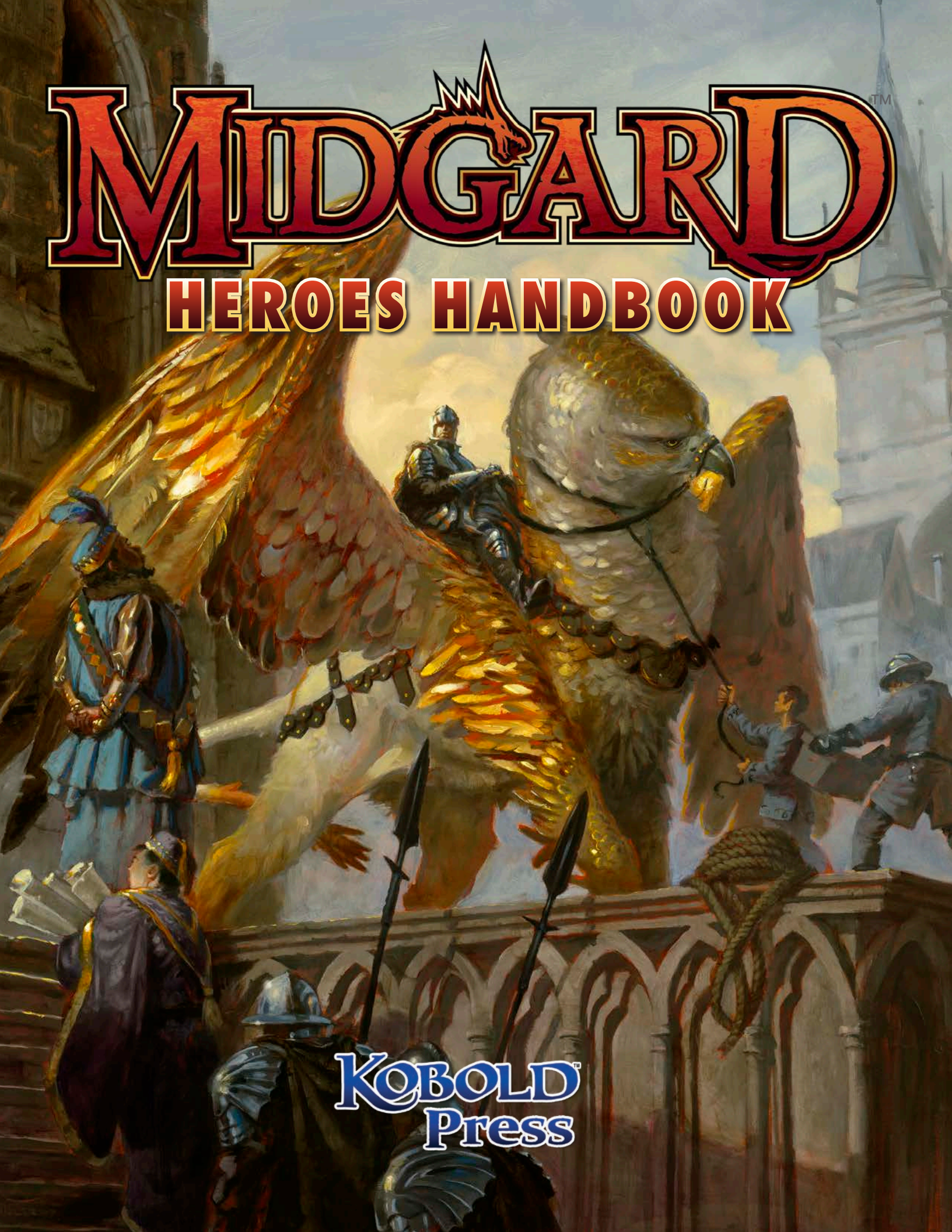


MIDGARD

HEROES HANDBOOK



KOBOLD[™]
Press

MIDGARDTM

HEROES HANDBOOK

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A NEW WORLD AWAITS!



Enter the world of Midgard, a shared vision built over many years by Kobold Press. It began with collaborative adventures and supplements describing the trade city of Zobeck, and it soon expanded to detail territories outside the city. The setting now continues in a rich, fully detailed world in this *Midgard Player's Guide*, packed with options for players of the land's races and regions. But before you explore all of the mechanical possibilities that this book offers, take a moment to step into Midgard's rich lore.

Let your adventurers begin their tales and build their legends in one of Midgard's realms!

WORLD OF MYSTERIOUS POWER

From the days of titanic struggles between giants and dragons, to the time of warring gods, Midgard has been a world of great powers and endless change, triumph, and conflict. Its primary races—dragonkin, dwarves, gearforged, humans, kobolds, minotaurs, ravenfolk, shadow fey, and trollkin—have each held vast kingdoms, while just as many lesser races have fought to establish nations of their own, from goblin warbands to nomadic gnolls. And even among those that have held sway over entire realms, glory can be fleeting and no nation lasts forever. The giants rose and fell long ago. More recently, the elves have largely abandoned the mortal world, having retreated to the Summer Lands of the fey and the Shadow Realm for darker courts and minions.

The world's magic is powered by ley lines, rivers of pure magical energy that can fuel a wizard's power, or can help a villain's plan unfold. This magic enables swift travel along shadow roads and down catslide alleys, connecting distant realms for those daring enough to find, unlock, and travel on these roads.

To understand those places and their connections, here is an overview of 10 great regions where adventure awaits, with a quick summary of important places, events, and history in each area.

THE CROSSROADS

Here lies the heart of Midgard: The Free City of Zobeck, whose revolt 90 years ago forged a thriving city ruled by freepeople and gave birth to a trading hub famous throughout Midgard for its alchemy, star and shadow magic, steamworks, and egalitarianism. Known for its magical clockwork masterpieces, its unique magical traditions of gear mages and star mages, its magnificent Arcane Collegium, and its status as a protectorate of Rava, the Gear Goddess, it is a bustling city of glorious achievements and dark, deadly alleyways.

The 14 dwarven Ironcrag Cantons in the Ironcrag Mountains border the vampire realm of the Blood Kingdom and the dwarves are stout enemies of the undead in both the Blood Kingdom and the underground Ghoul Imperium residing below. While their axes are sometimes for sale, when danger threatens their cantonal halls, all dwarves unite to drive away the common enemy.

Also in the Crossroads region is the Magdar Kingdom, a land of rolling grasslands, noble knights, fickle mercenaries, and massive war wagons, many of which are built in Zobeck. To the east of Zobeck is the Duchy of Perun's Daughter, a realm renowned for the demigoddess who rules there: Vasilka Soulay, daughter of the storm god Perun. Just as important are its Amazonian archers, and its schools for the learned and the wise. This small but powerful duchy also hosts many elvish ruins from the days of the Valeran Empire.

The Crossroads is rife for urban adventure and intrigue, old-school dungeon delving, and the discovery of ancient secrets long buried.

BLOOD KINGDOM

Black King Lucas, the vampire lord of the Blood Kingdom of Morgau, has recently seized the entire Kingdom of Krakovar for himself in a daring series of lightning strikes with undead allies and malign magic to overwhelm and shatter that land's rightful rulers. His troops have secured a new province, which they name "Krakovar," and his vampire and ghoul allies slaver at the thought of new feasts and new human peasants to grind beneath their heels.

While the new province suffers under the lash of evil masters, all is not lost. A Sister Adelind, a shield maiden of Sif, died in the defense of the realm, though not before stabbing the notorious vampire lord Otmar the Sallow through the heart with her radiant spear, incinerating him utterly. Many of the decent folk of Krakova pray to Saint Adelind for help, and resist the efforts of the invaders to build the Red Temples of the Blood Goddess and feed her ever-hungering altars.

The Blood Kingdom is a place of terrors, but some of its people remain true-hearted, and surely someday, the rule of King Lucas will end. Adventurers in its borders will find many opportunities to help the meek and innocent, and strike down the ghost knights, the mercenaries and the dark priests of Marena who rule the realm.

ROTHENIAN PLAINS

Bold Centaurs, opportunistic and nomadic Kariv bands, fierce Kazzakh nomads, and even Baba Yaga's dancing hut wander the Rothenian Plains, a land of endless grasslands, river barons, and cities on horseback. The



inhabitants of the Plains are brave and bold, but there is much abyssal evil to be fought here.

From the nine cities of Niemheim, where infernal gnomes practice sacrificial rites to please the lords of the Eleven Hells, to the wizardly Master of Demon Mountain, whose motives are unknown, but who has a hand in most plots and tragedies in the plains, to the kingdom of the Ruby Despotate, ruled by the erratic and iron-fisted Veltrin the Glittering King, a follower of the cruel White Goddess. Veltrin's servants scour the grasslands, capturing slaves to work the kingdom's fields, mines, or galleys' oars; and his strong navy controls much of the Ruby Sea with its infamous demon-prowed black ships.

Mystical magic, centaur steel, demonic servants, and the gratitude of dragons await adventurers braving the Rothenian Plains.

THE SEVEN CITIES

The clash of endless war rings eternal in the lands of the Seven Cities, which both revel in, and depend upon, the economies of war, even setting aside a season for it and creating intricate rules and codes of siegecraft.

