lasts a number of hours equal to your Wisdom modifier. While transformed you are resistant to bludgeoning, piercing, and slashing damage, immune to cold damage, gain a fly swim of 40 feet, soak unattended flammable objects you touch, and do not need to breathe.

CIRCLE OF THE ANCESTORS (DRUIDIC CIRCLE)

Some druidic circles venerate their ancestors, often all the way back to a great animal spirit who founded the lineage. Performing rituals at burial grounds, menhirs, mounds, and other sites were the honored dead have been laid to rest; druids of the Circle of the Ancestors are often confused as necromancers. This is untrue, for they have no interest in the undead, calling instead upon the spirits of the departed who have chosen to linger in order to oversee their descendents, provided of course that those descendant properly placate and venerate them.

INHABITED

Beginning at 2nd level when you choose this circle, you may summon forth a spirit of your ancestors to inhabit your body. You expend a use of your wild shape feature. The ancestor spirit inhabits your body for a number of minutes equal to your Wisdom modifier, or until a triggered effect happens. You may only have one ancestor spirit inhabiting your body at a time. If you call forth a new ancestor spirit while one inhabits your body, the existing spirit is dismissed. While an ancestor spirit inhabits your body one of your personality traits alters to fit the ancestor's personality. You may only call forth a type of ancestor spirit once, but regain access to all spirits following a long rest. The dead need their sleep as well. You gain the following benefits based upon the nature of the ancestor spirit you summon.

ARCHDRUID

One of your ancestors was a powerful archdruid, and when their spirit inhabits your body they whisper secrets and lore into your ears. While the spirit inhabits your body you gain advantage on Intelligence (Arcana) and Intelligence (Nature) checks, and if you are not proficient with either skill you gain proficiency.

You may choose to forgo those bonuses to instead have the archdruid spirit inhabit your body during a short rest, during which you instead recover expended druid spell slots whose total levels equal no more than half your druid levels (rounded up), and none of the slots maybe above 6th level.

BEAST TAMER

Calling upon an ancestor spirit famed for their skill with animals, you gain advantage on Wisdom (Animal Handling) checks, and if you are not proficient with that skill, you gain proficiency. Furthermore, you may cast *speak with animals* and *animal friendship* without expending a druid spell slot.

You may choose to forgo these bonuses to instead call upon the beast tamer during a short rest. If you do so, until the next sunset or sunrise, the next time you use your wild shape feature to assume the form of a beast you may increase the maximum CR of the beast's form you assume by +1.

CHIEFTAIN

One of the leaders of your people joins its spirit to your body. While the spirit inhabits your body, you have advantage on Wisdom (Insight) and Charisma (Persuasion) checks, and if you are not proficient with either skill you gain proficiency.

You may choose to forgo these bonuses to instead call upon the chieftain during a short rest to give a stirring speech to your allies. If you do so, a number of creatures equal to your Wisdom modifier gain temporary hit points equal to your proficiency bonus.

FAR WANDERER

You call upon the farthest traveled of your lineage, a person who wandered to other lands in search of adventure, knowledge, or just out of the sheer joy of travel. While this spirit inhabits your body, your speed is increased by 10 feet, and you have advantage on saves to resist exhaustion.

You may choose to forgo these bonuses to instead summon forth the far wanderer during a long rest. If you do so, you receive knowledge of the terrain around you out to a distance of a number of miles equal to your Wisdom modifier. This knowledge includes the general topography, dangers, hazards, and sources of food and water. You do not gain knowledge of anything intentionally hidden such as ambushes or traps.

HEALER

Bringing forth the spirit of a great healer, you gain advantage on Wisdom (Medicine) checks, and if you are not proficient with the skill you gain proficiency. Furthermore, whenever you cast a spell that allows another to recover hit points, they recover additional hit points equal to your Wisdom modifier.

You may choose to forgo these bonuses to instead call upon the healer spirit during a short rest. When you do, all allies who spend a hit die to recover hit points add your Wisdom modifier to the number of hit points they regain.

MIGHTY HUNTER

The spirit of your lineage's mightiest hunter is brought forth. While the spirit inhabits your body, you have advantage on all Dexterity (Stealth) and Wisdom (Nature) checks, and if you are not proficient with either skill you gain proficiency.

You may choose to summon the spirit of the mighty hunter during a short rest, forgoing the above bonuses. If you do, a number of creatures equal to your Wisdom modifier are under the effects of a *pass without trace* spell for one hour following the end of the short rest.

SEER

As foretold by the ancient prophecies, a spirit of the greatest seer of your people inhabits your body. While the spirit inhabits your body, as a bonus action you may add your Wisdom modifier to any ability check or skill check you make. Furthermore, you may also use your reaction to add your Wisdom modifier to any saving throw you make.

You may choose to call upon the seer during a short rest. If you do so, choose a number of creatures equal to your Wisdom modifier. Until the next sunrise or sunset, the chosen creatures may reroll any 1 they roll on a d20, keeping the new result.

WARRIOR-HERO

You call forth the greatest warrior of your lineage who blesses you with martial puissance. While the spirit inhabits your body you have advantage on attack rolls and gain proficiency with one martial weapon.

You may choose to forgo those bonuses to instead bring forth the spirit of a warrior-hero during a long rest. When you do so, choose a number of creatures equal to your Wisdom modifier, the chosen creatures may add +1d4 to all their attack rolls until the next sunrise or sunset.

CIRCLE SPELLS

At 5th level you add *speak with dead* and *spirit guardians* to the list of spells you can cast.

CLOSE ANCESTOR

At 6th level, choose one type of ancestor spirit. This ancestor spirit is particularly fond of you and you may summon it forth one additional time before it becomes unavailable.

FAVORED CHILD

Beginning at 10th level, you may have two ancestor spirits inhabiting your body at a time.

STEADFAST

Beginning at 14th level, the spirits of the righteous dead protect you from the dangers of the restless undead. You gain advantage on saving throws against effects caused by undead, and resistance to necrotic damage. If you are attacked in melee combat by a creature of the undead type, that creature suffers radiant damage equal to your Wisdom modifier.

CIRCLE OF THE SPIRITS (DRUIDIC CIRCLE)

The circle of the spirits focuses on the spirits of woods, rivers, animals, and other natural features. To them the entire world is composed of mundane matter underlain by spiritual matter, or perhaps the material world is just a representation of the immaterial abode of the spirits. There is not a tie to land or lineage, but a bond with the very spirits of world.

SPIRIT COMPANION

Beginning at 2nd level when you choose this circle, you may summon forth a spirit of nature. The nature spirit inhabits a prepared object, usually your druidic focus, but can also inhabit your body. If the spirit companion inhabits an object you must have the object on your person or in your hand in order to gain the benefits of the spirit companion, but you can pass the object to another person so that they can temporarily (for your Wisdom modifier in minutes) gain the abilities of the spirit companion. If the spirit companion inhabits your body you have advantage on death saves, however the spirit companion imposes certain weakness on you.

Your spirit companion allows you to communicate with animals of its species (used broadly, for example the wolf spirit grants these abilities with all canines) as with the *speak with animals* spell, and if you cast *animal friendship* on a creature of your spirit companion's species it has disadvantage on the saving throw against the spell. Additionally, if you assume a form using wild shape of your spirit companion's species, treat your druid level as if it were 8 for purposes of determining the limitations of your wild shape form. Each spirit companion grants additional other features.

BEAR

The bear is ferocious and mighty, but at times lethargic. Bear spirits grant advantage on Strength (Athletics) checks, and you add your Wisdom modifier to damage caused by attacks. If the bear inhabits your body you spend 8 hours to take a long rest.

EAGLE

The eagle is a perceptive hunter, soaring on outspread wings over mountain and forest, but is vain and overly proud. The eagle spirit grants you advantage on Dexterity (Acrobatics) checks, and a fly speed for a number of minutes equal to your Wisdom modifier. These minutes must be used in 1-minute increments and you regain lost minutes following a long rest. If the eagle inhabits your body you must spend at least an hour a day preening and grooming yourself.

ELK

Noble in bearing and lordly in demeanor, the majestic elf is a swift and agile foe, but is prone to haughtiness and cannot abide liars. The spirit of the elk grants you advantage on Charisma (Persuasion) checks, and your speed increases by 10 feet. If the elk inhabits your body you have disadvantage on Dexterity (Stealth) checks, Charisma (Deception) checks, and when using disguise kits.

FOX

A cunning trickster, the fox spirit is fast and sneaky, but overly fond of tricks and games. Fox spirits grant you advantage on Charisma (Deception) checks and you leave no tracks behind you in a natural environment. Should you allow the fox to inhabit your body, its inherent trickiness does not allow you to take the aid action.

OWL

Wise, perceptive, and knowledgeable, the owl sees all, but is famed for keeping its secrets to itself. Owl spirits grant advantage on Intelligence (Nature) checks, and you gain darkvision 60 ft, and if you already have darkvision then your darkvision increases by 30 ft. If you let the owl into your body, you may not take a long rest during the day.

SNAKE

Slithery, sneaky, deceitful, the snake is known for many things, yet most forget it is also a great healer. The spirit of the snake grants advantage on Wisdom (Medicine) checks and you add your Wisdom modifier to any spells you cast that recover hit points. When the snake inhabits your body, it is obvious when you are lying and all others gain advantage on Wisdom (Insight) checks made against you.

WOLF

A social animal, the wolf is happiest when working with others, though sometimes this reliance on the pack leaves the lone hunter without support. The wolf grants advantage on Dexterity (Stealth) checks, and you may use a bonus action to take the Aid action. When the wolf dwells within, you suffer disadvantage on all checks made without an ally within sight.

TOTEMIC ENHANCEMENT

At 6th level, the bond between you and your spirit companion increases, granting you new abilities.

BEAR

The ferocity of the bear fills you and grants you protection from mundane threats. You may expend a use of your wild shape to gain resistance to bludgeoning, piercing, and slashing damage for your Wisdom modifier in minutes.

EAGLE

The eagle swoops, strikes, and flies away. You may use a bonus action to take the Disengage action.

ELK

The elk instills awe in all that behold it. You may expend a use of wild shape to cast the *charm* spell on any living creature.

FOX

Wiley, the fox is never where you expect it to be. You may expend a use of wild shape to cast the *dimension door* spell.

OWL

Silent as the moonlight, the owl drifts through the forest. You may expend a use of wild shape to cast the *silence* spell.

SNAKE

The snake might be an ancient healer spirit, but it still has fangs. A number of times equal to your Wisdom modifier, you may inflict an additional 1d8 poison damage with a successful attack. This bonus damage increases to 2d8 at level 10, and 3d8 at level 15.

WOLF

No wolf hunts alone, and neither should you. As long as you have an ally within 5 feet of a target, you and all allies have advantage on attack rolls against the target and the target has disadvantage on any saving throws from effects generated by you or your allies.

ALLIED COMPANION

Beginning at 10th level, you have attracted a second spirit companion, an ally of the one you already have. It may not inhabit the same object as the other; they each need their own home. You gain the benefits of the spirit companion feature for the new spirit companion.

TOTEMIC BOND

At 14th level, your bond with your spirit companions increases. They no longer need to inhabit an object or your body, and you gain the benefits of the totemic enhancement feature for both spirit companions.

CAPTAIN (FIGHTER ARCHETYPE)

Many of the nations of the Lost Lands employ professional soldiers, and mercenaries are a common sight in many lands. Captains are the leaders of soldiers and warriors, often from the front and in the middle of the hardest part of the fight. As leaders they need to keep an eye on the ebb and flow of battle in order to direct their followers and allies towards victory.

COMMANDS

Beginning at 3rd level, you may issue a special command as an action that enhances the combat efficiency of your allies. At 3rd level you choose three commands. You gain an additional command at 7th level, 15th level, and at 18th level. Only one command can be active at a time.

You may issue a number of commands per day equal to your Charisma modifier. Commands refresh after a long rest. Issuing a command is an action. Only allies who are within 30 feet may be affected by a command.

You may have only one command active at a time. A command lasts until you take a short rest, issue another command, or otherwise stated. At 7th level you may have two commands active at once, and three commands active at 18th level.

FLANK 'EM

You call out a tactic designed to take advantage of the situation. Each affected ally gains advantage on their next attack roll. This command lasts until the end of your next turn.

FORM UP!

You rally our allies on you, encouraging them to fight as a coordinated unit. You and each ally adjacent to you and within your command range, or adjacent to someone in your command range that is adjacent to you and is themselves within your command range (and so forth, forming a chain that is entirely within your command range), gains +2 to their AC and advantage on melee attack rolls. These effects last as long as the ally remains in the formation.

FORWARD!

You encourage your allies to charge forward. All affected by this command may use their reaction to take a Dash action. This command lasts until the end of your next turn.

GET DOWN!

You encourage your allies to take cover. All affected by this command may use their reaction to take the Hide action, and if they do so they gain advantage on any Dexterity (Stealth) checks. This command lasts until the end of your next turn.

PULL BACK!

You call for a fighting retreat, and careful training pays off when combined with curt and well-applied orders. All affected by this command may use a reaction to complete a Disengage action. This command lasts until the end of your next turn.

SHOOT THAT THING!

You designate a specific target, a creature or object, and all affected by this order may use their reaction to make an immediate attack on that target. This command lasts until the end of your next turn.

SPREAD OUT AND EYES SHARP

You order your allies to keep watch for enemies and encourage them to be alert. All affected by this order gain advantage on their next Wisdom (Perception) test or have their passive perception increased by 5.

STEADY!

With stern yet comforting words you grant each ally affected by this command advantage on saving throws. This command lasts until the end of your next turn.

IMPROVED COMMANDS

Beginning at 7th level, you may have two active commands at a time.

INSPIRING LEADERSHIP

At 10th level, if you possess inspiration point you may pass them to an ally within your command range. This feature recharges after a short or long rest.

THE BIG SPEECH

At 15th level, you may use an action to give a rousing speech. These short words motivate you allies to fight all the harder, granting an inspiration to all allies in command range.