Among the many warring fiefdoms adventurers will find the August Republic of Valera, which commands feared legions of humans and centaurs; the Green Duchy of Verrayne, where the druidical order of the Oaken Ring and the mighty heroes of the Black Band protect the East from invasions of goblins and the twisted monstrosities from the Wasted West.

Here too, is the mighty Theocracy of Kammae Straboli, led by a powerful Oracle, who has chained and imprisoned Nethus, the former god of the sea, and now uses his deific powers for her own purposes.

To the south, you will find the Maritime Republic of Triolo with its magnificent navy and fierce privateers and its ally, the minotaur-ruled Serene Isle of Kypriion, besieged by the navies of the expanding Dragon Empire of the Mharoti. Most recently, it has been absorbing a tide of refugees fleeing the fall of the Grand Duchy of Illyria, once an ally to Triolo, now another in the long string of draconic conquests.

Adventures in this region include discovering ancient, elven secrets, restoring the glories of the imperial past, questing for fame, fortune and power, descending into the darkness under ancient imperial ruins, settling ancient rivalries, protecting trade routes against draconic raiders, and fighting to free Illyria from the Mharoti yoke.

THE NORTHLANDS

The Northlands are a study in opposites. A land of deadly beauty, with sights that can be seen nowhere else on Midgard; but if you find yourself outside on a midwinter's night without fire, you are a frozen meal for wolves by morning. Like the lands they inhabit, the people here are a mosaic of contrasts: fierce and fearful, honorable but cruel, hospitable but vengeful, fateful and furious.

The Northlands are home to many strange kingdoms: Bjornheim, the kingdom of Talking Bears, and Wolfheim, the gray kingdom of the Wolves Who Walk as People. Also here are ancient dwarven halls, some inhabited by doughty dwarves, and some by the ghosts of their fallen ancestors. In the mountains are Jotunheim, the city of the giants, offshore lies the icebound Island of Loki, and the skies sometimes howl under the thunderstorm fortresses of the cloud giants. In the furthest north stands the icy lair of the God of the North Wind, Boreas, who wishes to spread his frozen halls and living glaciers across the face of Midgard. Will you take up the axe and shield, and dare the fateful dangers and golden treasures of the Northlands?

GRAND DUCHY OF DORNIG

Sometimes called the Domains of the Princes for its many lesser nobles, the Principalities of the Grand Duchy of Dornig have a deep and troubled history. Here, petty elfmarked lords squabble over the scattered northern lands of the once great elven empire of Valera, abandoned hurriedly during the Elven Retreat. The elderly, elven Imperatrix of the Grand Duchy retained a tenuous throne, while her great-great-great-grandchildren squabbled over every castle, honor, and knighthood in the Grand Duchy, each hoping to be next in line to replace the ancient Elf Queen. For a time, many thought she would never die, but rule for centuries while keeping her courtiers dancing to her tune. All that jockeying at the foot of the Golden Sphinx throne has recently taken a darker turn, since the Imperatrix has fallen into a coma, from which none seem able to revive her.

The Grand Duchy is a place where an adventurer with a strong sword arm, a headful of spells, and a glib tongue can win him or herself a fine, petty barony, rife with trouble. Enter both the dark forests and the glittering elvish courts of Dornig at your own precarious discretion, however, for both are deadly dangerous, and many of the Grand Duchy's powerful nobility are choosing sides for a succession struggle that most await with dread—and a few with delight and bloody glee.

DRAGON EMPIRE

In the empire forged by the legendary dragon Mharot, the Dread Sultan seeks to expand the borders of his desert realm into the lush farmlands of the Crossroads to the north, the islands and coasts of the Seven Cities to the west, the vast plains of Khandiria and Ishadia, and the magic-ridden riverlands of Nuria Natal to the south. Ruled with a scaly fist by powerful dragon lords and their dragonkin descendants, this growing empire inspires fear in all on their borders. Often the best solution for its neighbors is to pay tribute, lest they fall to claw and fire.

Conquest, trade, and tribute have led to a Golden Age of prosperity in the powerful young empire, and the markets of the empire's cities are unrivaled. Masterwork jewelry, armor, and weapons are commonplace; golden treasures

are found in abundance here. Even mighty war oliphants and battle lizards are available for purchase, if you dare to ride them!

The Empire's most recent conquest is the Grand Duchy of Illyria, once called Land of a Thousand Heroes, despite its sky militias of hippogriff riders and stout defenders in hills and mountains. Clever dragon generalship and overwhelming numbers eventually brought Illyria low, though at a price in blood and sorrow. To make up that cost, the newly conquered lands are being quickly turned into defensible towns and productive mines, the better to feed gold, silver, and steel to meet the needs of the Mharoti armies, and to fuel their next conquests.

The Empire's wealth has led to an explosion of draconic art and architecture. The largest building in Midgard, the Temple of Veles, is in Harkesh, the magnificent capital of the Empire. Harkesh surpasses any other capitol, with its mighty elemental temples, its schools of philosophy, magic and theosophy, as well as fractious schools of brawling elementalists, where dragonkin Wind Palm devotees vie with scaly Fiery Fist monks for bragging rights.

Adventurers can find draconic intrigues, unique treasures and dragon hoards, and fabulous glory and fame fighting against (or for) the kobold and dragonkin conquerors.

WASTED WEST

Once home to prosperous human kingdoms ruled by powerful mages, dotted with ivory towers and flying cities and fortresses, the western heartlands of Midgard fell to warring among themselves. Raining acid on their enemies, summoning mind-warping monstrosities, sacrificing whole populations to bend ley lines and reality to their will, the great mage-kings reduced green forests and lush farmland to dry, blasted deserts, populated by twisted dust goblins reduced to scrounging for ancient magics and lost science.

The Wasted West is a howling wilderness with nothing but goblin raiders and a few vastly powerful (and power mad) mage kingdoms, including the White Kingdom of Bourgund, known for its sweet perfumes and foul corruptions; and the Mage Kingdom of Allain, home to the powerful and victorious survivors of the Mage Wars.

Also to be found here is the Seat of Mavros, where the god of war first trod the soil of Midgard and showed men how to use fire and steel. Now it is a sprawling fortress shrine, where pilgrims from the Seven Cities and beyond come to buy the favors of the war god.

Stalking through the wastelands are strange, enormous Dread Walkers, creatures summoned by vile rituals and constrained to move slowly in time. These are the god-totems of the dust goblins, and the mere sight of them sometimes shakes the courage of great heroes. No wonder, then, that many of the great magical treasures of the region remain undisturbed.

Ancient treasures, magic, and technology can be found here by brave adventurers, if they can survive the goblin raiders, the warped and hellbound monsters, and worse, that dwell here.

THE SOUTHLANDS

Deserts abound with forgotten tombs, swift sand skiffs, and nomadic spirit talkers. The tall grass of the savannahs hides lost cities and fierce warriors, and the dense jungles swarm with living vines that choke the life from those who call these lands home and careless visitors alike.

Those who adventure into the Southlands or call it home can find fierce jungles, wild coasts, and ancient cities beyond imagining—and perhaps even a spark of divinity itself, the remains of the divine magic of a race of titans. The great ley line mages of the River Kingdom of Nuria Natal are the oldest and most powerful arcane tradition of Midgard, and their magics were taught to them by the living gods who still walk among the cities of Nuria: Aten, Bastet, Horus, Isis, and Ptah. Their magic is great, but their rulers are divided, keeping the River Kingdom from overwhelming its neighbors. Some of those neighbors are small free cities, such as the Free City of Siwal with its sandships, or the Horus-bound legions of Makuria.

Nearer the Seven Cities stands the remains of Roshgazi and Cindass, great minotaur cities razed by dragon fire and then slowly, ever so slowly, rebuilt. Their power is small, but the minotaurs are great seafarers and keep a long memory. In time, their fallen kingdoms will surely prosper once more.

THE SHADOW REALM

The Shadow Realm is a dark reflection of Midgard, a place of flickering reality just on the other side of a planar door. With dark reflections of the mortal world, it is haunted by shadow fey, undead, and creatures of strange temptations and corruptions—as well as, truth be told, wellsprings of enormous power and weapons of tremendous prophecies.

Those who have visited and return tell of a charcoal sky, rich in stars and luminous clouds, but never true sunlight, and never full dark.

Within the Shadow Realm, the shadow fey are strong and their courts and kingdoms are a large part of the place. Their enemies, the bearfolk, are likewise far more common in Shadow than in the mortal world. Fey creatures, darakhul, and hideous abominations best forgotten are all part of the cities, nations, and tribes of the Shadow Realm, always shifting, far more fickle than human or dwarven kingdoms.

Rife with magic and ancient secrets, but also riddled with pitfalls for both body and soul, the Shadow Realm is a place where the land and its magic follow different rules than most places. The rewards are often highly magical and entwined with fate and destiny—what better place for a hero to visit?