MASTER TACTICIAN

Beginning at 18th level, your very presence on the battlefield gives comfort and courage to your allies. Your command range is increased many times as word of your deeds and your subordinates and loyal followers pass along orders. You may have three commands active at a time, and your command range is extended to include all allies within 30 feet as well as those within 30 feet of them.

WAY OF THE BO'FAQUAN (MONK TRADITION)

The Walking Judges are an order of monks that have dedicated their lives to upholding the rule of law and bringing about public order. Formed during the Ting Dynasty and often trained at the famed Zhixing Monastery, the walking judges bring peace and stability, hunt criminals and rebels, and serve their own higher cause. Often when the land has fallen in to chaos, it is the walking judges of the Bo'faquan whose efforts have allowed the common people to live relatively normal lives.

JUDGMENT

Beginning at 3rd level when you choose this monk tradition, you may spend a ki point to judge a creature. You must be able to see the creature you are judging. A judged creature must succeed at a Wisdom save or suffer the following effects. If a judged creature is has the fey, fiend, or undead types, it suffers disadvantage on the Wisdom save. You may have a number of creatures under your judgment equal to your Wisdom modifier and may dismiss a judgment to place a different creature under your judgment.

It has disadvantage on attack rolls targeting you.

It has disadvantage on saving throws to resist effects you cause.

It has disadvantage on Dexterity (Stealth), Dexterity (Sleight of Hand), and Charisma (Deception) checks.

CIRCLE OF JUDGMENT

At 6th level you have learned how to enhance your judgment. When you judge a creature, you may add one of the following effects:

The judged creature's disadvantage on attack rolls and saving throws applies to attacks and effects originating from up to your Wisdom modifier in creatures.

You and up to your Wisdom modifier in creatures add +1d8 radiant damage to attacks that hit the target creature. This onus damage increases to +2d8 at 10th level, and +3d8 at 15th level.

SHIELD OF JUDGMENT

At 11th level you gain the ability to cast the *protection from Evil and Good* spell as an action. You may do this a number of times equal to your Wisdom modifier, and regain uses following a long rest.

RITE OF BANISHMENT

At 17th level, you have learned how to send evil creatures back where they came from and keep the away from the innocent. You may spend a ki point to cast the *banishment* and *magic circle* spells.

WAY OF MITHRAS (MONK TRADITION)

Dedicated to the god of martial valor, soldiers, and protector of civilization, the followers of the Way of Mithras are temple guardians, wandering protectors of the weak, and often find employment as advisors to rulers. May come form the ranks of the Orphans of Mithras, children whose parents were slain in battle or foundlings discovered among the refugees of war. The monks of the Way of Mithras practice a harsh personal and hierarchal discipline that hones body and mind towards one goal, creating the perfect expression of their deity's ethos in the mortal realm.

THE BULL'S HORNS

Starting at 3rd level when you choose this monastic tradition, you have learned how to mix strikes and grabs, locks, and other grappling techniques as part of your attacks. When you hit a creature with one of your attacks from Flurry of Blows, you can apply one of the following effects:

The target must succeed at a Dexterity save or gain the grappled condition.

The target must succeed at a Constitution save or have its speed reduced by 50% until the end of its next turn.

Apply the restrained condition to a creature you have already grappled.

CRY OF VICTORY

At 6th level you learn how to channel your Ki to inspire your allies and dishearten your foes. As an action, you spend a ki point and utter a mighty roar, much like that of an angry bull. All allies within 30 feet of your gain a number of temporary hit points equal to your Wisdom modifier, and all enemies must make a Wisdom save or become frightened of you until the end of your next turn.

LEAD THE WAY

At 11th level you gain the ability to cast the *bless* spell as an action. You may do this a number of times equal to your Wisdom modifier, and regain uses following a long rest.

MARK OF BLOOD

At 17th level you learn the dreadful mark of blood ritual taught only to those most loyal in the service of Mithras. Following an eight-hour ritual, you designate a single creature as marked by Mithras for execution. The marked creature must be on the same plane as you and known to you by name. The marked creature must succeed at a Wisdom save with a DC equal to 8+ your Wisdom modifier + your proficiency bonus or suffer the following effects:

You know the approximate range and direction of the marked creature.

You may spend ki point to inflict +3d10 radiant damage on the target creature on your next successful attack.

You may spend a ki point to allow a creature you can see to inflict +2d10 radiant damage on the target creature on their next successful attack.

OATH OF THE SPEAR MAIDEN (PALADIN OATH)

Warrior women are not unknown in the Northlands, and certain regions such as Gatland, Estenfir, and Vastavikland produce a large number of them. Some of these warrior women spend only part of their youth as fulltime warriors and many an outlander is surprised to find that Halla, mother of five, is a demon with a sword. Then there are the shield maidens, sworn by mighty oaths to Wotan and Donar to stand between the many threats of the Northlands and the people they serve. They are living weapons that spend their days and nights honing themselves for battle, and woe be to any who face them across a shieldwall. To follow the road of a spear maiden is a hard choice to make, but once made, few ever go back on their oaths.

TENETS OF THE SHIELD MAIDEN

Though the exact words spoken by shield maidens vary, the following are the major tenets they follow.

Courage. Your place is at the front of the shieldwall, in the face of horrid beasts, and in the dark places of the world.

Duty. You serve the people of the Northlands, not any one jarl or kœnig, not nay any clan, nor to any spouse or children of your flesh. Teach the young, heal the sick, and bring the fury of the gods to those who threaten the innocent.

Fidelity. Your first loyalty is to your oath, the gods, and your people. Yours is not the path of hearth and home, yours is the roar of the spear-din and the crashing of the shieldwalls.

Honesty. Your mind's-worth is your life; do not betray yourself by lying or cheating.

Honor. Integrity is the highest of virtues; do not disappoint those you have sworn to by acting in a discourteous manner, bragging, or belittling others.

OATH SPELLS

You gain oath spells at the paladin levels listed.

OATH OF THE SHIELD MAIDEN OATH SPELLS

Paladin Level	Spells
3rd	<i>heroism, thunderwave</i>
5th	<i>magic weapon, see invisibility</i>
9th	<i>lightning bolt, remove curse</i>
13th	<i>banishment, locate creature</i>
17th	<i>geas, scrying</i>

CHANNEL DIVINITY

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

Wotan's Eye. As an action, you may imbue you and up to your Charisma modifier in creatures with the ability to see through darkness and deception. Effected creatures gain darkvision 60 feet, advantage on Wisdom (Insight) and Wisdom (Perception) checks, and others cannot gain advantage on attack rolls against them. The effects of this channel divinity last a number of minutes equal to your Wisdom modifier. You only have one functional eye while this channel divinity is in effect.

Donar's Fury. As an action, you call down the thunder and lightning on your foes. A 15-foot diameter burst of thunder and lightning appears

with 100 feet of you. All creatures caught in this burst must make a Dexterity save or suffer 2d8 thunder and lightning damage, gain the deafened condition until the end of their next turn, and be knocked prone (half damage on a successful save). The damage increases to 3d8 at 10th level, and 4d8 at 15th level.

AURA OF COURAGE

Starting at 7th level you and all creatures within 10 feet of you can't be frightened while you are conscious.

At 18th level this aura increases to 30 feet.

BLESSINGS OF THE GODS

At 15th level a raven is sent from Wotan to serve as your companion. This works as the *find familiar* spell, but you may not dismiss it to gain a different familiar, it is always a raven.

Also at 15th level Donar blesses you, whenever you inflict lightning or thunder damage you add your Charisma modifier to the damage.

NIMBUS OF THE STORM

At 20th level, as an action, you can emanate an aura of lighting. For 1 minute lighting crackles around you, shedding bright light for 30 feet, and dim light for 30 feet beyond that. Enemies who start their turn within 10 feet of you suffer 10 lightning damage. Furthermore, while the aura is active you gain your Charisma modifier in temporary hit points at the start of your turn. You can use this feature once, and regain use of it following a long rest.

HORSE NOMAD (RANGER ARCHETYPE)

Thundering across grasslands, savannas, and deserts, the horse nomads of the Lost Lands are many, from the Sea of Grass to the distant wastes of Libydos. Swift and sure, they are rangers who live on horseback; many can ride before they can walk. When entire tribes of these fast riding rangers descend flow out of the wilds into more settled areas farms burn and cities close their gates in fear.

HORSEMANSHIP

At 3rd level when you choose this archetype, you gain proficiency with Animal Handling and smith's tools.

Additionally, mounting or dismounting only costs you 5 feet of movement. You have advantage on saves to avoid falling off a mount. If you do fall off, you land on your feet unless you are incapacitated or fall more than 10 feet.

FANCY RIDING

At 7th level, choose two of the following riding tricks. You gain an additional riding trick at 10th, 15th, and 18th levels.

BLINDING CHARGE

When mounted, you may make move at double your mount's speed and make an attack as a single action.

NOMAD DODGE

When mounted, if you are attacked, you may use your reaction to slide around to the side of your horse, riding hanging off of one flank for a moment. This causes the attack to suffer disadvantage. You may use Nomad Dodge a number of times each combat round equal to your Dexterity modifier.

JUMPING

The distance and height your mount may jump is doubled.

MOUNT ATTACK

Your mount may make one attack as if it were acting independently.

PICK UP

When mounted, you may move your mount's full speed and pick an item off of the ground.

STABLE PLATFORM

When mounted, your ranged attacks gain +2 to hit.

TERRIFYING CHARGE

At 11th level, if you are mounted, you can charge at a foe with such suddenness and fury that they shake in their boots. On your turn, if you travel at least 40 feet before taking an attack action you can choose to use terrifying charge. When you do so, designate a target. That target and any of its allies within 5 feet must make a Wisdom saving throw with a DC equal of 8 + your Strength modifier + your proficiency bonus, or gain the frightened condition for 1d6 rounds. You may use this feature once, and it recharges following a short rest.

MASS OF HORSE FLESH

Beginning at 15th level, you can interpose your mount in such a way to prevent or deflect attacks against you and it. If you are mounted, you do not suffer disadvantage when attacking with a ranged weapon in melee. Furthermore, when moving away from a foe while mounted you do not provoke an attack of opportunity.

CUNNING WOMAN (SORCEROUS ORIGIN)

Sorcerers are not well regarded in the Northlands, as indeed are all practitioners of arcane magic. Sorcerers get singled out for special persecution because their powers seem to erupt spontaneously and can appear in any person, anywhere. Furthermore, as there is not an established means of training young sorcerers, they often cause havoc and death with their new found and barely controlled abilities.

There is one type of sorcerer that is common and popular amongst the Northlanders, and that is the cunning woman. This bloodline is strong, and families that have one cunning woman in their midst often have several, indeed it is not unheard of for every woman in a bloodline to express sorcerous powers. What makes cunning woman so well thought of is that their powers are generally not of the destructive kind, but instead provide a source of healing magic that is very rare in the Northlands. Young cunning woman receive training and a place in society that is honored and respected, something that other sorcerers in the Northlands can only dream of.

Cunning woman, and they are always woman, are skilled healers with both mundane and magical skills. They often live on the edge of a settlement, not because they have been banished but do to the fact that their herbal remedies require extensive gardens and access to uncultivated lands. Those in need of the services of a cunning woman are welcome as long as they are polite, and payment is most often based on the means of their patients as opposed to the cost of the medicine or spells. There is a marked downside to being a cunning woman, and that traditionally they do not marry, though to perpetuate their bloodline they still must build some form of sexual relationship with men, often long term partnering that outwardly has all the hallmarks of marriage. Largely this is because folk wisdom says that cunning women are poison to their mates and cause them to die early. Also, many godi have a somewhat adversarial relationship with the local cunning woman. As most godi are only part time priests, they do not always receive spells from the gods, and thus may or may not be able to help when called (assuming they aren't busy doing something else as their fulltime job). This means that most people go to the cunning women for their routine medical needs, and especially in emergencies, thus cutting the godi (who expect some form of donation or offering) out.

HEALER

Beginning at 1st level when you choose this origin, you add *cure wounds* to your spells known. As you increase in level you gain additional bonus spells known as shown on the table below:

CUNNING WOMAN BONUS SPELLS

Level	Bonus Spell Known
3rd	<i>prayer of healing</i>
5th	<i>lesser restoration</i>
9th	<i>greater restoration</i>
11th	<i>heal</i>
13th	<i>regenerate</i>
17th	<i>mass heal</i>

Also at 1st level, you gain proficiency in the medicine and survival skills, as well as Runic.

EVIL EYE

Beginning at 6th level you gain the ability to channel your magical power into a deadly attack. You look at a target and foretell their doom. Make a magical attack, and if you hit the target suffers 1d8 psychic damage. You may spend sorcery points to increase this damage by +1d8 per sorcery point spent.

BLESSED BY THE NORNS

At 14th level, as a bonus action you may declare the result of a single roll. This may be a roll that you are making or one that anyone within 30 feet of you is making. Pick up the die (or dice for a damage roll) and set it down to whatever number you want. Other class features, racial traits, spells, or anything else cannot change this, it is the wyrd of the target. You may do this once and regain use of it following a long rest.

ULTIMATE CUNNING

At 18th level you begin to surpass the bounds of mortals. As an action you may spend 5 sorcery points to cast any spell of a level you can cast even if you do not have access to the spell list it is found on.

Also at 18th level, when you die you are reborn as a child of a blood relative. You do not have the cunning woman bloodline and may live a normal life as a reward for a lifetime of service.

DEMONOLOGIST

(ARCAINE TRADITION)

While called demonologists by must folk, this arcane tradition makes use of devils as well, summoning evil outsiders to harness them for arcane power, interrogate them for lost lore, or use them to perform physical tasks. The study of demons is one that most look on as evil, yet there are those who study these extra-planar foes of all life with an eye towards combating them. This is not to say that some, or even most, demonologists are fighting the good fight, many turn to the study of demons as a short cut to greater power. A short cut it is, for if a demonologist is not easy, they will find themselves double crossed, over extended, and at the mercy of the very creatures they are studying.

OCCULT STUDIES

Starting at 2nd level when you choose this tradition, your studies into the occult, forbidden lore, and the ways of evil outsiders begin to yield benefits. At the following levels you gain the listed bonus spells scribed in to your spellbook.

DEMONOLOGIST BONUS SPELLS

Wizard Level	Spell
1st	<i>find familiar, protection from evil and good</i>
3rd	<i>augury, fiendish servant*</i>
5th	<i>conjure lesser fiend*, magic circle</i>
7th	<i>banishment, conjure fiend*</i>
9th	<i>dispel evil and good, planar binding</i>

*This spell is found in the Spells chapter.

DEMONIC CONTRACTS

At 6th level, you begin to forge contracts with fiends. These contracts are written in blood and largely inviolate. Worse, to challenge the contract you must appeal to a court of fiends, not a pleasant option at all. During a short rest you may call upon these contracts to perform one of the following, but must make some form of payment in return (due when you use this feature). You may call upon your contracts twice, and regain use of this feature following a long rest. Unless otherwise noted, the effects of a contract last until you take a long rest.

ARCAINE KNOWLEDGE

You may change out one spell you have memorized for a different one from the wizard spell list. This spell does not need to be one in your spellbook, and you only have enough knowledge of the spell to cast it. You may not scribe this spell in to your spellbook; the fiend you have bargained with has corrupted it in some form that prevents this. In exchange for this knowledge, you must sacrifice a hit die to the fiend.

FIENDISH ENERGIES

Your contract causes the fiend to fuel you with energies from the lower planes. You regain a number of levels of spell slots equal to your Intelligence modifier + your proficiency bonus. The fiendish energies coursing through your body cause horrendous pain and exacerbate

any injury you receive. You may not regain hit points until you have taken a long rest.

FIENDISH HEALING

The bargain struck in the black of night allows the fiend to heal your injuries, but at a high cost. Your regain hit points equal to your Wizard level, but these leave a tell tale mark on your body. These marks take the form of scars, extra nipples, unusual growths of hair, horns, spikes, and other alterations of your body. They fade in time, but until you take a long rest you have disadvantage on all Charisma (Deception and Persuasion) checks.

FIENDISH PROTECTION

Your deal with a fiend forces them to sheath your body in protective energies. Add your Intelligence modifier to your AC. However, you must pay the price and all of your attacks are hampered by the wicked glow that surrounds you, as does any attempts at stealth. You suffer disadvantage on all attack rolls and Dexterity (Stealth) checks.

HIDDEN LORE

The fiend imparts secrets into your head, granting you great knowledge of a single topic in mere seconds. Choose a number of skills equal to your Intelligence modifier, you gain proficiency with these skills, or if already proficient, add your proficiency bonus twice to checks made with these skills. The fiend must make room for this knowledge, or perhaps steals your some of your mind to give to another, and you lose proficiency with an equal number of skills.

HELLFIRE

Beginning at 10th level, when you cast a spell that inflicts damage, you add your Intelligence modifier in fire damage to the damage dealt. You may choose to enact a bargain with a fiend to enhance this damage, adding it to every die rolled for damage, but if you do so you cannot use your demonic contracts feature until you take a long rest, and all active contracts come to an end.

BOUND DEMON

At 14th level, you have secured the ongoing service of a fiendish creature of CR 4 or less. This creature serves you, but is bound by contract not by any sense of affection or loyalty. You must fulfill your part of the bargain, most likely offering your soul upon your death or some other high price you hope to never have to pay. The fiendish creature will follow your orders, but interprets them as they see fit.

GEOMANCER

(ARCANES TRADITION)

The universe is made of interlocking hermetic constructs, spinning mandalas of pure energy, and complex arrangements of place and function. The geomancer does not pursue a single school of magic, but instead focus on creating perfect harmonies of arcane geography. Their magic tends to take the form of intricate arrangements of time and space; the right effort at the right time in the right location takes advantage of the web work that underlies the universe.

MASTER OF RITUALS

Beginning at 2nd level when you choose this tradition, you add any spell with the ritual tag to your wizard's spell list. However, any spell that is not normally a wizard spell can only be cast as a ritual. Furthermore, whenever you gain a level in wizard you may add an additional spell with the ritual tag to your spellbook.

THE RIGHT PLACE, THE RIGHT SPACE

Starting at 6th level, you may spend an hour preparing a location to cast a ritual. This time is added to the casting time of the spell and the 10 minutes that a ritual normally takes. When you do so, the ritual is enhanced in your choice of one of the following ways:

If the ritual requires a saving throw by a target, the target suffers disadvantage on the saving throw.

If the ritual could be cast as a spell at higher levels, you may cast the ritual as if it was the highest spell slot you can cast.

You can double the range of the ritual.

You can double the duration of the ritual.

You can ignore up to 10 x your Intelligence modifier in gp worth of material components for the ritual.

EXPANDED RITUALS

Beginning at 10th level, you may cast any spell in your spellbook as a ritual.

FAST RITUAL

Starting at 14th level, you may cast a ritual adding only 1 minute to the casting time of the spell.

RUNE CALLER

(ARCANES TRADITION)

The Runes, granted by the gods as the symbols for the words that formed the universe, are the foundational blocks on which reality is constructed. Rune callers have learned this secret alphabet, and although they lack the divine voices to fully make use of them. With these secret syllables, the rune caller can alter the universe, sometimes with little more than an uttered word or a drawn symbol. The runes do more than just simply manipulate matter and energy, they are also intrinsically linked to the fate of the universe, from beginning to end, and all that dwells within it.

CAST THE BONES

Beginning at 2nd level when you choose this tradition, you can use your rune collection to determine someone's wyrd. This takes an hour long ritual and requires a rune collection. When you do so you gain a number of wyrd dice equal to your Intelligence modifier. These dice are d6s and can be added or subtracted from any attack roll or ability check that a target you can see makes. You can use this feature once and regain use of it following a long rest. Spent Wyrd dice can only be regained by performing the ritual again.

Furthermore, your rune collection serves as an arcane focus.

CARVEN SYMBOLS

Beginning at 6th level, you may carve a spell you have prepared into stone, wood, or bone. This takes one hour to do and costs a spell slot equal to the level of the spell you are carving. If the spell has spell components with a cost, they must be provided when the rune is carved and are consumed in the carving. The spell remains bound into the carven rune and can you can cast it later as a bonus action, requiring no spell components. This destroys the object the rune was carved into. However, you can still only cast a single spell on your turn. You may have a number of spells carved into runes equal to your Intelligence modifier.

Also at 6th level, your *wyrd* die increases to a d8.

RUNIC POWER

Beginning at 10th level, any spell you cast using your runic collection as an arcane focus, you add your Intelligence modifier to the damage.

Also at 10th level, your *wyrd* die increases to d10.

SECRETS OF THE RUNES

At 14th level your extensive knowledge of the runes reveals the true secrets of the runes. You must perform a ritual that lasts for 72 hours, during which you are hung from a tree by your arms and one eye is plucked out. At the end of this ritual you gain an understanding of the nine worlds, the *wyrd* of the gods, and the secrets of the runes. You no longer need your rune collection for any features from this class. Your spellbook is now carved into your soul; you can perform a ritual and see someone's *wyrd*, and even carve runes into the air for later use. You now have advantage on Charisma (Intimidation) checks due to the terrifying visage of a one-eyed master of the runes.

Also at 14th level, you may add your *wyrd* die to any damage roll you make when casting a spell.

RUNE CALLER SPELLBOOKS

Rune callers do not keep a spellbook as other wizards do. Instead they have a collection of runes that serve the same function. While far sturdier and more portable, a rune collection must still be complete for a rune caller to be able to use it. Each rune, the shape and feel of the physical object, and the way they are ordered serve as mnemonics to help memorize spells. Missing even one rune from the collection throws the entire process into question, just as a wizard without access to their spellbook has trouble preparing spells.

COPYING A SPELL INTO A RUNE COLLECTION

This functions as a normal spellbook save it does not cost money and takes twice as long. The rune caller must decipher the spell to be copied and develop a mnemonic using their runes.

REPLACING THE RUNE COLLECTION

It is very easy to replace a rune collection; all you need is something (stone, wood, or bone) to carve the runes into, carving tools, and eight hours. You can thus replace all the spells in your former rune collection. The difficulty lies in recalling the mnemonics as they rely on tactile sensations and visual clues. You can only place spells you have prepared into the new rune collection.

THE RUNE COLLECTION'S APPEARANCE

A rune collection is generally a bag or other container filled with the carved objects bearing the twenty-four runes of Runic. These runes are generally carved on stone, wood, or bone, but maybe cast into metal or made of some exotic material. Most rune callers fiddle with their runes while casting or hold them up for all to see.



RACES & RACIAL SUBTYPES

Playtesters: Audrey Bedwell, Katie Lay, Logan Rose, Elizabeth Sievers, David Windburn

The Lost Lands are home to many different peoples, elves, dwarves, humans, and halflings are only some of the many races that can be found there. There are odder races, such as the hirsute Neljis or the leonine Kalithid. Even the commonly known races, such as elves or gnomes, have many variants that have evolved both culturally and physically to be distinct from their better-known brethren.

GIANT-BLOODED

The Northlanders hate giants, especially in regions plagued by hordes of these monsters, such as Estenfird or Vastavikland. Yet, sometimes a union between a giant and a Northlander occurs (usually a giantess and a human male) and the result is the giant-blooded. Occasionally these abominations are born to two Northlanders, for it is said that the taint of giant blood corrupts for a dozen generations. However the unfortunate thing is conceived, it is usually killed at birth, for most Northlanders will not accept the shame of such an abomination. Still, some are allowed to live and find a place in Northlander society, though always at the fringes and never with full acceptance.

OUTCASTS BY SOME

Despite all this, having a giant-blooded warrior in your household, although seen as shameful, can be a great boon. These warriors are inhumanly strong and hardy, capable of breaking a shield wall on their own. Having someone about who can lift oxen is more than merely useful; it can also serve to intimidate rivals. Some jarls keep giant-blooded in their household as a sort of freak show, brining them out in order to impress guests, and allowing friends to insult or pester a caged or bound giant.

ACCEPTED BY THE COMPASSIONATE

In more kind and merciful communities, great care is taken to integrate the giant-blooded into society. This often takes the form of assigning a person, usually a close relative, to look after the giant-blooded and keep it out of trouble. Riding herd on a rage prone not terribly bright relative, especially one who can break most men like dry wood, is a thankless job whose only real reward is helping another to simply live. In these situations it is not unusual for the giant-blooded and his uncorrupted relatives to take to the whale road in search of adventure and the possibility to make a name for themselves.

MASSIVE

Giant-blooded are huge, often well over eight feet tall, hairy, brutish in body and mind, and prone to tempers and passions beyond that of other men. Their hair is coarse, as are their features, and birth defects such as cleft lips, missing or extra digits, enlarged foreheads, and other unsightly things are common. They are also not terribly bright as the giant blood seems to dim the intelligence of the human, producing individuals who have trouble with even the most mundane of tasks. Furthermore, the giant-blooded are not patient, giving into impulses and desires, often of a fell nature.

OFTEN WANDERERS

Giant-blooded adventurers do so for a variety of reasons. It is in their nature to wander and seek conflict, and the life of an aspiring hero permits just that. Those who have been mistreated often seek the means to escape, and taking to a wandering life with a band of like-minded fellows provides just that. The tempers and poor judgment that marks giant-blooded psychology often leads to accidents, something that forces even the most open minded communities to point to the road out of town. Finally, the bigotry that all giant-blooded experience on a daily basis tends to keep them on the move, constantly in search of a place they truly belong.

RACE TRAITS

Ability Score Increase. Your Strength score increases by 4 and your Constitution score increases by 2. However, both your Intelligence and Charisma scores decrease by 2.

Age. Giant blooded grow fast, reaching adult size by their fifteenth year. However, they also age rapidly, their massive bodies begin giving out at around thirty years and few live past the age of fifty.

Alignment. The giant-blooded tend strongly towards chaos and evil, though like any creature with free will they can be of any alignment. Even those who have learned to live in Northlander society are still wild and reckless, and thus chaotic, in their nature. Few godi, save for those dedicated to Loki, will include a giant-blooded in their congregation unless so ordered by their deity or jarl, or driven by feelings of kindness or pity.

Size. You stand 9-10 feet tall and weigh four hundred or more pounds. You are large sized.

Speed. You take long strides and have a move of 40 feet.

Long reach. You have a reach of 10 feet.

Big hands. You can wield a two handed melee weapon in one hand. If you manage to get someone to craft a weapon sized for your stature it inflicts +1d6 damage, and if it has the two-handed property you must use two hands to wield it. Such a weapon costs twice as much.

Just damn big. Any equipment, especially armor and shields, that is sized for you costs twice as much. If given armor by a class or background, you instead get its normal sized cost in hacksilver.

Low-light vision. You can see in dim light as if it were bright light.

Of human born. You count as both a humanoid (human) and a giant.

Languages. You speak Common and your choice of either Giant or Nørsk.

GREY APE

The grey apes of Smoking Mountain are one of the lesser-known races of the Lost Lands. They are only found on their tiny island, though there have been reports of colonies as far away as Ynys Cymragh and the lands boarding the Sangre Sea. Few grey apes leave to go on adventures, and those that do are trapped in a different time than all they know and love. Being a rare sight, grey apes tend to attract a lot of attention wherever they go.

BESTIAL BUT NOT SAVAGE

Grey apes might look like simian savages given their hirsute bodies, fanged faces, and generally snarling visages, however they are an intelligent and thoughtful people. Like any sapient race they can be caring and kind to each other, and like so many other races, they can

be cruel and vindictive towards their foes. Even so, the ape is not far from the surface, and when angry or threatened, grey apes are known to howl, pound their chests, and throw heavy objects.

PASSIONATE

The grey apes are known for their great passions, both positive and negative. A grey ape loves fully knowing no limit to what they will do for their beloved. Likewise, when driven by hate they hate with an all-consuming fire. This makes their warriors ferocious in battle and their scholars' single minded in purpose. To have a grey ape as a friend is to know that they will stand by you no matter what the world throws your way, but to have one as an enemy is a terrible thing for the grey ape will stop at nothing to see you brought down.