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RACES



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Midgard is home to many unique cultures and racial groups. If you'd like to try something new, we offer fifteen alternative races. These are often split into major and minor races, but the distinction has more to do with their prominence in Midgard than anything inherent in the race itself. The major races covered here are elfmarked, gearforged, humans (Kariv), kobolds, minotaurs, ravenfolk, and shadow fey. The minor races are bearfolk, centaurs, vampiric dhampir, gnolls, Midgard gnomes, ratfolk, trollkin, and winterfolk halflings. Also included are background notes on dwarves and elves of Midgard, both of which are considered major races, of course.



STARTING AGE, HEIGHT, AND WEIGHT

Presented below are tables for randomly determining the starting ages, heights, and weights of characters of different races. These vary in some respects from similar tables in the standard rules, reflecting unique aspects of life on Midgard.

Age is given in years, height in feet and inches, and weight in pounds. To determine a character's starting age, roll the dice indicated in the Age Modifier column and add the result to the age of adulthood. To determine a character's starting height, roll the dice indicated in the Height Modifier column and add the result to the base height. To determine a character's starting weight, use the same number that was rolled to modify starting height, multiply it by the appropriate Weight Modifier, and add the result to the base weight. Gearforged are the exception; they use the starting height, height modifier, and weight of their original race, and add $2d20 \times 5$ lbs. to that race's weight.

Note that these are averages. Some races have gender dimorphism (one gender is larger than the other). These numbers represent the larger gender. If your character is of the smaller gender of its race—a male kobold, for example, or a female minotaur—adjust the final height and weight numbers downward by 5 to 20 percent. In all cases, it's best to treat these numbers as a starting point and adjust according to taste and your character's background.

STARTING AGE

RACE	ADULT	MODIFIER
Bearfolk	15	+1d6
Centaur	15	+2d6
Dhampir	20	+8d6
Dwarf	40	+6d6
Elf	110	+8d6
Elfmarked	20	+3d6
Gearforged	as original race	+1d4 years
Gnoll	12	+1d10
Gnome	40	+7d6
Human	15	+2d6
Kobold	10	+2d4
Minotaur	12	+1d6
Ratfolk	10	+2d4
Ravenfolk	10	+2d4
Shadow fey	20	+3d6
Trollkin	15	+1d8
Winterfolk	20	+2d6

HEIGHT AND WEIGHT

RACE	HEIGHT	MODIFIER	WEIGHT	MODIFIER
Bearfolk	5 ft. 8 in.	+3d8	160 lbs.	$\times 7$
Centaur	5 ft. 3 in.	+2d12	800 lbs.	$\times 7$
Dhampir	4 ft. 10 in.	+2d10	120 lbs.	$\times 5$
Dwarf	3 ft. 9 in.	+2d4	150 lbs.	$\times 7$
Elf	5 ft. 4 in.	+2d8	100 lbs.	$\times 3$
Elfmarked	5 ft. 2 in.	+2d8	110 lbs.	$\times 5$
Gearforged	original	original	original	+2d20 $\times 5$ lbs.
Gnoll	5 ft. 0 in.	+2d12	200 lbs.	$\times 4$
Gnome	3 ft. 0 in.	+2d4	35 lbs.	$\times 1$
Human	4 ft. 10 in.	+2d10	120 lbs.	$\times 5$
Kobold	2 ft. 7 in.	+2d4	25 lbs.	$\times 2$
Minotaur	6 ft. 3 in.	+2d6	240 lbs.	$\times 7$
Ratfolk	3 ft. 9 in.	+2d6	70 lbs.	$\times 3$
Ravenfolk	4 ft. 0 in.	+2d6	65 lbs.	$\times 3$
Shadow fey	5 ft. 2 in.	+2d8	110 lbs.	$\times 5$
Trollkin	4 ft. 10 in.	+3d8	150 lbs.	$\times 7$
Winterfolk	2 ft. 6 in.	+2d4	30 lbs.	$\times 1$

BEARFOLK

Bearfolk are massive people of iron resolve and deep nobility, resembling bears that walk upright rather than all fours. Hailing from either the cold climates of Midgard's Northlands or from a nation of light carved out of the Shadow Realm itself, bearfolk put their trust in family and tribe to stand against the world. In defiance of their brutish appearance, they are deeply spiritual and artistic.

FEARSOME AND STRONG

Bearfolk are broad-shouldered, bipedal humanoids. Although they strongly resemble upright bears, they have longer legs than any bear and their massive hands are more like a human's hand than a bear's paw. They lack the bear's sharp claws, but they're as dextrous as any human craftsman's. Their muscles develop early in life, and most bearfolk look it. Their physiques tend toward great bulk beneath shaggy fur. Even the slenderest bearfolk are quite strong. Bearfolk are over 7 feet tall when they stand at their full height, but they often appear shorter because of a natural forward roll to their shoulders. They weigh between 250 and 350 pounds.

They're covered in shaggy fur that can have a range of colors. The most common colors are black and brown, often with a lighter frosting or tip on the chest, shoulders, and upper back. Coppery red, honey-colored, and even pure white fur occur rarely. The color gives a clue to the particular bearfolk's heritage, but it's not an exact indicator. As they age, bearfolk tend to go silvery around the muzzle, giving them a distinguished look.

TRIBE AND FAMILY

The core of bearfolk society is the immediate family. Parents care for their cubs until the young reach the age of 5 or 6 years, when a precocious shift takes over. Although they aren't yet fully grown, the cubs are drawn by a powerful urge to explore. They begin spending time away from their family, treating their entire village (or smaller neighborhood in a larger settlement) as a sort of extended family. This can be surprising or even annoying for nonbearfolk neighbors, who might discover a bearfolk child rooting through their pantry for a snack, inviting itself to dinner, or even adopting them as its new family temporarily. This isn't necessarily as inconvenient as it sounds, since young bearfolk are also more enthusiastic learners and harder workers around the house than most other children their age.

Beyond immediate family, the tribe forms the majority of bearfolk culture. Once bearfolk cubs start venturing beyond their own homes, families intertwine. Each cares for the cubs that happen by that day, welcoming the wayward children to meal tables as their own. There's no choice but to know one's neighbors in a bearfolk tribe, and



that brings them all closer together. Trade apprenticeships and budding talents are identified early thanks to this intermingling, and it helps find a suitable niche for a young bearfolk's path in life.

Elders are highly respected for their experience and greater perspective, but practicality carries weight as well. Being old doesn't afford one unlimited leeway if one makes questionable decisions or has a reputation for foolishness. Building on this respect, bearfolk venerate their ancestors at a nearly demigod level and believe the spirits of their ancestors guide them. The tribe also holds druids and clerics (particularly those that serve nature deities) in high respect and looks to them for guidance.

HOME AND HONOR

When establishing homes, bearfolk gravitate toward striking a balance with nature and their impact on it. Even the most urban-minded of them prefer parks and greenery, and take pains not to disrupt the surrounding

countryside any more than necessary. Where possible, they love to incorporate existing caves and rock formations into their architecture. Settlements always hold a totem, statue, or some other representation honoring an ancestor of virtue at their center.

The bearfolk place a high value on honesty, trust, hard work, and community. These are the virtues that bring a bearfolk honor, and the same attributes make an outsider welcome. Laws governing bearfolk life are simple and loose. They trust in their core values to guide them wisely when disputes arise. In the rare instance when a disagreement can't be settled according to custom, honor, and common sense, the elders become involved. Defying the judgment of elders for personal gain is a source of great shame that can ruin a bearfolk in the eyes of his or her tribe and family.

PASSION AND WRATH

Their intimidating mien is no veneer. Bearfolk have a deep and impressive capacity for violence when roused to anger or in defense of their own. Bearfolk passions run as strong as their bodies, and banter that pushes the boundary into insults and bruised honor often leads to more bruises. Their great physical strength means they excel at battle, and even relatively minor physical altercations can inadvertently become serious. Many bearfolk wear scars from physical contests, both simple competition and more serious matters of wounded honor, that went a little too far.

Thanks to their physical prowess, many bearfolk follow the path of the warrior. Barbarians and fighters are common, with rangers and druids following closely.

When bearfolk go to war, they do so with the clear goal of protecting their people in the moment and in the future. If that means the destruction of a foe, then so be it. They are adept at weaving their talents together in the same manner they blend families into tribes. Spellcasters favor turning the natural world against their foes with conjured beasts and manipulating battlefield conditions through weather, controlling plants, and even shaping the earth itself.

BEARFOLK NAMES

Bearfolk are given cub names by their parents, similar to names found throughout the Northlands. When a bearfolk comes of age, they earn a new name, either bestowed upon them by an elder or one they choose themselves. This name befits a deed undertaken during their rite of passage into adulthood, describes some honorable or prominent trait of the bearfolk in question, or honors an ancestor.

MALE NAMES: Beorst, Cauldvyr, Cirdhan, Dorngal, Erlundt, Gurralt, Hrosvir, Lhod, Nodhr, Yrn

FEMALE NAMES: Anga, Burli, Daegna, Durtta, Farla, Ingyrd, Johanna, Padhra, Sivaer, Tuli

DEED NAMES: Fireheart, Ironhide, Lightblade, Moondancer, Razorclaws, Shadowbane, Stonebones, Valgerdsdottir, Yellowfang, Yrnsson

BEARFOLK TRAITS

Your bearfolk character has certain characteristics in common with all other bearfolk.