VARIED

The culture of the grey apes has evolved over time, and as their home island is trapped and slit between eras, this makes any two grey apes found elsewhere in the Lost Lands likely to be from very different cultures. A warrior from the tribes of the Years of Monsters is going to approach the world differently than a scholar who served the High King's court centuries later. This has made the reputation of the grey apes to be one of confusion, for strangers speak of the noble primitive and expect the erudite philosopher to be the same just because they are of the same race.

TRAPPED BETWEEN TIMES

Smoking Island is split into four distinct periods, an island not just in the sea but in time as well. Grey apes found away from their home might be from any of these four, and thus any two grey apes may speak very different forms of Althindu. Those that have left the Smoking Island are often tragic figures, they might never be able to go home again, and even if they did, they know the fate awaiting their island.

RACIAL TRAITS

Ability Scores. Your Strength score increases by 2, and your Wisdom score increases by 1.

Age. Grey Apes tend to live roughly the same lifespans as humans, reaching adulthood slightly at 20 years and expecting to live in to their 90s unless felled by injury or disease.

Alignment. Grey Apes, at least until the last years of the high king's rule, tend to lead a fairly chaotic life. The constant struggle with the jungle and each other, and during the Years of the Monsters various would be overlords, has left the Grey Apes with a very pragmatic approach to life that tends to look at outcomes rather than good or evil.

Size. You stand 6-7 ft. tall and weigh around 250 pounds, you are medium sized.

Speed. Your base walking speed is 30 ft., and you have a climb speed of 20 ft.

Darkvision. Within 60 ft. you see in darkness as if it were dim light, and dim light as if it were bright light. You can't discern colors, only shades of grey.

Fearsome Howl. As a bonus action you may utter a fearsome howl that discomforts your foes. When you do so, all enemies within 30 ft. of you that can hear you must make a Wisdom save with a DC equal to 8 + your Strength modifier + your proficiency bonus. Those that fail the save are frightened of you until the end of their next turn. You may do this once, and regain use of this trait following a short rest.

Furious Charge. As an action, you may move your full movement and make a single attack. When you do so, you attack with advantage.

Menacing. You gain proficiency with the Intimidate skill.

Powerful Jaws. You have fangs that you can use as an unarmed attack. This bite inflicts 1d6 + Strength modifier piercing damage. If you are restrained you do not suffer disadvantage when using your bite to attack.

Languages. You can speak Althindu, a language of hoots, howls, and guttural utterances. From the Era of the Three Kings on you can also read and write Althindu, but before that there is no written form of the language. Those that have left their home island can speak, read, and write Common.

HALF-OGRE

Rare outside of the city of Braktu and the Vanigoth tribes, half-ogres are often confused for rather large half-orcs. They are often prized by barbarian tribes, pit fight managers, and laborer foremen for their great endurance and strength, but often find it difficult to fit in to other aspects of society. Half-ogres who do not fit the stereotype of the large brute or who express talents in other directions often leave their homelands and take to adventuring in order to find the type of life they want. Even so, a half-ogre wizard or cleric can always fall back on their races' great physical prowess in a pinch.

LARGE AND IN CHARGE

Half-ogres are large, they are often nearly eight feet tall and weighing hundreds of pounds. Their physical prowess typically leads them to becoming the leaders of their tribes. This is especially true when half-ogres lead human or orc barbarian tribes. It is rare that a half-ogre is found among ogres as those brutes tend to drive out their weaker kin, but when they do the combination of greater intelligence (compared to ogres) and the mass of an ogre tribe creates an unstoppable force.

BRUTALLY CUNNING

As intelligent as any human or dwarf, half-ogres seem to take the best of both their parent's heritage. However, the ogre blood tends to make half-ogres cruel, impulsive, and violent. This leads to a brutal cunning that can surprise those who underestimate the mental abilities of these brutish creatures. Many look at the hulking physique and crude features of a half-ogre and miss the cunning and intelligent mind underneath.

RARE

Humans and ogres do not normally mate for obvious reasons. Even so, such pairings do happen from time to time. Half-ogres produce more half-ogres, and it is by this means that the race continues. Even so, due to their rarity outside of a few small areas most half-ogres reproduce with orcs, humans, and hobgoblins. Even so, half-ogres are fairly common in the Vanigoth tribes and many tribal leaders are half-ogres.

BROTHERHOOD OF SKULLS

There are strong links between the slavers and necromancers of the Brotherhood of Skulls, as well as the cult of Orcus, and half-ogres. Both these organizations operate in areas where half-ogres are common and value the combination of strength, intelligence, and violence that half-ogres bring. Because of this, as well as their ogre heritage, half-ogres are often persecuted in the neighboring lands.



RACIAL TRAITS

Ability Scores. Your Strength score increase by 4, and Constitution Score increases by 2, however your Wisdom and Charisma scores decrease by 2.

Age. Half-ogres can take a long time to grow up, a factor that limits their numbers in the rough and tumble of ogre tribes. They reach adulthood at around twenty years of age, and can expect to live eighty years. Many do not for their homelands are violent and dangerous.

Alignment. Their impulsiveness and ogre heritage tend to make half-ogres chaotic in nature. Those that are raised with care and love

can have any ethical stance, but many are selfish and cruel, tending towards evil.

Size. You stand at least seven feet tall (and might be a foot or more taller), and weigh three hundred or more pounds. you are medium sized.

Speed. Your base speed is 30 ft.

Big hands. You may wield a two-handed weapon in one hand. You may do so for a number of rounds equal to your Strength modifier, and regain expended uses of this trait following a short rest.

Darkvision. Within 60 ft. you see in darkness as if it were dim light, and dim light as if it were bright light. You can't discern colors, only shades of grey.

Large framed. When calculating encumbrance you count as a large creature.

Ogre blood. You count as both a human and giant.

Ogre weapon training. You are proficient with great swords,

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

KALITHID

The mighty lion centaur Kalithids once roamed the plains of the Irkainian Isthmus and Kalithid Peninsula. After a century of war against the Caliphate they were pushed first out of their peninsula and then out of the Isthmus. Fearing total extinction, the gathered tribes sued for peace, and the Caliph in his wisdom and mercy, granted it. The region at the south of the Irkainian Isthmus near the Büyük Dâğ Mountains was set aside for their use. Although not the richest part of the grasslands, the Kalithids accepted this as preferable to total loss. Today they are starting to expand, partially due to the change in how the government of Twin Princes of Peshtaria. The Kalithid's numbers are growing and they have been rewarded by the princes for their loyalty during the rebellion.

LEONINE

The Kalithid are sometimes called lion centaurs, though this is not strictly the case. Their torsos are humanoid, but their heads are distinctly feline with short muzzles, rounded ears, and fanged mouths. Males have a long mane of hair that forms a cloud around their head and trails down their backs, while females have thicker hair similar to the pelt on their lower bodies that extends from their scalps to cover their backs. Coarse hair covers the humanoid torso. The torso ends at a pair of hip like structures where it meets the lower leonine body. This lower body is much like that of a large leonine with four legs that end in clawed paws, and a short tail.

LONG OPPRESSED

For centuries the Kalithid fought against the Caliphate for possession of their ancestral lands. Defeated, they accepted forced removal to a reservation, but even then their suffering did not come to an end. The officials appointed to see to their needs, providing cattle, seed, and goods as part of the treaty, skimmed what they could and embezzled the rest. The result has been centuries of a squalid life on poor land, constant incursions by treasure seekers, and a slowly shrinking population.

A GROWING PEOPLE

Today the future of the Kalithid is looking brighter. A generation ago Prince Kamal took power in the province of Peshtaria and began a system of reforms, one of which replaced the parasitical officials overseeing the Kalithid with hard working bureaucrats who saw that the treaty obligations were fulfilled and the Kalithid lands were

properly protected. These changes were continued under the prince's twin children. When the Twin Princes revolted against the corrupt Caliphate the Kalithid sided with their benefactor's children, and following the rebellion's victory were awarded with greater freedom, more land, and improved treaty goods. This has led to two generations of growth and the Kalithid are now more populous than any time since they were defeated.

WANDERERS

The Kalithid had long been nomads, following game and their herds of cattle great distances across what is now Peshtaria. When they were defeated and confined to a reservation on poor land, these nomadic ways were curtailed. A tradition began where young Kalithid approaching adulthood would travel the reservation, a pale simulacrum of the great migrations their ancestors once enjoyed. With their reservation expanded and their numbers increasing, many youths have left the reservation to see the greater world. Many of these have been dispatched by their elders to find an unclaimed piece of land big enough for the entire race, or if not unclaimed at least easily taken.

RACIAL TRAITS

Ability Scores. Your strength score increase by 2 and your Wisdom score increase by 1.

Age. Kalithid grow slowly, reaching adulthood at around twenty years of age, and can expect to see ninety years before their bodies give out.

Alignment. Kalithid society is highly structured and based around close family ties between prides and clans. A great deal of ritual has developed to balance interactions between relatives and non-relatives, as well as Kalithids and other races. They also place an emphasis on the common good as opposed to personal power or gain. These two factors combine to form a tendency towards both lawful and good alignments.

Size. You are 5-6 feet tall and 6-8 feet long. You weigh upwards of 200 lbs. You are medium sized.

Speed. Your base speed is 35 feet.

Claws. Your limbs have sharp protractible claws. You may use these claws to make an unarmed attack, inflicting 1d6 + Strength modifier slashing damage. You may make a claw attack as a bonus attack, using either your hands or paws, but if you do so you may not add your Strength modifier to the damage.

Herders. Your people herd cattle and hunt other wild game. You are proficient with Animal Handling and Survival.

Keen Senses. You are proficient with the Perception skill.

Pounce and Maul. As an action, you may leap up to 20 feet laterally and five feet vertically to attack a target. When you do so you may make up to 3 claw attacks, or 2 claw attacks and an attack with a weapon in your hands. Doing so leaves you vulnerable, and all attacks against you until the start of your next turn gain advantage. You may do this once and regain use following a long rest.

Sprinter. You can move quickly over short distances. As a bonus action you may use the Dash action. You may do this once and regain use of this trait following a short rest.

Languages. You can speak, read, and write Common and Kalithid. Kalithid is a language of low growls, mews, and high-pitched vowels. Its written form is relatively new and did not develop until after the Kalithid were forced on to their reservation, and uses the same script as Caliphate.



KUAH-LIJ

These white skinned and haired creatures look much like a gnome that has been stretched out to human sized. Aliens to the Lost Lands, the Kuah-lij have come in their planar craft fleeing disaster. Their once great civilization was hit by a series of plagues and a rising ocean. Just as the Kuah-lij were turning their advanced magic-science upon the threat, aboleths rose from the deepest trenches of the sea and attacked. Today a stalemate exists on their home world, and many Kuah-lij travel the planes and planes of the universes in search of something that can help turn the tide, or just a safe place to hide out the end of their race.

ODDITIES

The Kuah-lij are rare in the Lost Lands and their unusual appearance is certain to go noted. While their features look like that of a gnome,

they are human sized. Their coloration is uniformly white or off-white; even their short fur-like hair is paler than old straw. Their clothing is equally likely to attract interest as they dress in styles and fashions unlike any found in the Lost Lands. Being strangers from a world where they were the only intelligent land dwellers, the Kuah-lij find the profusion of races in the Lost Lands equally odd, and terribly fascinating.

ONCE PEACEFUL EXPLORERS

Before the sea rose and the aboleth invaded the land, the Kuah-lij were explorers. Crossing the vastness between worlds in their magical ships, they visited dozens of worlds. They came in peace and to trade, as well as to delve in to the histories and cultures of the people they visited. All this came to an end when their own homes were threatened, and while many Kuah-lij are still peaceful minded, they all suffer under the strain of a losing war and the possible death of their race.

ORDERED SOCIETY

Kuah-lij culture is highly regulated from birth to death, and this regulation has only increased due to the danger they have found themselves in. Childcare specialists raise children in a communal crèche. At the age of 15 they are assigned a vocation based on a complex series of assessments and tests. They then study intensively until the age of 25 before they begin their adult lives. Before the attacks from the aboleths, Kuah-lij only spent ten months of the year working in their chosen vocation, the rest of the time they pursued the arts, exploration, magic, and science. Today, there seems to be more and more Kuah-lij who are chosen to be warriors, and the rest can no longer afford to take months off from their critical jobs.

DYING RACE

Their numbers already dwindled by disease and further reduced by the war with the aboleths, many Kuah-lij fear that their race's time has come to an end. For some this means that these are the last years to fight, the final battle so that they can die with honor. Others have fanned out across the cosmos in the hope of finding something that will stop the invasion from the sea. A few have simply given up, either dying at home as the flood waters rise, or fleeing for other worlds and forsaking their people.

RACIAL TRAITS

Ability Scores. Your Intelligence score increase by 2, and your Dexterity score increase by 1.

Age. Kuah-lij reach adulthood around 15 years of age, and at the height of their civilization could expect to live three centuries or more.

Alignment. Due to their ordered society most Kuah-lij are lawful. They were once almost universally good, but the stresses of the past few decades have caused some to go to any length to save their people, and others to cast aside all ethical concerns for simple survival.

Size. You are between five and six feet tall, and weigh around 145 pounds. You are medium sized.

Speed. Your base speed is 30 ft.

Magi-tech. You have a piece of magical technology from your homeworld. This item can generate the effects of a single wizard cantrip. It takes a bonus action to use the device, but the magic is in the device, not you, and if it is stolen or lost you would have to go home to get a new one. Intelligence is treated as the spellcasting ability for this device.

Gifted craftsman. You are proficient with one set of artisan's tools.

Magical sight. You can sense the presence of magic within 30 ft. as per the spell *detect magic*. This magical sense is hazy at best and does

not always work right. You may use this feature once and regain use following a short rest.

Studious. You are proficient in one of the following skill: Arcana, History, Investigation, Medicine, or Nature.

Languages. You can speak, read, and write Kuah-lij and Common.