ABILITY SCORE INCREASE. Your Strength score increases by 2.

AGE. Bearfolk come of age in their late teens and live around 80 years.

ALIGNMENT. Bearfolk are predominantly good, mistrusting and shunning evil. While they hold rich traditions, they value their freedom and tend toward chaotic alignments.

SIZE. Bearfolk can reach a height of over 7 feet, with thick, muscular builds. Your size is Medium.

SPEED. Your base walking speed is 30 feet.

BITE. Your powerful jaws are natural weapons, which you can use to make unarmed strikes. If it hits, you deal 1d6 + your Strength modifier piercing damage.

NATURAL ARMOR. Your hide is thick and tough, granting you a natural AC of 13 + your Dexterity modifier.

POWERFUL BUILD. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

URSINE TALENT. You have proficiency in the Athletics and Perception skills.

LANGUAGES. You can speak, read, and write Common, and either Northern (if you hail from Midgard) or Umbral (if native to the Moonlit Glades).

SUBRACE. Two main subraces of bearfolk exist in Midgard: grizzlehides and purifiers. Choose one of them.

GRIZZLEHIDE

As a grizzlehide bearfolk, you are thicker and hardier than your cousins. Grizzlehide fur ranges from black to golden, often with light gray or blonde tips. Tough and ferocious grizzlehides are the original bearfolk stock native to the colder northern climes of Midgard.

ABILITY SCORE INCREASE. Your Constitution score increases by 1.

BEAR HUG. When you take the Attack action, you can make an unarmed strike as a bonus action. If you hit, you can grapple the target in addition to dealing damage to it. You can use this ability a number of times equal to your Constitution modifier (minimum of 1), and you regain all expended uses when you finish a long rest.

THICK COAT. You are resistant to cold damage.

PURIFIER

As a purifier, you are slighter of build, with reddish or pale fur and with a strong affinity for nature. Purifiers often serve as spiritual anchors in their communities. Purifiers are a recent branch of the bearfolk race. The majority of them originate in the Moonlit Glades as opposed to Bjornheim in Midgard.

ABILITY SCORE INCREASE. Your Wisdom score increases by 1.

NATURE'S GIFT. You know one cantrip of your choice from the druid spell list. Wisdom is your spellcasting ability score for it.

STALWART WILL. When you make an Intelligence, Wisdom, or Charisma saving throw, you can roll a d4 and add the result to your total. You can do this after the roll but before any effects occur. Once you use this feature, you can't use it again until you finish a short or long rest.

CENTAURS

On the plains, in the forests, and across the steppes live creatures who blend humanoid and equine aspects. Centaurs are neither man nor beast, but occupy a strange niche in both the civilized and natural worlds. They are born with grace befitting a human king, but are possessed of the fierce savagery of a wild stallion. Centaurs are a scattered race, roaming in small clan groups from the Rothenian Plain (where their numbers are great) to the court of the young Valeran Emperor, whom several serve as personal guards. But they also have a reputation for banditry and bullying, and most cultures consider them dangerous.

Centaurs are largely a nomadic people. Their archery is excellent and their healing arts are well advanced. Because they have little interest in magic or in writing, other cultures sometimes disregard centaurs, but they do so at their peril. Large centaur hordes have smashed baronies and even small nations flat.



RAIDING AND BANDITRY

Upon reaching the age of majority, all young adult centaurs embark on their “bandit years,” a practice designed to siphon off those who are particularly troublesome and give some experience to more agreeable colts and fillies. These young centaurs run free, away from the clan groups, to exorcise their aggression and immaturity. At the end of this period, they can choose to remain outside their clan or horde, or they can return with the understanding that they have tamed their wild ways—at least to the degree that's acceptable to centaur society.

Most young adults choose to return after their bandit years, though the occasional centaur leaves the horde permanently out of curiosity, romance with another race, or any number of other factors. Young centaurs of the same age go on their bandit years together, with instructions from the clan chief about when they'll be allowed to return.

CENTAUR SIZE AND DAMAGE

Large creatures are challenging to balance as playable races, because they have innate advantages that let them outshine smaller races in combat. The centaur is interesting in this regard because, despite their Large size, their upper bodies and arms are human-sized, so they use standard weapons. This creates an opportunity to design in the Large creature space without risking a catastrophic balance shift from creatures swinging enormous weapons, or requiring a list of drawbacks to make them “balanced” (read: unplayable and no fun).

Centaurs believe in personal property, but they also believe that a person who claims to own something should be strong enough to defend it. They never steal from their clan, but anyone else is fair game. Shipments or supplies of grain and alcohol are their favorite targets.

During a raid, centaurs take advantage of their speed, maneuverability, and skill in archery. They use diversions to draw defenders away from targets, or use heavy volumes of arrows to keep them pinned down.

The bandit years are the time when centaurs drink most heavily. Within the clan, celebrations can be shockingly raucous, but everyday life is not. During the bandit years, however, young centaurs are drunk more often than not. This constant inebriation fuels more raids, fights, and reckless behavior.

The bandit years are also the time when centaurs are most likely to take up a life of adventuring, even if only for a little while. Many centaurs spend their bandit years not strictly as bandits but as wanderers and adventurers, eventually returning to their clans with loot and stories.

CENTAUR NAMES

Centaur names are similar in many ways to elven names, but they emphasize synonyms for speed, strength, and daring. They sometimes incorporate a long list of deed names, but those are seldom trotted out except during formal occasions and when issuing challenges.

MALE NAMES. Barrazu, Farrushi, Gaddir, Gadjay, Harunmaza, Himfel, Lahza, Muhktif, Seflenn, Zadat

FEMALE NAMES. Ammida, Bassara, Firnala, Imudeema, Lahga, Leezai, Rashij, Simdisa, Tazgizi, Tifalza

CENTAUR TRAITS

Your centaur character has certain characteristics in common with all other centaurs.

ABILITY SCORE INCREASE. Your Strength score increases by 2, and your Wisdom score increases by 1.

AGE. Centaurs reach maturity at 15 years of age. Their lifespans vary because of the harsh conditions and martial nature of their culture, but the upper limits are similar to those of humans.

ALIGNMENT. Centaur alignments are mainly chaotic and neutral.

SIZE. Centaurs stand between 8 and 9 feet tall and weigh in excess of 1,000 pounds. Your size is Large.

SPEED. Centaurs have a base speed of 40 feet.

TYPE. You are of the monstrosity type.

NATURAL ATTACKS. You have proficiency with your hooves. You make one attack with your hooves, which deal 2d6 bludgeoning damage.

CENTAUR WEAPON TRAINING. You have proficiency with the pike and the longbow.

PIKE CHARGE. If you move at least 30 feet straight toward a target and then hit it with a pike attack on the same turn, the target takes an extra 3 (1d6) piercing damage. The number of extra damage dice you gain increases by one at 6th level (2d6) and again at 11th level (3d6). You can apply this extra damage only once per turn. You can use this ability a number of times per day equal to your Constitution modifier (minimum 1), and you regain all expended uses when you finish a long rest.

HUMANOID TORSO. Although you are Large, you wield weapons and wear armor sized for a Medium creature, thanks to the proportions of your humanoid torso.

QUADRUPED. You have disadvantage on Stealth checks because of your size and indelicate hooves. The mundane details of the structures of humanoids can present considerable obstacles for you, such as ladders and manholes.

SELF-SUFFICIENT. You have proficiency with the Medicine skill.

LANGUAGES. You can speak, read, and write Centaur and one other language of your choice.

DHAMPIR

The half-living children of vampires and human mothers, dhampirs are born into a world that rejects them. Stigma and suspicion follow them regardless of whether the truth of a dhampir child's nature is known. This mistrust either forces a dhampir to develop a disarming wit and charm, or to embrace bitterness and keep others at arm's length through guile or outright intimidation.

Few dhampirs find solace with their undead forebears. As living creatures, even tainted ones, the reality of living with an evil, blood-sucking monster seldom appeals even as they struggle with their own urges or hungers. Dhampirs struggle to find acceptance both within society and within themselves.

LITHE AND GRACEFUL

Dhampirs appear much like humans at first glance. Adults stand between 5 and 6 feet tall but are more slender on average than humans; males weigh around 160 pounds. Female dhampirs are only slightly shorter but are a fair bit leaner, weighing around 120 pounds. Their skin and hair color runs the vast spectrum of tones available to humans, though they tend to be slightly pale.

Their flawless features are tinged with some unnamable exotic quality. Despite the fear and uncertainty that follow them, the half-dead possess a seductive appearance. Listeners find themselves unconsciously giving weight to a dhampir's words and are drawn to his or her presence. Dhampirs glide through life with a seemingly effortless grace that belies their struggle.

BLOOD TIES

For most dhampirs, family is all they have. Immediate kin might be the only source of solace for a dhampir raised by a mortal family. Driven away by the unconscious or superstitious derision of their peers, families containing a dhampir can easily become clannish and reclusive. They learn to keep the world at a distance to protect themselves and their loved ones. Dhampirs who grow up in this situation commonly strike out on their own after reaching maturity, both out of a need to find connection to the greater world and to spare their family the burden of their presence.

Conversely, some dhampirs are born into bloodlines that deliberately cultivate their tainted nature. A true vampire patron, usually the one who originally began the line, oversees these bloodlines. Such a bloodline holds its lineage in the highest regard. There is no doubt among its members that theirs is a superior stock and upbringing, and that greatness is their due. The majority of outright evil dhampirs arise from cultivated bloodlines. They quickly become true monsters, seeing the fear of the living world as envy of their station.

CULTURAL MASKS

Particularly close-knit or cosmopolitan communities can easily tolerate a dhampir in their midst, but that has more to do with adherence to tradition or relative anonymity than true acceptance. Larger cities include dhampirs sprinkled among the population as the half-dead blend in and find their niche, relying on their innate charm. Dhampirs don't relate easily to humans but find a natural kinship with other half-breed races, particularly the fiendish tieflings. They, along with half-orcs and half-elves, know all too well what it's like to live between two worlds, never truly fitting in to either.

Some dhampirs choose to band together for safety, camaraderie, and understanding. These groups are nomadic, traveling from town to town and making their living off the land. Such a band adheres to a loose set of guidelines called the Walking Crow edicts. These rules dictate the dhampirs' responsibility to protect one another from outsiders, for each caravan group to self-govern and be self-sustaining, and for every Crow to work toward the prosperity of the caravan. These groups rarely find warm welcome with outsiders, but they are tolerated because the Crows develop diverse adventuring skills by necessity. Despite their trepidation, villagers can resolve threats to their homes by hiring a band of Crows to handle the problem for them.

CANDLES IN THE DARK

Dhampirs constantly struggle with their nature. They suffer from a troubled upbringing and intrinsic corruption that gnaws at civilized thoughts and behavior. The truth of their heritage weighs on them. Many experience disturbing urges to consume blood or to control others. They shun



the light and find safety and comfort in darkness. Enticed and repulsed by mortals at the same time, this constant struggle is at the core of a dhampir's existence.

Many dhampirs use this struggle as fuel to action. Good dhampirs are horrified by their own corrupted existence and dedicate themselves to living in opposition to it. They become priests who venerate gods of light, or they vow to destroy all undead who perpetuate their misery. Others are broken by their turmoil. They lash out at the world in a rage of bloodlust and hatred. Many evil dhampirs turn to worship of demons and other gods of darkness and pain, seeking to conquer and subjugate their mortal peers.

DHAMPIR NAMES

Most dhampirs bear names appropriate to their mothers' human culture. Some, particularly those belonging to cultivated bloodlines, might have archaic names chosen by, or in honor of, their family's vampire patron. Surnames follow a similar pattern. Dhampirs might use the family name of their mortal relatives, or they might adopt the family name of a powerful vampire as a badge of office. Nomadic dhampirs uniformly take the surname "Crow."

DHAMPIR TRAITS

Your dhampir character has certain characteristics derived from your undead ancestry.

ABILITY SCORE INCREASE. Your Charisma score increases by 2, and your Dexterity score increases by 1.

AGE. Dhampirs reach maturity at the same age as humans, but their lifespans are much longer. They can live up to 750 years before death finally claims them.

ALIGNMENT. Most dhampirs are neutral, but some are driven toward evil by the bitterness and suspicion their parentage thrusts upon them. A few turn toward good in defiance of their nature.

SIZE. Dhampirs are about as tall as humans but are slighter of build. Your size is Medium.

SPEED. Your base walking speed is 30 feet.

DARKVISION. Thanks to your undead ancestry, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

DARK THIRST. You can bite as an unarmed strike against an incapacitated creature or one you have grappled. Your bite deals 1 point of piercing damage, and if the creature has blood and isn't a construct or undead, you can feed from it as part of the attack. Your feeding deals necrotic damage equal to your Charisma modifier (minimum of 1), and if your target takes damage you regain one spent hit die. You can regain a number of spent hit dice with this trait equal to your Constitution modifier per long rest (minimum of 1).

PREDATORY CHARM. As an action, you can magically beguile the mind of a creature that you can see within 30 feet. For 1 hour, you have advantage on Charisma checks made against the target. If you or any of your allies attack or damage the target, this effect ends. When the effect ends, the target feels repulsed by you and becomes hostile toward you until the next dawn, during which time it becomes immune to this effect. A hostile creature won't necessarily attack outright, but it won't deal with you in any way and might actively try to hinder you. You can use this trait once, and regain the ability to do so when you finish a short or long rest.

A creature immune to being charmed is immune to your predatory charm.

UNDEAD RESISTANCE. You have advantage on saving throws against disease, and you have resistance against necrotic damage.

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

DWARVES

The dwarves of Midgard live in three great realms: the Northern halls such as Tanserhall and Wolfheim, the cantons of the Ironcrag, and the Southern city of Nuria Natal. The dwarves of the three realms are distinct in their culture, strengths, and style.

NORTHLANDS DWARVES

The Northlands dwarves are keepers of the old ways and the old gods, smiths and warriors, farmers and traders, stout and strong and able to down a barrel of ale at one sitting. They keep busy fighting the giants or the werewolves and worgs in the North, but sometimes the Northern dwarves take to the sea in their longships and raid the coasts, from Vidim through the Donnermark and Krakova to northern Dornig territories, but passing over the magocracy of Allain.

The Northern dwarves are especially accomplished at ring-making and smithwork, and their society of bear-shirted berserks is celebrated for its ferocity.

Northlands dwarves have the traits of mountain dwarves.



CANTONAL DWARVES

The cantonal dwarves are makers, miners, and smiths, digging deep into the Ironcrags for iron and gold and forging items of great wonder, primarily exceptional spears, crossbows, and arrows, but also great artistic works. Singular items are a lifetime's masterwork: a clockwork steed or wagon, an airship, a returning hammer, or a suit of invulnerable armor. None of these are beyond the grasp of a cantonal smith.

The cantonal dwarves serve no kings, but rule themselves. They often serve as mercenaries in the Seven Cities, among the Princes of Dornig, and even against the Mharoti Empire, side by side with the Magdar knights.

Cantonal dwarves have the traits of hill dwarves.

SOUTHLANDS DWARVES

The Southlands dwarves are distant relatives at best, with different language, magic, and style. In the desert heat the Southern dwarves shave their heads and wrap their beards tightly in gold or copper wire; sometimes these beards are forked or braided as well. They serve a male mask of Rava they call Ptah, and they build clockwork bodies they call shabti, or servants. Their skin is dark, and—when not shorn—their hair runs to pure black, gold, or red.



Southern dwarves are alchemists and mystics, with a deep hatred of dragons and the Mharoti Empire. They have served the King of Nuria Natal faithfully as bodyguards and as his heavy infantry for centuries, and as engineers who build his temples, city walls, and step pyramids.

ABILITY SCORE INCREASE. Your Intelligence score increases by 1.

DWARVEN MYSTICISM. You gain proficiency with alchemist's supplies, and you know either the guidance or resistance cantrip.

GUNPOWDER AND AIRSHIPS

The cantonal dwarves of Midgard are the only race with access to gunpowder and airships. Both of these are purely optional elements of the setting.

If you choose to include gunpowder, only characters with a connection to the cantons have access to proper guns, powder, and related materials, or to teachers who can train them in their proper use.

Airships occupy a similar position. The dwarves built a few in the canton of Templeforge. The vessels are delicate and expensive, so only a handful of cantons actually have an airship of their own. Most are used only for carrying high-value cargo or for urgent military matters.

ELVES

The elves are a people apart, as they are quick to remind others. They were not the first settlers of the forests and fields, but they taught humans and dwarves and others the arts arcane and the art of civilization. The empire they founded at Thorn and in the Arbonesse, which later spread as far east as Sephaya and south to Valera, was a wonder for the ages. Its magical roads, its slim towers, and its speedy and lethal armies maintained an age of peace that lasted until a few centuries ago.

Now the elves are in retreat, and a splintered race. A few with mixed elven/human blood—the so-called elfmarked, who are dealt with in their own section—remain and can claim descent from the great elves of old, despite being as much human as elf. True elves are rarely seen, and are confined to three groups: the windrunner elves of the Rothenian steppes, who are so few in number and so reclusive that they may as well be myth; the shadow fey of the Realm of Shadow, who are discussed separately below; and the reclusive river elves of the Arbonesse, who are the strongest and wisest of the three groups.

RIVER ELVES

The river elves are what remains of the elves of Thorn, with the River King retaining only slight contact with the Domains of the Princes. The Arbonesse forest is their homeland and the river their highway, and their borders include all the land where the leaves' shadow falls. The river elves sometimes exile one of their number to wander the world for a time (a span defined in decades), but

otherwise, the other races rarely see the elves who built so many castles, roads, and cities throughout Midgard.

River elves have the traits of high elves.