NAGAJI

Rarely seen even in Libynos outside of the Kingdom of Nysala, the Nagaji are a race of snake people created by the ancient naga to serve as a slave race. Over the centuries handfuls of escaped slaves have managed to flee Nysala, though only one large community of free Nagaji can be found in the Lost Lands. Those that escape make their way to ports as far from Jaati as they can, and a small secret community of ex-slaves has formed on Nevalla Island.

OPHIDIAN FORMS

Like their naga creators and masters, the Nagaji have a distinctly ophidian form. Their torso are humanoid, though covered in scales, but both their lower extremities and their heads are very snake like. They have two arms that end in five fingered hands, but instead of legs they have a long, powerful serpent's body. This gives them great strength and the naga often use Nagaji as beasts of burden as well as servants and warriors.

CREATED BY THE NAGA

Eons ago a group of powerful naga fused human and snake to create the first Nagaji. For generations these progenitors of the Nagaji race were mere beasts, but in time careful manipulation of their lineages produced an intelligent, if sometimes belligerent, race capable of serving the naga of Nysala. The Nagaji are capable of reproducing themselves, and the naga continue to tinker with their slaves to breed specific lineages, most often for color or pattern of scales. So far none of the naga slave breeders has managed to create a more docile Nagaji.

SLAVES OF NYASLAN

In the kingdom of Nysalan Nagaji performs all work. The naga barely lift their heads, instead having their slaves to fetch and carry, build and lift, pull carts and plows, work the fields, make the wine, and fight the wars. Lacking arms themselves, the naga have come to rely on the Nagaji to perform nearly every task for them. Even the lowliest of naga has slaves to turn the pages of books, dress them, carry them around on palanquins or drawn carts, and stand vigil while they sleep.

FREE NAGAJI MOVEMENT

The naga use brutality, tradition, and their own mystical powers to keep their slaves in bondage. Even so, every generation sees the threat of a Nagaji uprising. These are put down with much bloodshed, and many naga believe that the best way to handle slaves is to regularly kill and replace them. Despite this, and because of it, a free Nagaji movement has begun. It grows in fits and starts as slaves escape and meet each other in the wild, word gets passed from one Nagaji to another, and the wandering camps of free Nagaji move in response to save hunters from Nyaslan.

Ability Score Increase. Your Strength scores increase by 2, and your Intelligence score increase by 1.

Age. From hatching, a Nagaji achieves adult size in roughly ten years. Many die of abuse or because their masters have passed

before they reach their thirtieth year, but free Nagaji can live for two to three centuries.

Alignment. Generations in bondage have given the Nagaji a strong habit of law and order, or at least a willingness to follow orders to avoid punishment. Many see the evil of their race's treatment but are unable to do much about it. Others fight against their former masters. Neither tend to concern themselves with moralizing about their actions, survival or freedom are of paramount importance.

Size. You are 8-9 feet long and when coiled stand around six feet tall. Your body is strongly muscled and dense, you weigh around 200 pounds. You are medium sized.

Speed. You slither along at 30 feet.

Coiled spring. As a bonus action, you can coil your serpentine body beneath you and launch yourself in to the air. When you do so you double the distance you can jump.

Endurance. Your powerful frame allows you to carry heavy burdens. For purposes of endurance or calculating how much you can lift or pull, you count as large sized.

Slither. As a bonus action, you can lay yourself out horizontally on a surface and make full use of your serpentine body. When you do so, your speed increase by +10 feet until the end of your next turn. This is tiring, and you can only slither for a number of turns equal to your Constitution modifier (minimum 1). You regain use of this feature following a short rest.

Trained. Your naga masters trained you for a particular task. You are proficient in two skills or tools of your choice.

Poison fangs. You have a pair of fangs and poison glands that you can use to make a melee attack. If you hit, you inflict 1d4 piercing damage and the target must succeed at a Constitution save equal to your 8 + your Strength modifier + your proficiency bonus or suffer 1d6 poison damage and gain the poisoned condition until the end of their next turn. It takes time for your poison glands to refill, and you can only do this once. You regain use of this feature following a long rest. Naga of any kind are immune to this poison.

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

NELJIS

Natives of the wilderness of Hawkmoon, the Neljis are a diminutive race of hirsute forest dwellers. Their society is matriarchal and poorly understood by outsiders. They are intrinsically linked to their forest and draw strength from the tree themselves. Mostly, Neljis keep to themselves, but a few youths leave every decade to seek adventure in the outside world.

FOREST FOLK

The Neljis are not just forest dwellers; they draw physical and spiritual strength from the trees themselves. Underneath the forest canopy they can heal from grievous injuries, conjure up magics, and call upon their forest allies. Few Neljis leave their forest homes, and those that do feel a constant calling to go and run beneath the nearest stand of trees.

LEAD BY NURTURERS

Neljis form small tribes that are lead by magic using Nurturers. These matriarchs guide their people for only a thirty moons before handing off the job to another, thus keeping the near total power of a Nurturer in check. Most often Nurturers are spellcasters, usually druids, but mighty warriors and cunning sorcerers can be found among their number. The nurturers of the tribes gather together to form the Council of Abundance, which oversees the needs of the race as a whole.

MASTER CRAFTSMEN

Despite living in primitive conditions, the Neljis are master workers of wood and leather. They are known as the finest carpenters in Hawkmoon, though they only make items they would normally use such as tools, sculptures, jewelry, and hunting weapons. Their scrolls are said to be of the finest quality and are much prized by wizards throughout the Lost Lands, both for their use in crafting spell scrolls and as pages for spellbooks.

HUNTERS

While it is the Nurturers who lead the tribes of the Neljis, it is the hunters who hold the highest social positions. A hunter who is bold yet humble, skilled yet wise enough not to overhunt prey, and brings in the finest game is afforded the greatest respect. Those few who have faced extraordinary prey, giant animals and monsters, find their names immortalized among their people.

RACIAL TRAITS

Ability Scores. Your Dexterity score increases by 2, and your Wisdom score increases by 1.

Age. Neljis age much as humans do for the first fifty or so years of life, reaching adulthood at around sixteen. After reaching fifty years of life they age much slower, living to two centuries before their bodies give out.

Alignment. The Neljis have an ordered society that goes to great lengths to tend to its peoples and lands needs, making them both lawful and good.

Size. You stand between four and a half and five feet tall, and weigh around 115 pounds. You are medium sized.

Speed. Your base speed is 30 feet.

Feral magic. You know one druid cantrip of your choice. Wisdom is the spellcasting ability for this cantrip.

Embrace of the Trees. If you are in a natural forested or wooded setting, when you take a long rest you add your Wisdom modifier to any hit points you recover through the expenditure of hit dice.

Hunter. You are proficient with the Stealth and Survival skills, as well as the atlatl.

Low-light vision. You can see in dim light as if it were bright light.

Languages. You can speak, read, and write Common and Neljium. Neljium is a language of chirps, chitters, and growls, but has many subtle complexities.

RATFOLK

Although found across the Lost Lands in subterranean lairs such as those beneath the Xaojing Mountains or the Impossible Peak, in Jabarti, ratfolk also make up sizeable populations of such grand cities as Bard's Gate and Castrohage. Those coming from the 'wilds' beneath the surface tend to be a more feral and savage bunch that bears little in common with their urbanite king other than general form. Despite these differences, many are prejudiced against the ratfolk and blame them for wererat attacks, plagues, and crimes.

INHUMAN FORM

Ratfolk have slightly hunched bodies that have a general humanoid form but whose features are distinctly rodent like. Their heads have long whiskered muzzles that sport a pair of sharp incisors, large round ears, and small beady eyes. Most of their bodies are covered in short fur that ranges from white to black, with browns and reddish-browns

being the most common. They have very human like hands, but their feet are more paw like than foot like. Their tails are usually hairless and very flexible. This appearance is close enough to the hybrid form of wererats that many confuse ratfolk for the former.

RAPID GROWTH

Ratfolk grow to adulthood quickly, breed wildly, and produce twins and triplets with a far greater frequency than humans. Their populations tend to grow as rapidly as their bodies, reaching unsustainable numbers in a few decades. When the crowding and competition for resources becomes too great, wild ratfolk tribes invade their neighbors. If they win they have expanded their living space and resources, if they fail their numbers are reduced. Urban ratfolk simply send their excess youths to another part of town or a different city, and ratfolk enclaves tend to sprout up along the trade routes passing through Bard's gate and Castrohage.

WILD TRIBES

The wild ratfolk tribes live in subterranean warrens beneath many of the major mountain ranges of the Lost Lands. There they battle with dwarves, gnomes, goblins, and other subterranean races, often living in a state of perpetual warfare. Their numbers are so great and replenish themselves so quickly that a wild tribe is difficult to destroy. This is especially problematic for the dwarves and gnomes neighboring wild trine warrens for their own populations grow so slowly.

GUTTER DWELLERS

The urban ratfolk clans tend to be smaller than their wild brethren. They do not war with their neighbors, even though they often suffer whenever a plague or wererat incursion occurs. Often relegated to the sewers and slums of their home cities, urban ratfolk eek out whatever life they can. Often they work odd jobs or if particularly skilled, rise to the ranks of low to mid level artisans. Many guilds will not admit them, thus forcing ratfolk artisans to produce lower quality goods for their impoverished neighbors. While they have a reputation for criminality, not all ratfolk turn to a life of crime. In fact many thieves' guilds are just as prejudiced as artisan guilds and will not accept ratfolk.

RACIAL TRAITS

Ability Scores. Your Dexterity score increase by 2, and your Wisdom score increase by 1.

Age. Ratfolk reach adulthood by age 8. If they do not die from warfare or accident they can expect to live to see forty years, with the eldest ratfolk on record reaching fifty-two years of age.

Alignment. Ratfolk live chaotic lives with little order other than bonds of tribe or clan. Even then there are few taboos that limit their actions. Most ratfolk are more interested in survival than ethical concerns, but they also understand that the group is more likely to survive if individuals do their share. Selfishness is rare among the ratfolk, as is evil.

Size. You stand 4-5 feet tall and weigh around 65 lbs. You are medium sized.

Speed. Your base speed is 30 feet and you have a climb speed of 30 feet.

Darkvision. Within 60 ft. you see in darkness as if it were dim light, and dim light as if it were bright light. You can't discern colors, only shades of grey.

Disease Resistant. You have advantage on saving throws against disease, or any effect or attack that inflicts poison damage or causes the poisoned condition.

Natural Weapons. You have sharp claws and teeth that you can

use to make an unarmed attack. This attack inflicts 1d4 slashing or piercing damage, depending on if you are using your claws or teeth.

Subrace. Choose city ratfolk or wild tribe

Languages. You can speak, read, and write Common as well as one language of your choice.

CITY RATFOLK

City ratfolk live lives much like their neighbors. Often forced in to the slums and sewers of a city, these ratfolk are consummate survivors. Often they made treasures out of the scraps that people throw away, make themselves useful by being night soil collectors, or otherwise earn a disreputable but honest living. Even so, most know a thing or two about criminal activities, if not from hearsay and rumor, than firsthand.

Sneaky. You are proficient with the Sleight of Hand and Stealth skills.

Pearls from Sow's Ears. You know how to make the most out of nearly any material, from turning scraps of food in to nutritious (at least for ratfolk) food to making weapons and tools from junk found lying around. During a long rest you may spend an hour searching for and processing scraps. You can find enough food for one person for one day (mind you it is of ratfolk quality and you are resistant to disease), or a single tool, weapon, piece of equipment, or suit of armor. Any items you create this way are makeshift at best and fall apart if you ever roll less than a 10 when making an ability check or attack roll with them.

WILD TRIBE

The wild ratfolk tribes are in constant struggle with other subterranean races. This struggle defines their cultures and their lives, every ratfolk is born to fill the ranks and replace those lost in the last battle. Victory merely means that the next war might be delayed for a while, but population pressures will one day drive the tribe to seek more land and resources.

Swarm Tactics. If you are adjacent to an ally, you gain advantage on all attack rolls.

Sneaks in the Dark. You are proficient with the Stealth and Survival skills.

TROLL BLOODED

As rare as giant-blooded are, the troll-blooded are even more so. Few interactions between humans and trolls are of any nature other than killing and eating, and thus almost never produce troll-blooded offspring. Still, it does happen, and like giant blood, troll blood corrupts for generations, meaning that two humans can produce a troll-blooded child. The fruits of these unions are even more cursed than the giant-blooded, for if there is anything the Northlanders hate more than giants, its trolls.

SAVAGE SHAPE

Troll-blooded are feral, savage, creatures, at least in appearance if not in behavior. They are tall, but not much taller than most men, and have a hunched posture. Their skin is greasy and tends towards a greenish tint, their hair is straight and black, and their eyes range from red to blue. Like their troll relatives, the troll-blooded have long limbs and short torsos; in fact their hands easily reach to their knees when standing. These hands grow long talon like nails that can rend steel. It is the face that is the most troll like, having a long, narrow nose, high cheekbones, and a mouth filled with sharp teeth. Despite these inhuman features, most troll-blooded retain some signs of their human heritage, usually in their facial expressions or as a glint of intelligence in their eyes.

ALWAYS HUNGRY

Most troll-blooded are killed at birth, sometimes out of raw prejudice, though sometimes out of misguided thoughts of mercy. Those that are allowed to survive must face not just the hatred of their neighbors, but also an all-consuming drive to eat. Troll-blooded are always hungry, and due to their denture and digestive systems, they need to consume far more meat than anything else. This makes keeping a troll-blooded fed throughout the long winters a daunting task, for he will eat something, and a troll-blooded driven into the depths of hunger will be hard pressed to eat meat that is socially acceptable. True, they can consume carrion, but fresh meat is what a troll-blooded desires the most. Settlements that host troll-blooded over the winter often find that by spring they have a dearth of rats, cats, and dogs, assuming that the livestock hasn't already been pillaged.

DISFAVOR OF THE GODS

One of the greatest prejudices suffered by the troll-blooded is that no godi will willingly take one into his congregation. Occasionally a troll-blooded who has proven himself might receive the blessings of the gods from a godi, but such a troll-blooded and such a godi are extremely rare. Not even Loki looks with favor on a troll-blooded, much less the more popular gods such as Thor and Odin.

HERO OR OUTCAST

Troll-blooded becomes adventurers largely in order to find an outlet for their drives to violence and eating. Heroes eat well, no matter what race they are, and are afforded at least a modicum of respect (in the case of troll-blooded that means they do not get attacked on sight). Some troll-bloods are taken into the halls of jarls to serve as disposable shield-wall breakers, and when they survive the fury of the spear din are elevated to leaders of bands of desperate men sent against enemy shield-walls, palisades, and ramparts. Often times, troll-blooded find themselves driven out of their homes by prejudice and take to the wilds, where they either live a lonely existence or fall in with other outcasts, outlaws, or wanderers.

RACE TRAITS

Ability Score Increase. Your Strength score increases by 2 and your Constitution score increases by 2. However, both your Intelligence and Charisma scores decrease by 2.

Age. Troll-blooded can grow quickly if given enough food, and that can be a lot of food. They can reach adulthood at 13 years, and continue to grow for their short thirty-year lifespan. A very well fed troll blooded might even grow to over nine feet tall.

Alignment. Most troll-blooded tend towards chaotic and evil, though individuals may be of any alignment. Even those that are not evil are rarely neutral, much less lawful in outlook. Troll-blooded heroes in the legends of the Northlanders (and there are only two) were chaotic good in alignment.

Size. You stand 7-8 feet tall and weigh upwards of 300 lbs. You are medium sized.

Speed. Your speed is 35 feet.

Darkvision. You can see in dim light within 60 ft as if it were bright light, and darkness as if it were bright light. You can't discern color in darkness, only shades of grey.

Claws. You have sharp claws that give you an unarmed attack that inflicts 1d6 slashing damage.

Eat anything. You can consume any organic matter and are immune to ingested poisons. You are resistant to poison damage.

Ferocity. If reduced to 0 hp you may immediately recover 1d6 hp. You

may do this once and regain use of this feature following a short rest.

Fire sensitivity. You are vulnerable to fire damage.

Of human born. You count as both a humanoid (human) and a giant.

Languages. You speak Common and Nørsk, but can neither read nor write.

DWARF, ANKHURAN

According to some scholars the Ankhuran were the first dwarves and all other subraces of dwarves have evolved to fit new environments. If this is true the Ankhuran do not say for they are a secretive people. Little is even known about their religion, though it is said that they worship a single god, Masakhan. Despite this secretive nature, they are far from isolationist, and are closely allied with the Jaata of Gstang and the Xi'en Hegemony. They have sent warriors and stone-scholars to both allies to aid them in their defense.

ARCANE MASTERS

The Ankhuran are one of the oldest races in the Lost Lands, though they refuse to speak of their origins and answer any inquires with a simple, "we have always been here". In that time they have amassed much lore, especially that of the mystical workings of the universe. It is this mastery of the arcane, and the elder secrets that the stone-scholars keep hidden away, that helped to defeat the Oni King and bind him away for, hopefully, eternity.

SECRETIVE

There are few known entrances to the land of the Ankhuran, and even those are carefully hidden and guarded. They do not like strangers to come to their kingdom beneath the Xaojing Range, though they are not standoffish. The Ankhuran are happy to deal with humans and other surface dwellers, provided that their allies respect the Ankhuran's privacy and meet them on the surface.

RACIAL TRAITS

Ability Scores. Your Intelligence score increases by 1.

Ancient lore. You gain proficiency in the Arcana and History skills.

Languages. You can read, speak, and write Ankhuran and Common. Ankhuran is similar in both speech and script to Dwarven, but has enough major differences to make the two languages mutually unintelligible.

DWARF, SAND

The Qazami, also known as the sand dwarves of Libynos, are an offshoot of the dwarven race that has spent millennia in their desert homes. They have no kingdoms, preferring to live in small clans that dig deep under the desert sands in a constant quest for water and wealth. The two are intricately linked in Qazami culture, the most common greeting is, "have you had water today?" and a true sign of wealth is to have soft plush skin.

WATER IS LIFE

Water is everything to the Qazami. Their bodies are thin by dwarven standards, largely because water is the basis of their economy thus many Qazami drink as little as they need. Each family in the clan has its ancestral cistern that it guards as closely as other dwarves guard

their gold. Transactions are conducted through water stones; small carven stones each worth one cup of water. This wealth of water is often traded to outsiders, though never in a quantity that endangers the clan.

DESERT ADAPTED

The sand dwarves have a desiccated, even dry appearance. Their skin tends to hang in folds and their eyes are bloodshot. When they have enough water they are as robust as their dwarven brethren and can swell to three or even four times their normal size if given free access to unlimited water supplies, but most Qazami prefer to carefully ration their water. Their clan holds lie deep under the sands in bedrock and often are situated near underground water supplies. Where other dwarves tunnel with pick axe through stone, the Qazami have evolved scoop like hands and feet that allow them to move loose sand with ease.

Ability scores. Your Dexterity score increase by 1.

Burrowing. You can use your scoop like hands and training to move through sand and loose soil with ease. You have a burrow speed on 15 feet.

Desert weapon training. The Qazami do not dig as deeply as their brethren do and must often face down foes on the desert surface. You are proficient with the light crossbow, heavy crossbow, axe, and battleaxe.

Sandcunning. Your life has been spent beneath the desert sands. While your clan dwells in the deep bedrock, you still have to pass form there to the surface and negotiate the shifting terrain of the open desert. Whenever you make a Wisdom (Survival) check that relates to desert conditions, stability of sand formations, or finding water you are considered proficient in the skill and may add your proficiency bonus twice to the roll.

DWARF, STREET

Found in cities across the Lost Lands, but most notably in Bard's Gate, Castrohage, and Swordport. They differ from their kin in that they have adapted to an urban life among other races. Street dwarves moved to the cities generations ago following a Dwarven god of travel. Since that time they have adapted and spread, and most urban areas support at least a branch of one of the great street dwarf clans.

URBAN EVOLVED

Street dwarves are do not have as robust of a build as their mountain and hill dwelling kind. In comparison, they are far more agile. They still have a great deal of stamina and seem to be resistant to the many diseases that plague city life. Their bears are kept short and often highly decorated, and their dress fits the greater local population but with a certain dwarven flair. Street dwarves navigate the hazards and take advantage of the opportunities of city life as if they were born to it, which in a sense they were.

SHREWD TRADERS AND CRAFTSMEN

For the most part street dwarves fill the role of merchants and craftsmen in the cities that they live. Their clans can span across cities and nations, providing easy networks to move goods through. The natural dwarven aptitude for craftwork is not lost to them, though they do not tend to reach the heights of their mountain dwelling relatives.

RACIAL TRAITS

Ability Scores. Your Charisma score increases by 1.

Brawler. You are used to the rough scrum of a back alley brawl. Your unarmed attacks inflict 1d6 bludgeoning damage.

Streetwise. You have advantage on Insight, Investigation, Perception, Persuasion, and Stealth checks when in an urban environment. This replaces the Stonecunning trait that dwarves normally get.

Traders. You are proficient in the Insight and Persuasion skills.

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

ELF, GREY

Grey elves are the eldest of the elven races, the first ones to come to Boros from their home on a distant plane. Mostly they stay to their kingdom in the Emerald Mountains or take long sojourns to the lands of the Fey. Rarely, they will disguise themselves as a wild or high elf and go out in to the world to see new sights or visit their distant kin.

ELDEST OF ELVES

The grey elves are the eldest of the many races of elves, as evident by their close affinity to the Fey, their longer lifespans, their slower birth rate, and their appearance. Where a human may see a high elf as a slender being of alien beauty, the high elves look upon their grey kin and see the ethereal lightness of the Fey. Grey elves are tall and slender to the point where they appear more as wisps than flesh and bone, radiate a slight glow from their skin of silvered alabaster, and their features are so fine and straight edged that one fears to cut one's hand upon their cheeks.

CLOSER TO THE FEY

The relationship between the most elven subraces and the fey is complex, but to the grey elves there is little difference. They see themselves as part of the Fey and the Fey lands, but living in the real world only part time. Many grey elves spend large portions of their lives among the Fey, and their mindset shows it. Grey elves that have tarried too long in the lands of the Fey are capricious, curious, precise in speech, and given to strange thoughts and notions.

RACIAL TRAITS

Ability Scores. Your Charisma score increase by 1.

Elf weapon training. You have proficiency with the longsword, shortsword, longbow, and shortbow.

Fey magic. You can fade out this reality and partially into the lands of the fey. As a bonus action, you can fade between worlds, appearing less substantial in one while appearing in the other. This condition lasts until the end of your next turn. While fading, you gain resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons, and may pass through physical objects and creatures as long as you do not end your movement inside an object or creature. Any movement you make while fading out does not draw an attack of opportunity. While fading, you are visible both in the world and in the lands of Fey and may interact with both, and become prey to creatures from either side. You may do this once, and regain use of it following a long rest.

Languages. You can speak, read, and write Elven and Common. The Elven spoken by grey elves has a different accent than that spoken by their brethren, and includes both a greater frequency of archaic words as well as fewer loan words from younger races.

ELF, NÜKLANDER

Beginning at Neiuburg in Estenfirð and reaching north to the Endless Glacier that marks the edge of the world lays the land of the Nûk, Nûkland. The Nuklanders are a different race than the human Northlanders, a race that foreigners would describe as elven. The average Nûklander is short, slender of build, and dark of skin and hair. They have long faces with small, broad noses, pointed ears, and eyes possessing slightly folded lids. Nûklanders have a second eyelid that seems to serve to protect the eye from the sun and cold, but also gives them the look of perpetually staring (Nûklander rarely blink).

USED TO THE COLD

Despite their slight build, Nûklander do not suffer from the great cold of their icy homeland, indeed, they tend to not feel the cold at all. This is because of the Heart Glow, an inherently magical feature of the Nûklander, and a major part of their history as a people. The Heart Glow acts to constantly warm Nûklander from the inside. Every Nûklander is born with the Heart Glow and loses it when they die. Normally the Heart Glow cannot be seen, but it can be felt through the Nûklander's skin as distinct warmth. When emotionally moved, the Heart Glow can be seen through a Nûklander's chest, the level of radiance increasing with the strength of the emotion. Each Nûklander emotional response, and thus the light of their Heart Glows, varies, but is normally love, anger, appreciation of beauty, shame, sorrow, rage, or in some rare cases, lust and greed (Nûklander PCs should list two or more emotions that cause their Heart Glow to light up).

PEOPLE OF THE REINDEER

The Nûklander are hunters and herders of reindeer, supplementing their diet with wild gathered plants. They are nomadic, traveling as far south as Three Rivers in the winter and heading to the edge of the Endless Glacier in the summer. In addition to providing food and hides, their reindeer are also used as mounts and beasts of burden. Many of the tribes follow a migration route that takes them along the coast, and there they prey on seals, walruses, and other sea life that spends its summer on land.

RACE TRAITS

- Ability Score Increase.** Your Constitution score increases by 1.
- Speed.** Your speed is 40 ft and you are not hampered by difficult terrain caused by snow or ice.
- Nûk war training.** You are proficient with scimitars, short bows, and spears, and with riding reindeer.
- Hunter.** You have proficiency in Survival and Stealth.
- Used to the cold.** You are resistant to cold damage.
- Languages.** You speak Nûklander and Nørsk. There is no written form of Nûklander.

GNOME, ICE

Known as the Barbegazi, the ice gnomes hail from the village of Quawnot on Libynos. Few leave their glacial home, but those that do exhibit the usual gnomish traits of intense curiosity and naïve wanderlust. These glossy white skinned gnomes sport impressive shocks of blue-white hair that resembles icicles. They have adapted to their cold homes and hardly notice that they live in buildings made of ice or that the chill wind cuts through the clothes of other races.

CHILLY

To say the Barbegazi are used to the cold is an understatement. Even in a full-on blizzard they can be founding short sleeves. They move across the ice as if it were solid ground, sit on ice carved furniture as if it were a feather mattress, and seem impervious to even the bitterest temperatures. In their isolated villages and towns they hunt seals, walrus, and polar bears, cut holes in the ice to fish, and enjoy many games. One of these involves slinging round stones down the ice and scoring points based on whose rock hits whose.

TRICKSTERS

Few who have spent time with the Barbegazi have avoided suffering from their pranks. Often these are not dangerous, just embarrassing, but the ice gnomes sometimes forget that others are not immune to the cold. A buttocks frozen to a chair is embarrassing and painful, the laughing ice gnome just makes it worse. In defense of their homes the Barbegazi turn this tendency towards pranks to lethal effect, creating traps out of their icy home that burry intruders under tons of snow or toss them into bottomless ravines.

Ability scores. Your Constitution score increases by 1.

Ice magic. At 1st level you can cast the *ray of frost* cantrip. At 3rd level you can cast the *fog cloud* spell once per day. When you reach 5th level, you gain the ability to cast the spell *hold person* once per day. Your Charisma is your spellcasting ability for these spells.

Cold tolerant. You are resistant to cold damage. However, you are vulnerable to fire damage.

Snow walk. You can move across and climb icy or snowy terrain without needing to make an ability check. Furthermore, you do not treat icy or snowy terrain as difficult terrain.



SPELLS

With Additional material by Richard Pett and Bill Webb

The following spells are rare even in the Lost Lands, but can be found in the hands and minds of secret societies, forbidden cults, musty librarians, and other fringe folk.