ELVEN NAMES

A true elf of the Arbonesse lineage has three names. The first is a birth name given by parents, the second is a common name adopted by the elf upon maturity, and the last is a lineage name, akin to a family name among the humans but taken from a list of a few hundred great heroes of the Elflands known as the Wild Hunt, who harried the demons back to their hells. The most common lineage names include Aynwyn, Sheoloss, Kalthania, Derina, Dammung, Rexthathus, and Larentil. Elves with the same lineage name might not be related at all, which leads to confusion among humans. Elves reveal their birth names to their own kind and trusted friends, and their common name to all others.

By Dornig law, only individuals with clear elven heritage are allowed to take an elven lineage name. There is a brisk trade among up-and-coming gentry for genealogists who can trace a person's ancestry in a way that establishes such a link. Some of these genealogists are very creative.

GEARFORGED

Originally created as powerful soldiers, gearforged must now find their own paths to navigate the second life they've been given. Many devote themselves to civil service, others to their gods. Some dedicate their extraordinarily long lives to the pursuit of knowledge. A few, naturally, seek out lives of adventure.

The gearforged are an artificial race. More importantly, its members are created one at a time and come from a vast array of backgrounds. Nevertheless, they maintain rich traditions of history, culture, and spirituality all their own, largely because of the influence of the race's patron, the gear goddess Rava.

FORM AND FUNCTION

All gearforged were once other creatures with flesh-and-blood bodies, but their conscious minds were transplanted into articulated bodies of iron, steel, brass, and wood, driven by pistons and springs. Each is as distinctive in appearance as other people are. Some entities spend a fortune on these new bodies, while others scrape together anything that will work—especially if the subject is aging or ill.

All gearforged are made in humanoid shape. The vast majority fall into one of two styles: those that are roughly human-sized, with articulated joints, hands, feet, and crystal lens eyes; and a version made by dwarves that mirrors their shorter, stouter body shape. Dwarflike gearforged are more common in the cantons of the Ironcrags than in the Free City of Zobeck, but they're universally accepted as receptacles for dwarf souls.



Gearforged mechanisms are more than mechanical, because gearforged are machines with souls. Their arms and legs are driven by everwound springs. Their minds are

MACHINE SPEECH

Machine Speech is a whistling, clicking language that's incomprehensible to non-gearforged ears. Speakers of Machine Speech claim that the Clockwork Oracle of the Free City of Zobeck speaks in this form, and that their speech is faster and purer than any language of flesh-and-blood races.

actuated by memory gears, transverse cognition gearing, and the marvel of a soul gem connected directly to a maze of silver and mithral steam, spark, and magical conduits. These elements reside in a shell of iron, brass, and steel.

GEARFORGED COMPONENTS

The range of gearforged anatomy in all its variants is remarkable, but all gearforged share some common parts.

EVERWOUND SPRINGS. These magical springs provide energy over long periods, effectively acting as the power sources for most of the gearforged's moving parts. A broken everwound spring results in the loss of function in that digit or limb.

SOUL GEM. The mind of a gearforged creature is as sharp as that of any flesh-and-blood soul, but it is more portable. The animating, vital principle of a gearforged—its will, its personality, its mind—are retained in a soul gem. Its destruction means the death of that gearforged.

MEMORY GEARS. These delicate constructions are scroll-like ribbons pierced with thousands of pin holes and wound about with tiny enchantments of great complexity. The memory of a gearforged for all the days after its creation lives in the memory gears. Older gearforged have many such gears, and the material component for the magic to create them requires one new gear for every 10 years of life. Installing one requires one day's work and 2,000 gp.

Other gearforged can read memory gears salvaged from a dead gearforged, but it's a complex, time-consuming process. It's also viewed with some alarm by most gearforged, since it is akin to peering into the most private details of a creature's life. Installing a used memory gear into a new or existing gearforged requires a new soulforging and at least one week before the recipient can interpret and understand the memories.

GEARFORGED NAMES

Some gearforged use the same name they had before they became gearforged. Others adopt a new name, drawing on any culture they admire. And a few take on an aspirational name representing a virtue they hope to embody, such as Courage, Noble, Faithful, Endurance, or Truth.

GEARFORGED TRAITS

Your gearforged character has certain characteristics in common with all other gearforged.

ABILITY SCORE INCREASE. Two different ability scores of your choice increase by 1.

AGE. The soul inhabiting a gearforged can be any age. As long as its new body is kept in good repair, there is no known limit to how long it can function.

ALIGNMENT. No single alignment typifies gearforged.

SIZE. Gearforged are as tall as either dwarves or humans, but they weigh between 250 and 300 pounds. Your size is Medium.



SPEED. Your base walking speed is 30 feet.

TYPE. You are of the humanoid (gearforged) type.

CONSTRUCTED BODY. Your consciousness and soul reside within a soul gem to animate your mechanical body. As such, you are a living creature with some of the benefits and drawbacks of a construct.

- You cannot eat, drink, or breathe. You can't drink potions or gain benefits that come from drinking, eating, or inhaling vapors.
- You do not naturally sleep.
- During a rest, you must perform maintenance on your gears, springs, and joints, following the normal rules governing rest and activity. While performing this maintenance, you are aware of your surroundings but you have disadvantage on Wisdom (Perception) checks.

If you go longer than 24 hours without performing maintenance (you don't take a long rest), you gain one level of exhaustion. All exhaustion gained this way disappears after your next long rest.

- You can't be stabilized when dying with a Wisdom (Medicine) check or *spare the dying*. Instead, a successful DC 10 Intelligence check or a *mending* cantrip is needed.
- You regain only one-half the usual number of hit points from spells or magical effects with the words cure, heal, or healing in their titles.

FLESH OF STEEL. You are immune to disease, poison damage, and the poisoned condition.

SOLID CONSTRUCTION. If you are killed but your soul gem and memory gears are still intact, you can be restored to life if your body is repaired and *soulforging* is cast on it again. Because the body already exists, the cost of the ritual is just 500 gp, plus the cost of repairing the body (GM's discretion, typically 1d4 x 50 gp). If your body was destroyed but your soul gem and memory tapes are intact, they can be implanted into a new body at the standard cost (10,000 gp). The only other magic capable of bringing you back from the dead is a *wish* spell, which restores you fully.

LANGUAGES. You can speak, read, and write Machine Speech and Common.

GNOLLS

The average gnoll views the virtues of work and self-sufficiency with distaste. Gnolls with leadership skills or who tire of sharing the fruits of their labors frequently break off from the pack alone or in small groups to fend for themselves. Sometimes a male gnoll foolishly announces that he believes males are more fit to lead, and necessarily sets out on his own until he can find a new pack or the controversy is forgotten.

Gnolls who possess the will to face danger make excellent adventurers.

GNOLL NAMES

Gnoll names are heavily influenced by their demonic origins. There's no difference between the names of males and females.

GNOLL NAMES. Anagilkin, Khuyoag, Nothchon, Shashog, Shudnarothic, Tsoggul, Thagtharric, Yithig, Zatur

GNOLL TRAITS

Your gnoll character has several special traits, the result of a wild nature and growing in a harsh environment.

ABILITY SCORE INCREASE. Your Strength score increases by 2.

AGE. Gnolls reach adulthood at age 12, and they live short and brutal lives. The rare examples that die of old age experience only around 70 summers.

THE RITUAL OF SOULFORGING

The ultimate act in creating a gearforged is casting the *soulforging* ritual. The spell is available to wizards and clerics. *Soulforging* can't be added to a wizard's spellbook as one of the two spells learned for gaining a level. It must be found in written form and copied into the spellbook. Clerics can prepare the spell only if they worship a god of smithing, crafting, or a similar portfolio.

SOULFORGING

5th-level necromancy (ritual)

CASTING TIME: 1 hour (see below)

RANGE: Touch

COMPONENTS: V, S, M (a complete mechanical body worth 10,000 gp)

DURATION: Instantaneous

You and a willing humanoid subject must chant an incantation in unison during the entire casting time. At the end of this period the subject's soul and consciousness leave its body. The subject must make a DC 14 Charisma saving throw. If it fails, you take 2d10 psychic damage and 2d10 radiant damage from waves of

uncontrolled energy ripping out from the disembodied spirit. You can maintain the spell, allowing the subject to repeat the saving throw at the end of each of your turns, with the same consequence to you for each failure. If you choose not to maintain the spell or are unable to do so, the subject's soul is traumatically drawn back to its body; the subject immediately drops to 0 hit points and is dying.

If the save succeeds, the subject's soul is transferred into the waiting soul gem and immediately animates the constructed body. The subject is now a gearforged. It loses all of its previous racial traits and gains gearforged traits. The subject's original body dies and cannot be returned to life by any means unless its soul is freed from the soul gem.

If the spellcaster dies during a soulforging, the subject also dies and its soul becomes a wraith.

Up to four other spellcasters of at least 5th level can assist you in casting *soulforging*. Each assistant reduces the DC of the subject's Charisma saving throw by 1. In the event of a failed saving throw, the spellcaster and each assistant take damage. An assistant who drops out of the casting can't rejoin.

ALIGNMENT. As a product of a culture that values laziness, selfishness, and dominance, most gnolls are evil. On top of that, an unpredictable existence, where every day could be the last, usually leads to a chaotic view of the world. With that said, there are always exceptions to every norm.