NEW SPELLS BY LIST

CLERIC

1ST LEVEL

Putrefy Food and Drink

2ND LEVEL

Undead Servant

4TH LEVEL

Wall of Air

5TH LEVEL

Wall of Water

6TH LEVEL

Plague of Frogs

DRUID

1ST LEVEL

Moonlight

3RD LEVEL

Meld into Ice

Tongue of the Frog

4TH LEVEL

Wall of Air

5TH LEVEL

Wall of Water

6TH LEVEL

Plague of Frogs

PALADIN

3RD LEVEL

Bind

RANGER

1ST LEVEL

Moonlight

3RD LEVEL

Meld into Ice

Tongue of the Frog

SORCERER

2ND LEVEL

Fiendish Servant

Undead Servant

3RD LEVEL

Conjure Lesser Fiend

4TH LEVEL

Conjure Fiends

Conjure Lesser Undead

Wall of Air

Wall of Corpses

5TH LEVEL

Conjure Undead

Manufacture

Wall of Water

WARLOCK

1ST LEVEL

Putrefy Food and Drink

2ND LEVEL

Fiendish Servant

Mucus

Undead Servant

3RD LEVEL

Hungering Shadows

Conjure Lesser Fiend

Tongue of the Frog

4TH LEVEL

Conjure Fiends

Conjure Lesser Undead

5TH LEVEL

Conjure Undead

WIZARD

2ND LEVEL

Fiendish Servant

Undead Servant

3RD LEVEL

Conjure Lesser Fiend

4TH LEVEL

Conjure Fiends

Conjure Lesser Undead

Wall of Air

Wall of Corpses

5TH LEVEL

Conjure Undead

Manufacture

Wall of Water

NEW SPELLS

BIND

3rd-level evocation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 hour

You throw mystical bonds upon one creature you can see within range. The target creature must succeed at a Dexterity save or become restrained by the mystical bonds, requiring an action and a successful Strength save to break free. The creature may not use teleportation, planar travel, or other similar effects to escape the bonds, but may act normally within the restrictions of the restrained condition. If the creature breaks free the spell ends.

If while bound the target creature attempts an attack roll, you may use your reaction to inflict 2d6 bludgeoning damage on the creature. While the creature is bound, you may use a bonus action to mentally command the bindings to release the creature, or to tighten and inflict 1d6 bludgeoning damage. You may also command the bonds to move the creature up to 30 feet; this does not take an action. A creature that is reduced to 0 hp while in the bonds immediately stabilizes.

CONJURE LESSER FIENDS

4th-level conjuration (ritual)

Casting Time: 1 action

Range: 40 feet

Components: V, S

Duration: Concentration, up to 1 hour

You summon a lesser form of fiend to appear in an unoccupied space within range. These fiends come from somewhere in the lower planes, and return when the spell ends. Choose one of the following options:

- One fiend of challenge rating 2 or lower
- 2 fiends of challenge rating 1 or lower
- 4 fiends of challenge rating 1/2 or lower
- 8 fiends of challenge rating of 1/4 or lower

The fiends remain until the duration of the spell ends, and any undead summoned disappears when reduced to 0 hit points.

The summoned fiends are friendly to you and your allies. Roll initiative for the fiend as a group, though each has its own turns. They obey any verbal commands you issue them. If you do not issue them any commands, they defend themselves from hostile creatures, but take no other actions.

At higher levels. When you cast this spell using a higher level spell slot, you choose one of the summoning options above, but more creatures appear; three times as many with a 7th level slot, and four times as many with a 9th level slot.

CONJURE FIENDS

5th-level conjuration (ritual)

Casting Time: 1 action

Range: 40 feet

Components: V, S

Duration: Concentration, up to 1 hour

You summon fiends to appear in an unoccupied space within range. These fiends come from somewhere in the lower planes, and return when the spell ends. Choose one of the following options:

- One fiend of challenge rating 4 or lower
- 2 fiends of challenge rating 3 or lower
- 4 fiends of challenge rating 2 or lower
- 8 fiends of challenge rating of 1 or lower

The fiends remain until the duration of the spell ends, and any undead summoned disappears when reduced to 0 hit points.

The summoned fiends are friendly to you and your allies. Roll initiative for the fiend as a group, though each has its own turns. They obey any verbal commands you issue them. If you do not issue them any commands, they defend themselves from hostile creatures, but take no other actions.

At higher levels. When you cast this spell using a higher level spell slot, you choose one of the summoning options above, but more creatures appear; three times as many with a 8th level slot, and four times as many with a 9th level slot.

CONJURE LESSER UNDEAD

4th-level necromancy (ritual)

Casting Time: 1 action

Range: 40 feet

Components: V, S

Duration: Concentration, up to 1 hour

You summon a lesser form of undead to appear in an unoccupied space within range. These undead come from the host of dead that lie beneath the soil in nearly any place in the world. Choose one of the following options:

- One undead of challenge rating 2 or lower
- 2 undead of challenge rating 1 or lower
- 4 undead of challenge rating 1/2 or lower
- 8 undead of challenge rating of 1/4 or lower

The undead remain until the duration of the spell ends, and any undead summoned disappears when reduced to 0 hit points.

The summoned undead are friendly to you and your allies. Roll initiative for the undead as a group, though each has its own turns. They obey any verbal commands you issue them. If you do not issue them any commands, they defend themselves from hostile creatures, but take no other actions.

At higher levels. When you cast this spell using a higher level spell slot, you choose one of the summoning options above, but more creatures appear; three times as many with a 7th level slot, and four times as many with a 9th level slot.

CONJURE UNDEAD

5th-level necromancy (ritual)

Casting Time: 1 action

Range: 40 feet

Components: V, S

Duration: Concentration, up to 1 hour

You summon undead to appear in an unoccupied space within range. These undead come from the host of dead that lie beneath the soil in nearly any place in the world. Choose one of the following options:

- One undead of challenge rating 4 or lower
- 2 undead of challenge rating 3 or lower
- 4 undead of challenge rating 2 or lower
- 8 undead of challenge rating of 1 or lower

The undead remain until the duration of the spell ends, and any undead summoned disappears when reduced to 0 hit points.

The summoned undead are friendly to you and your allies. Roll initiative for the undead as a group, though each has its own turns. They obey any verbal commands you issue them. If you do not issue them any commands, they defend themselves from hostile creatures, but take no other actions.

At higher levels. When you cast this spell using a higher level spell slot, you choose one of the summoning options above, but more creatures appear; three times as many with a 8th level slot, and four times as many with a 9th level slot.

FIENDISH SERVANT

2nd-level conjuration (ritual)

Casting Time: 1 action

Range: 60 feet.

Components: V, S, M (a pinch of sulfur and a drop of blood)

Duration: 1 hour

You summon forth a minor fiendish creature from the nether planes. This creature is under your command for the duration of the spell and will obey your commands, though it tends to obey the letter rather than the intent. The fiendish servant has AC 15, 15 HP, a Strength of 3, speed 30, and can't attack. The fiendish servant can turn invisible, and has an effective Arcana, History, Perception, and Stealth bonuses of +6. If it is reduced to 0 HP it disappears back to its home plane, ending the spell.

Once on your turn, you may use a bonus action to direct the fiendish servant to perform a task. It can move any distance from you. It is capable of performing any task a creature can that does not involve an ability or skill check. It can fetch things, clean, mend, light a fire, or any other task a human servant could.

Additionally, you may command your fiendish servant to do one of the following:

Spy upon a single creature. The Fiendish servant will do its best to use its skills to locate and observe the target from a hidden vantage point. It will continue to watch the target until recalled, a specific amount of time has passed, or the duration of the spell ends.

Use its innate magic to cast one of the following spells, giving the information gleaned from the spell to you: *comprehend languages*, *detect evil and good*, *detect poison and disease*, *detect magic*, or *identify*. If it uses its innate magic in your service the fiend returns to its home plane when the duration of the spell it cast or this spell ends, whichever is first.

Use its skills to your benefit, for example answering a question using Arcana or History.

HUNGERING SHADOWS

3rd-level conjuration

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (a drop of glue, a small ball of gelatinous slime, and a drop of acid)

Duration: Concentration, up to 1 minute

You open a gateway to the plane of shadows, a cold, colorless, and darkened distortion of your world. A 20-foot-radius sphere of hungering, writhing shadow appears, centered on a point within range and lasting for the duration. This void is filled with a maddening whispers and cacophonous laughter that can be heard up to 30 feet away. No light, magical or otherwise, can illuminate the area, and creatures fully within the area are blinded.

The void creates a conduit between the planes, and the area is difficult terrain. Any creature that starts its turn in the area takes 2d6 necrotic damage. Any creature that ends its turn in the area must succeed on a Dexterity saving throw or take 2d6 cold damage as otherworldly shadows slowly drain its warmth.

MANUFACTURE

5th-level transmutation (ritual)

Casting Time: 10 minutes

Range: 60 feet

Components: V, S, M (an amount of raw materials, see below)

Duration: Permanent

You turn an amount of raw materials in to finished goods. You must have an amount of raw materials need to make an item, iron and wood for spear, leather and cloth for clothing, or gold and brass for a clock. This amount of raw materials is consumed during the casting of the spell. The raw material need not be processed but must be inert and not coming directly from a living creature; you can make a variety of wooden objects out of a fallen tree, but the spell fails if the only source of raw material is from a living creature. At the end of the spell the finished good is complete and whole, just as if it came out of a master craftsman's shop.

You can only use this spell to create an object weighing less than 500 lbs whose total dimensions would fit in a 10-foot cube. Only mundane items can be created, you cannot use this to create magical items. You must know what the item you are creating is, but do not know how to make it yourself. The item can be as simple as a spear or as complex as a clock.

At higher levels. If you cast this spell using a spell slot of 6th level or higher, the weight of the object you can create increase by a factor of ten, and the size of the cube it must fit in to increases by 10 feet.

MELD INTO ICE

3rd-level transmutation (ritual)

Casting Time: 1 action

Range: touch

Components: V, S

Duration: 8 hours

You step into a piece of ice large enough to contain your body, melding yourself and any equipment you carry with the ice for the duration. Using your movement, you step into the ice. Nothing of your presences remains to non-magical detection.

While merged with the ice you can see your surroundings as only a hazy and indistinct image. All Wisdom (Perception) checks to see your surroundings or to hear nearby sounds are made with disadvantage. You are aware of the passage of time and can cast spells on yourself while in the ice. You can use your movement to leave the ice were you entered, which ends the spell. You cannot otherwise move.

Minor psychical damage to the ice, such as chipping or melting, has no effect on you. A partial destruction of the ice, anything that reduces the volume to less than you can fit in to, ends the spell and you are expelled from the ice suffering 6d6 bludgeoning damage. The ice's complete destruction inflicts 50 bludgeoning damage and expels you. If you are expelled form the ice you land prone adjacent to the point where you entered the ice, or the closest unoccupied space

MOONLIGHT

1st-level conjuration

Casting Time: 1 action (ritual)

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 hour

You call down the light of the moon to bathe a 20 by 20 foot area in a soft, silvery glow. Within this area all non-magical light becomes dim light, even torches and lanterns are dimmed, and any non-magical darkness becomes dim light.

You may cast this spell during a short rest. If you do so, any ally who remains within the area of effect who spends hit dice may add your Wisdom modifier to the hit points regained.

MUCUS

2nd-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (phlegm)

Duration: Concentration, up to 1 hour

You conjure a gob of thick, phlegmy mucus at a point of your choice within range. The mucus fills a 20-foot cube from that point for the duration. The mucus is difficult terrain and lightly obscures their area.

If the mucus isn't anchored between two solid masses (such as walls or trees) or layered across a floor, wall, or ceiling, the conjured mucus collapses on itself, and the spell ends at the start of your next turn. Mucus layered over a flat surface have a depth of 5 feet.

Each creature that starts its turn in the mucus or that enters it during its turn must make a Dexterity saving throw. On a failed save, the creature is restrained as long as it remains in the mucus or until it breaks free. A creature restrained by the mucus can use its action to make a Strength check against your spell save DC. If it succeeds, it is no longer restrained.

PLAGUE OF FROGS

6th-level conjuration (ritual)

Casting Time: 10 minutes

Range: 500 feet

Duration: Concentration up to 1 hour

You summon a plague of thousands of poisonous frogs in a 20-by-20 ft. area. The frogs boil forth from the area, reducing movement by half due to their slippery bodies. Anyone in the area when the frogs erupt from the ground must make a Dexterity save or gain the poisoned condition for 1 hour and suffer 4d10 piercing damage, half damage on a successful save and not poisoned.

Anyone ending their turn in the area of the frogs must succeed at a Constitution save or gain the poisoned condition for 1 hour and suffer 4d10 points of slashing damage, half damage with a successful save and not poisoned. You may aim the frogs, moving the swarm up to 15 ft per round. The frogs remain until all are killed or the spell ends, at which time they hop off to start new lives somewhere else.

PUTREFY FOOD AND DRINK

1st-level transmutation (ritual)

Casting Time: 1 action

Range: 10 feet

Components: V, S

Duration: Instantaneous

You cause all non-magical food in a 5-foot sphere centered on a point of your choice within range to become putrid and vile. The food provides no sustenance. Any living creature that consumes the food must succeed at a Constitution save or suffer 1d8 poison damage and gain the poisoned condition for 1 hour.

TONGUE OF THE FROG GOD

3rd-level transmutation

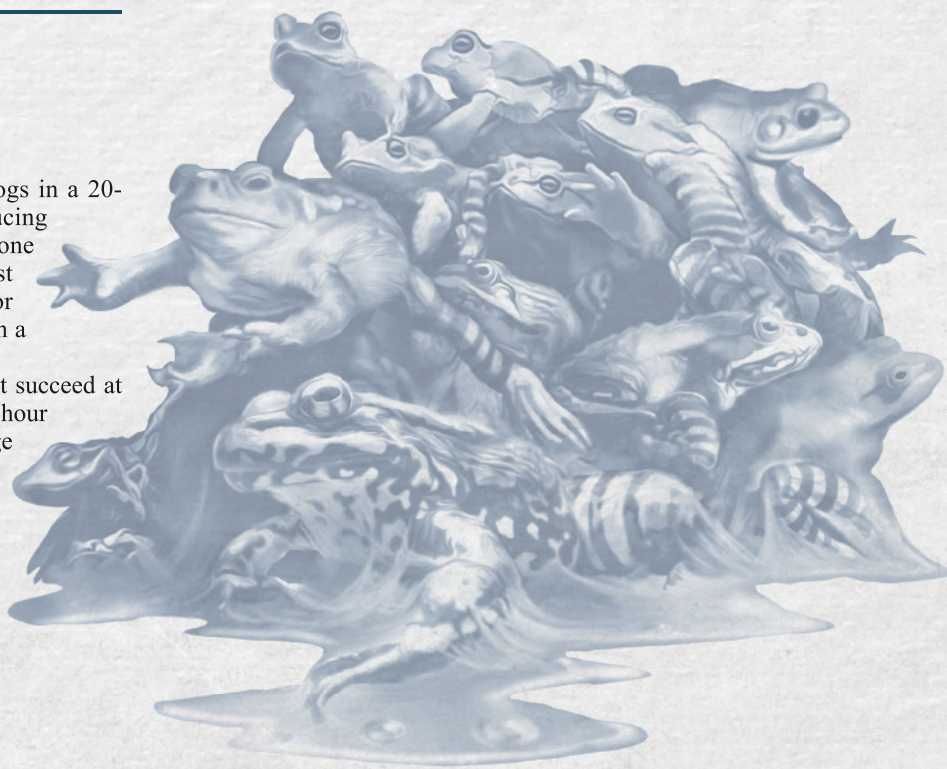
Casting time: 1 action

Range: 15 feet

Duration: Concentration, up to 1 minute

This spell conjures a long, swollen tongue that grows from your mouth. This tongue can be used as a whip like appendage to grab objects and has a strength score equivalent to your own. The tongue may also be used to attack opponents. On a successful hit, the tongue inflicts 4d8 bludgeoning damage and the target is grappled. You may use a bonus action to increase the grapple to restrained. You are tied, by the tongue, to the target as long as it is grappled or restrained. A Strength save ends the grappled or restrained condition. If you have a target grappled or restrained by your tongue you may not speak or cast any spells that require a verbal component.

While you have a target grappled or restrained by your tongue, you may use a bonus action to squeeze them for 4d8 bludgeoning damage. The tongue has your AC and can be severed if it suffers damage equal to 1/10th your maximum hit points. Damage to the tongue does not count against your own hit points. If the tongue is destroyed, it dissolves into nothing and your tongue returns to normal.



UNDEAD SERVANT

2nd-level necromancy (ritual)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a corpse)

Duration: 1 hour

You animate a dead creature, but only for a limited time and with limited abilities. This creature is under your command for the duration of the spell and will obey your commands. The undead servant has the stats of a **skeleton** or **zombie**, depending on the state of the corpse being animated, but can't attack. If it is reduced to 0 HP it falls back in to a normal corpse.

Once on your turn, you may use a bonus action to direct the undead servant to perform a task. It can move any distance from you. It is capable of performing any task a creature can that does not involve an ability or skill check. It can fetch things, clean, mend, light a fire, or any other task a human servant could.

Additionally, you may command your undead servant to do one of the following:

Spy upon a single creature. The undead servant will do its best to locate and observe the target from a hidden vantage point. It will continue to watch the target until recalled, a specific amount of time has passed, or the duration of the spell ends.

Intervene in your defense. As a reaction you command your undead servant to step in front of an attack targeting you. The attack is instead directed against your servant.

As a bonus action you can command your undead servant to attempt to frighten a target. Choose one living creature you can see. The undead servant will move adjacent to the target, and when it is adjacent, the target must succeed at a Wisdom save or become frightened of you.

WALL OF AIR

4th-level transmutation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a pinch of quartz dust, a small horn)

Duration: Concentration, up to 10 minutes

You create a wall of swirling air. The wall forms in any orientation you desire, as a horizontal or vertical barrier, or at an angle. It can be free floating or resting on a solid surface. You can form it into a hemispherical dome or a sphere with a radius of up to 10 feet, or you can shape a flat surface made of 10 by 10 foot panels. Each panel must be contiguous with another panel. The wall is six inches thick and lasts for the duration of the spell, dissipating as a strong breeze when the duration ends.

If the wall cuts through a creature's space when it is formed, the creature is pushed to one side of the wall and must succeed at a Dexterity save or suffer 5d6 slashing damage, half damage with a successful save. The wall is clear, but blocks effects and attacks that attempt to pass through it, as well as creatures.

The wall is a physical object with AC 10 and 20 hit points per 10 by 10 foot section. Reducing a section of a wall to 0 hit points destroyed it and leaves behind a blue-white field of elemental energy. A creature passing through this sheet for the first time on a turn must succeed at a Constitution save or suffer 2d6 lightning damage (half damage with a successful save).

At higher levels. When this spell is cast using a spell slot of 5th level or higher, the damage the wall inflicts through any effect increases by 1d6.

WALL OF CORPSES

4th-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (at least 10 medium sized corpses, a pinch of salt, a chicken)

Duration: Concentration, up to 10 minutes

You create a wall of animated flesh, bones, and other corpse components. The wall forms in any orientation you desire, as a horizontal or vertical barrier, or at an angle. It can be free floating or resting on a solid surface. You can form it into a hemispherical dome or a sphere with a radius of up to 10 feet, or you can shape a flat surface made of 10 by 10 foot panels. Each panel must be contiguous with another panel. The wall is six inches thick and lasts for the duration of the spell, returning to a pile of dismembered corpse parts when the duration expires.

If the wall cuts through a creature's space when it is formed, the creature is pushed to one side of the wall and must succeed at a Dexterity save or suffer 5d6 bludgeoning damage, half damage with a successful save.

The wall is a physical object with AC 10 and 20 hit points per 10 by 10 foot section. Reducing a section of a wall to 0 hit points destroyed it and leaves behind a black sheet of necrotic energy. A creature passing through this sheet for the first time on a turn must succeed at a Constitution save or suffer 2d6 necrotic damage (half damage with a successful save).

The corpses that comprise the wall are animated. They scream, moan, and make other disturbing noises. Any creature other than you that ends its turn adjacent to the wall must make a Dexterity save or suffer 2d6 bludgeoning damage from the grasping hands of the corpses.

At higher levels. When this spell is cast using a spell slot of 5th level or higher, the damage the wall inflicts through any effect increases by 1d6.

WALL OF WATER

5th-level transmutation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a pinch of sea salt, a conch shell)

Duration: Concentration, up to 10 minutes

You create a wall of water. The wall forms in any orientation you desire, as a horizontal or vertical barrier, or at an angle. It can be free floating or resting on a solid surface. You can form it into a hemispherical dome or a sphere with a radius of up to 10 feet, or you can shape a flat surface made of 10 by 10 foot panels. Each panel must be contiguous with another panel. The wall is six inches thick and lasts for the duration of the spell, crashing to the ground in a sodden mess when the duration ends.

If the wall cuts through a creature's space when it is formed, the creature is pushed to one side of the wall and must succeed at a Dexterity save or suffer 10d6 bludgeoning damage, half damage with a successful save. The wall is clear, but blocks effects and attacks that attempt to pass through it, as well as creatures.

The wall is a physical object with AC 10 and 30 hit points per 10 by 10 foot section. Reducing a section of a wall to 0 hit points destroyed it and leaves behind a blue-white field of elemental energy. A creature passing through this sheet for the first time on a turn must succeed at a Constitution save or suffer 2d6 cold damage (half damage with a successful save).

At higher levels. When this spell is cast using a spell slot of 6th level or higher, the damage the wall inflicts through any effect increases by 2d6.

EQUIPMENT

The following items of equipment can be found in the Lost Lands, but they are by no means common throughout. Some are only available in certain regions. Others originate on one continent but can be found in any large port city or major marketplace. The listed prices are for the item's region or nation of origin, save of a few that are commonly traded. It is up to the GM if any of the listed equipment can be found where the characters are shopping, and what prices they may be purchased for.

ARMOR

Gladiator's armor. While the exact style varies from place to place, all types of gladiator's armor have a one thing in common. They are designed to look good and make the wearer look good. Protection is secondary, as is any concept of being stealthy or going unobserved. You are supposed to be seen in gladiator's armor. Most have plates or chain over vital areas, but the rest of the body is either on display or covered in lighter materials such as leather or thick cloth, the better to allow exciting movements and acrobatic displays.

WEAPONS

WEAPON PROPERTY: LARGE

Weapons with this property are sized for bigger creatures. A character using this weapon that is not Large or larger has disadvantage when wielding this weapon.

Atlatl. Also called a spear-thrower, is a weapon that uses increased leverage to propel a light spear with greater range and power. The atlatl is a short length of wood with a cup or hook at one end that holds the spear in place. The atlatl spear, often called a dart, is lighter than thrown spears. It is tipped with a sharp chert projectile head and fletched with feathers.

ARMOR TABLE

Armor	Cost	Armor Class (AC)	Strength	Stealth	Weight
Medium armor					
Gladiator's Armor	75 gp	13 +Dex modifier (max +2)	-	disadvantage	20 lb.

WEAPONS TABLE

Name	Cost	Damage	Weight	Properties
Martial melee weapons				
Jätte Battleaxe	50 gp	2d8 slashing	8 lb.	Large, Versatile (2d10)
Jätte Greataxe	90 gp	2d12 slashing	16 lb.	Large, two-handed
Jätte Greatsword	145 gp	4d6 slashing	14 lb.	Large, two-handed
Jätte Longsword	45 gp	2d8 slashing	7 lb.	Large, versatile (2d10)
Jätte Maul	50 gp	4d6 bludgeoning	15 lb.	Large, two-handed
Jätte Spear	35 gp	2d6 piercing	8 lb.	Large, thrown (20/60), versatile (2d8)
Martial ranged weapons				
Atlatl	5 gp	1d8 piercing	3 lb.	Ammunition (30/120), loading

Jätte weapons. Found almost exclusively in the Northlands or other areas where giants are common; Jätte weapons are larger versions of more common martial weapons. It is rare that any other than the most simple or distinctive weapons are manufactured in sizes that suit the larger frames of the giant blooded or other large races. The cost can be enormous, these weapons are not simply larger, they need to be reinforced to handle harder use and the generally lackadaisical treatment most giant blooded give their equipment. By far the most common Jätte weapon is the maul, a stout length of thick wood with bands of iron or even bronze to keep it together.

ADVENTURING GEAR

Item	Cost	Weight
Cabb'e, beans	25 gp	1 lb.
Cabb'e service	150 gp	10 lb.
Oil of Ambrosias	100 gp	-
Pipe, clay	5 cp	-
Pipe, wood	5 sp	-
Poppy Syrup, 1 oz.	50 gp	-
Stirge repellent	100 gp	-
Tobacco, 1 oz.	1 gp	-

Cabb'e beans. These roasted beans originate from the tropical lands of Libynos. They are ground in to a powder and added to boiling water to create a hot bitter beverage. The price given is the common price for cabb'e found in trading ports around the Sinner Ocean. There are many different types of cabb'e, and some might be of higher or lower value.

Cabb'e service. Cabb'e culture has developed a means of elegantly serving the bitter brew. A cabb'e service consists of a large pitcher like pot made of silvered steel that is set over a gilt burner containing a small oil lamp. This keeps the cabb'e hot. The remainder of the set is made of six silver chased enameled cups, spoons, saucers, and a large tray to carry the entire affair.

MOUNT AND VEHICLES

Item	Cost	Speed	Carrying Capacity
Ostrich cart	35 gp	35	400 lb.
Ostrich, riding	15 gp	35	120 lb.
Pony, Trotheim	150 gp	35	350 lb.
Reindeer, riding	25 gp	40	420 lb.

Ostrich cart. Common in Southern Paramountcies, ostrich carts are small two wheeled carts drawn by a pair of trained ostriches. They range from sleek racing models seen in the arenas to gaudy carts ridden (rarely driven) by the wealthy of that land.

Ostrich, riding. A tame ostrich broken for riding, these are common in the Southern Paramountcies.

Pony, Trotheim. The Northlanders do not regularly employ horses, even their draft animals tend towards oxen. The region around the city of Trotheim breeds a small shaggy pony that is used as a riding beast throughout the Northlands. No self-respecting warrior would ride one to war.

Reindeer, riding. The Nûklanders of the lands north of the Northlands herd reindeer, and have breed these caribou to be ridden. While they are mostly used to help drive reindeer herds, the Nûklanders ride their reindeer to war as well.



Oil of Ambrosiais. This perfume, also known as the ‘scent of the gods’, has a rich, florid scent that is extremely pleasant to any creature with a sense of smell. However, the perfume is persistent and its strong odor is unmistakable. Anyone wearing oil of Ambrosiais suffers disadvantage on Dexterity (Stealth) checks where scent might play a part. The perfume lasts for one month and can only be removed by a long (3 hours a day for 1d4+1 days) series of vinegar baths. The bottle contains 10 doses.

Pipe. Tobacco and other inhalants are smoked in a pipe. Pipe styles vary, as do their cost. Common people use simple clay pipes, with more expensive wooden pipes showing middle class status. Pipes can range up in price to incredible levels, depending on carvings, material, and adornments.

Poppy syrup. Originating from Libynos, poppy syrup is made by boiling the flowers and seed heads of poppies. Most often is used by healers to dull the pain of surgical procedures or ailments. Anyone who imbibes poppy syrup has disadvantage on any saves to resist effects that cause sleep.

Stirge repellent. This noxious paste keeps stirges away (any stirge succeed at a DC 13 Constitution save to approach a person wearing stirge repellent). Stirge repellent lasts 1d4 hours.

Tobacco. These dried leaves are smoked in a pipe to produce a slight narcotic high. Tobacco is grown in Libynos and exported across the Lost Lands. The price given is for common tobacco found in any large marketplace. There are more expensive blends, and the price can range to as much as 10 gp an ounce.

TOOLS

Item	Cost	Weight
Counting Device	2 gp	2 lb.
Divination Tools	5 gp	1 lb.

Counting device. There are a wide variety of these devices, ranging from the abacus to sets of strings. They are used to quickly make and record tallies, counts, and other numerical data. Counting devices are rarely seen outside of merchant houses and imperial bureaucracies, which is a shame, because someone is going to have to count all those copper pieces you found in the tomb.

Divination tools. These vary from culture to culture. They may be stones, cards, charts, or even bones used to tell fortunes and predict the future.



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