SIZE. Gnoll females are taller and more powerfully built than their male counterparts. The former range from 7 to 8 feet and usually weigh more than 250 pounds, while the latter average 6 inches and 30 pounds less. Your size is Medium.

SPEED. Your base walking speed is 30 feet.

DARKVISION. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You cannot discern color in darkness, only shades of gray.

SCENT. You have advantage on Wisdom (Perception) checks that rely on smell.

BULLY. Although gnolls are cowardly at heart, they like to disguise their fears by abusing others. You have disadvantage on saving throws against being frightened. On the other hand, whenever you make a Charisma (Intimidation) check for dealing with obviously smaller or weaker targets, you are considered proficient in the Intimidation skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

LIVE TO FIGHT ANOTHER DAY. When you take the Disengage action, your base walking speed is increased by 10 feet.

GNOLL WEAPON TRAINING. You have proficiency with the spear, shortbow, longbow, light crossbow, and heavy crossbow.

LANGUAGES. You can speak, read, and write Southern and Gnollish. Gnollish words sound almost like growls for the uninitiated, and gnolls tend to use scents and small gestures to convey subtle meanings. Two gnolls speaking can almost seem like dogs barking at each other to a casual observer.

SUBRACES. Although not, strictly speaking, different races, gnolls from the civilized lands live in an environment so different from their savage brethren that they are considered separate subraces. Choose one of them.

CIVILIZED GNOLLS

As a civilized gnoll, you are well-fed and enjoy the comforts that your primitive cousins can only dream of. You were valued as a mercenary, a temple guard, or simply a thug due to both your inherent toughness and your desire to please those that are in charge.

ABILITY SCORE INCREASE. Your Constitution score increases by 1.



OBSEQUIOUS. Whenever you make a Charisma (Persuasion) check for dealing with obviously bigger or more powerful targets, you are considered proficient in the Persuasion skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

SAVAGE GNOLLS

As a savage gnoll, you are in touch with your animal side and understand the ways of nature. Your tribe has been raiding the desert or the plains for generations, and you know the land in which you live like the back of your hand.

ABILITY SCORE INCREASE. Your Wisdom score increases by 1.

SCAVENGE. Whenever you make a Wisdom (Survival) check for gathering food or locating water, you are considered proficient in the Survival skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

GNOMES

As a gnome of the Niemheims, you bear the mark of a bargain made long before your birth. You hail from the nine Great Cities, which aspire to greatness among the trees of the Wormwood. Surely that faint whiff of brimstone that haunts your steps is not your fault! You have stayed safe in your forest, shrouded from the gaze of Baba Yaga and her daughters. You've learned the limits of your sanctuary and have heeded the warnings never to stray beyond the treeline. In your youth, you saw bloody sacrifices made to devils; sometimes unwary travelers and sometimes kin, but all offered to the eleven hells at the point of a blade.

You yearn to see the world beyond the trees. It calls to you, and it terrifies you. How can you walk freely on the roads of Midgard when Grandmother wishes to eat your feet? What have you made from the mushrooms and rooty soil of the forest that will aid you? A hat, made of redcaps and small growing plants is your safety. If you leave and risk the ancient ire of Baba Yaga, remember—never remove your living headpiece and never let the plants woven into its brim go thirsty.

GNOME NAMES

Gnomish naming conventions are mainly cultural and indicate clearly the gnomes' origins from the nine Great Cities.



MALE NAMES. Cellus, Hausler, Jaskul, Minsik, Thorsten, Torov, Wiebaur, Yakalin, Yustin, Zezick

FEMALE NAMES. Domila, Domini, Dragrafena, Lyudla, Namagda, Pintek, Strava, Talici, Tiana, Viazo

FAMILY NAMES. Bernhardan, Hofmed, Immanul, Khazmus, Kolman, Mertens, Thralthodan, Tolkigrim, Vinzen, Volker

GNOME TRAITS

Niemheim gnomes are clever, paranoid, and dangerous. They are drawn to arcane magic and make excellent sorcerers and warlocks. In addition to standard gnomish traits, their dealings with devils and their confinement to the Wormwood give them two additional traits.

BEWILDERING BARGAINERS. You know how to lie, deceive, and intimidate with great aplomb. Your Charisma score increases by 1 and you have advantage on Persuasion checks.

KNOWN IN HELL. You speak the infernal tongue and are proficient in the Arcana skill.

NEW EQUIPMENT

REDCAP. To stay hidden from the eyes of Baba Yaga, the gnomes of Niemheim made a bargain with a powerful devil. So long as they stay inside the Wormwood, the witch can't find them. A few hopeful gnomes posit that as long as the Wormwood remains above them, they remain safe. With that in mind, they craft calfskin caps with living vestiges of the forest growing from the brim. Mushrooms, small plants, a bird's nest, and other elements of the Wormwood sprout from the cap, and continue to grow so long as they are tended to. A Niemheim Gnome may graft the miniature forest onto the surface of any helm or hat (including magical ones). Should the hat be destroyed, the gnome has one week to return to the Wormwood before Baba Yaga begins her pursuit . . .

HUMAN: ELFMARKED

Although the elven race is in decline and its members are scattered, the elves created a lasting legacy. In addition to the obvious reminders of their past greatness—ruined cities and straight, level roads—they left an invisible mark in the elven blood that courses throughout Midgard's people. The so-called elfmarked are the result of unions between elves and humans. Elven blood running through their veins ties the elfmarked to the realms of the fey; some trace their lineage back to the great elves of ages long ago. The elfmarked are spread throughout the kingdoms of Midgard. They mingle with humans and other races in cosmopolitan cities and rustic villages, the latent power in their blood always whispering in their subtly pointed ears.

Elfmarked use half-elf traits.

HUMAN: KARIV WANDERERS

A wind blows over the steppes and through the valleys of the Wandering Realm. Wild thyme and the smoke from a hundred campfires is carried on it. Listen for the old songs sung with too much wine and a quiet sadness beneath.

You have returned to your clan's tabor after riding the trade caravan to Vellarsheim. Kariv is the name of your people, and you are nomads of the Rothenian plain. The hoof and the wheel are your destiny. None know the land as you do, for you've seen it all in your wandering, from the sod huts of the winterfolk in sternest Domovogrod to the limits of Kaa'nesh and its brutish inhabitants. Your pony, sash, and blade have accompanied you at each step, as has your love for laughter, for drink, and for games of chance.

But revelry can't lighten your strange burden or lessen the pull in your heart to take a step when you've stood still too long. Some call your people cursed, and perhaps they are, for they have no homes but the saddle and the caravan.



If you tarry too long in one place, you grow barren and joyless. The colorful silks you wear turn gray and dull, your thoughts turn cloudy, and wolves lurk beyond the low light of your campfire. Don't fall to this curse, nomad; walk, run, or ride from it as fast as you can.

Kariv humans of the Rothenian Plain are spirited and fierce. They make superior fighters and bards.

KARIV NAMES

Most Kariv will have three names during their lives: a child name, an adult name, and an elder name. Children's names tend to be words for natural objects such as flowers and animals. Elders' names usually indicate the most noteworthy accomplishment of the person's life. Adult names are purely cultural, like most humans' names.

MALE NAMES: Alekov, Budanyek, Cheslov, Dimirku, Gradek, Ksaver, Mikolaj, Serjei, Vilkan, Yavoi

FEMALE NAMES: Chaturia, Enla, Lorema, Malya, Matviya, Nerbeta, Silya, Tanina, Voreka, Zofi

KARIV TRAITS

The following two traits replace the standard human's Ability Score Increase trait.

WARRIORS, DANCERS, LOVERS. Kariv humans are strong, lithe, and passionate. Raise your Strength, Dexterity, and Charisma scores by 1 each. You have proficiency in Performance and Survival.

CURSED. You have advantage on Charisma checks if your last two long rests were taken at least a mile apart. Otherwise, you have disadvantage on Charisma checks.

KOBOLDS, MIDGARD

Of the smaller races, the kobolds have adapted best to the changing world. Enslaved long ago by reaver dwarves, kobolds quickly carved a niche for themselves as miners, scouts, and tinkerers: small enough to be useful, and also small enough to be dismissed as a threat. At first they were tolerated, then largely ignored. As a result, the shadows of dwarven society are rife with kobold rogues and entrepreneurs (many of them secret worshippers of Loki), seemingly subservient but busily trading dwarven goods for resources extracted from the dwarves' own mines and storehouses, right under the noses of their "masters."

Free kobolds defend their mines viciously but otherwise maintain the ruse of a harmless and subservient little folk—at least until the opportunity to sheathe a knife in someone's kidneys presents itself.

Many other small races have adopted the kobold's strategy, including the worship of Loki, embracing his cunning ways and the advantages of guile and cunning over brawn and bravado.

SUBTERRANEAN SURVIVORS

More than anything, kobolds are survivors. Their scaly skin and keen night vision as well as their dextrous claws and sensitive snouts make them quick to sense danger, and their clawed feet move them out of danger with cowardly speed. They are small but fierce when fighting on their own terms, and their weight of numbers helps them survive in places where larger but less numerous races can't sustain a settlement. They are great miners, good gearsmiths, and modest alchemists, and they have a curiosity about the world that frequently gets them into trouble. They are merchants to both the surface world and the world beneath it, with their greatest cities hidden deep below the earth. Their enemies are the diabolical gnomes, the dwarves, and any other mining races that seek dominance of dark, rich territories.

The kobold King of Kings rules from Harkesh, the capital of the Dragon Empire, where kobolds form a large middle class known as the kobaldi. Some even own human and dwarven slaves. Here, kobolds carry themselves upright, see themselves as naturally superior to the hairy races, and swagger about their business. Mharoti kobolds loudly demand the respect of others and greatly disconcert those accustomed to the paranoid and sniveling kobolds found in the rest of Midgard. That same sniveling still goes on, but the kobaldi reserve it for their dragon masters.

FINDING ONE'S PLACE

Kobold society is gregarious and built around the clan, matriarchal lines of descent, male kings, and the crucial importance of clutch-mates (those who hatched about the same time, the closest things kobolds have to brothers and sisters). Few kobolds become adventurers, and most of those who do have either offended a kobold king (and been exiled from the mines as punishment) or have lost many or all of their clutch-mates (so they leave home to grieve and to find new friends). In many cases, a kobold "adopts" an adventuring party as new clutch-mates.

Kobolds are deeply enamored of their tools. Some kobolds spend a great deal of effort improving them. Mining picks, a mason's hammer, jeweler's loupe, and even simple items like a kobold's spear or dagger are all named and cherished. At the same time, kobolds tend to gnaw on tool handles, forget to oil blades, or even pry out inlays or decorative gems (to polish or reshape them) without first considering how they'll repair the damage. As a result, most kobold items are distinctive and unlikely to be mistaken for anyone else's items. Some believe this decorative urge is an instinctual defense against theft.

One category of tool deserves special note: traps. Kobolds create simple, deadly traps and wildly impractical ones as a hobby. Few kobolds leave home without string, springs, simple latches, and other bits and pieces that can be quickly fashioned into triggers for traps. Kobolds are the only race that recognizes "trapsmith" as a profession.



Kobolds are closely allied with and related to dragonkin, drakes, and dragons. The kobold kings (and there are oh-so-many kobold kings, since no kobold ruler is satisfied with being merely a chieftain) admire dragons as the greatest sources of wisdom, power, and proper behavior.

KOBOLD NAMES

Among themselves, kobold names tend to be a combination of yips, howls, snarls, coughing sounds, and sounds made by clacking their teeth. These words are difficult, if not impossible, for other races to duplicate, so kobolds who go out into the world usually adopt another, simpler name. These can be anything the kobold likes the sound of, and often come from another culture; some kobolds are partial to dwarven names, for example, mainly for ironic reasons. Alternatively, they can take descriptive labels, usually with an incongruous gravitas or a ridiculous implication of power, such as Worldshaker, Thor Giantslayer, or Spinecrusher. There's no real consistency or pattern to the names they use among outsiders.

KOBOLD TRAITS

Your kobold character has certain characteristics in common with all other kobolds.

ABILITY SCORE INCREASE. Your Dexterity score increases by 2 and your Intelligence score increases by 1.

AGE. Kobolds reach maturity at age 10, and can live to nearly 80.

ALIGNMENT. Kobolds are organized and tend toward law, particularly those who practice a trade. Whether they lean toward good or evil depends on their draconic lineage.

SIZE. Kobolds stand between 3 and 4 feet tall, and weigh around 40 pounds. Your size is Small.

SPEED. Your base walking speed is 30 feet.

DARKVISION. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You cannot discern color in darkness, only shades of gray.

BLINDSIDER. You have advantage on your attack roll against an enemy within 5 feet of you if you have an ally that's not incapacitated also within 5 feet of the target. You can apply this bonus to one attack per round.

SUNLIGHT SENSITIVITY. You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in bright sunlight.

TINKERER. You have proficiency with artisan's tools of your choice: alchemist's supplies, mason's tools, smith's tools, or tinker's tools.

LANGUAGES. You can speak, read, and write Draconic and Common.

MINOTAURS

The minotaurs of Midgard are a proud people pushed to the brink. Driven from their ancestral homelands of Kadralthu and Roshgazi by the ever-expanding Dragon Empire, the bull-folk home is now the Serene Isle of Kyprión. Kyprión owes fealty to the Maritime Republic of Triolo, and with the support of the Republic's navy, the minotaurs have stability and strength. Triolo may build all its ships in its own harbor, but many of its best crews come from Kyprión.

Minotaurs are imposing and powerful, with a reputation for ferocity that borders on monstrous. That reputation is well-earned. They chafe under the yoke of being a vassal state, but their Queen Kitane understands that without Triolo, the Dragon Empire would swallow Kyprión whole. The aegis of Triolo's fleet, coupled with the fact that a minotaur has recently risen to lead the Golden Council of Triolo, salves the bull-folk pride. At least for now.

Minotaurs display their achievements proudly by decorating their horns with engraved sigils and designs. If one is versed in minotaur custom, one can tell at a glance

the achievements and prowess of a minotaur by examining the decoration on her horns. A minotaur who loses part or all of a horn suffers considerable stigma and must strive to prove his worth. Sometimes a "brokehorn" (a fighting insult to any minotaur) who manages to achieve great deeds earns the gift of having the missing horn magically restored by a temple. Beware any minotaur that willingly gives up or chooses not to restore a lost horn, for this is one of Midgard's most driven and dangerous creatures.

TERROR ON THE HIGH SEAS

The minotaurs of Kyprión and Triolo are a force to be reckoned with in a stand-up fight. Perhaps somewhat against type for their bulk, they are an absolute terror on the sea. The corsairs of Kyprión have carved a tale of bloody blades and shattered hulls on the water, and even the mighty Dragon Empire has learned to respect them. The minotaur's natural sense of direction makes them ideal navigators on sea as well as land. Cover of night, fog thick enough to carve, and unfamiliar coastlines don't phase the bull-folk.



TWISTING PATHS

Minotaur architecture and city planning always incorporate a particular design: labyrinths. Every settlement and structure of any size created by the bull-folk sports a twisting labyrinth of switchbacks and dead ends. None is more famous than the Great Labyrinth in the city of Vespras, the capital of Kyprian. In the center of this maze is the Palace of the Bull, another labyrinth in its own right. At night, the clash of arms and screams of the dying find their way out of the maze. It is said that the queen invites both friends and enemies to enjoy the hospitality of the palace, but only her friends survive the stay.

MINOTAUR NAMES

Most minotaurs have two names: a first name which almost always is the same as their father's or mother's name, plus a descriptor. No matter how many children a minotaur has, odds are the males will all have the same first name as their father and the females will all have the same first name as their mother. The descriptors vary, but they're aspirational rather than earned, and since they're given by the parents when the minotaur is still an infant, they might or might not turn out to be accurate. For example, parents who want their child to be a great warrior might call it "the Fierce." If that minotaur grows up to become a poet (rare, but it does happen), it will still be called "the Fierce."

MALE NAMES: Aewigr, Kamdoth, Korwyn, Krolm, Ordwar, Rankoth, Thargad, Theodar, Theonco, Vorkhul

FEMALE NAMES: Afridde, Brytredda, Chotheuk, Gunda, Hrunan, Sedruse, Thariff, Thewenn, Varala, Wentheon

DISCRIPTORS: the Brave, the Intimidating, the Mighty, the Never-lost, the Reaver, the Swift, the Unstoppable, the Unyielding

MINOTAUR TRAITS

Your minotaur character has certain characteristics in common with all other minotaurs.

ABILITY SCORE INCREASE. Your Strength score increases by 2, and your Constitution score increases by 1.

AGE. Minotaurs age at roughly the same rate as humans but mature 3 years earlier. Childhood ends around the age of 10 and adulthood is celebrated at 15.

ALIGNMENT. Minotaurs possess a wide range of alignments, just as humans do. Mixing a love for personal freedom and respect for history and tradition, the majority of minotaurs fall into neutral alignments.

SIZE. Adult males can reach a height of 7 feet, with females averaging 3 inches shorter. Your size is Medium.

SPEED. Your base walking speed is 30 feet.

DARKVISION. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You cannot discern color in darkness, only shades of gray.

NATURAL ATTACKS. Your horns are natural weapons, which you can use to make unarmed strikes. If you hit with them, they deal 1d6 + your Strength modifier piercing damage.

CHARGE. If you move at least 10 feet toward a target and hit it with a horn attack in the same turn, you deal an extra 1d6 piercing damage and you can shove the target 5 feet as a bonus action. You can apply this extra damage once per turn. At 11th level, when you shove a creature with Charge, you can push it 10 feet instead of 5. You can use this ability a number of times per day equal to your Constitution modifier, and you regain all expended uses when you finish a long rest.

LABYRINTH SENSE. You can retrace without error any path you have previously taken, with no ability check.

LANGUAGES. You can speak, read, and write Minotaur, as well as one other language of your choice (typically the Trade Tongue or Southern languages).

RATFOLK

Ratfolk are small, rodentlike humanoids with twitching snouts, bony feet, and long, pink tails. They are about the same size as halflings but of a slimmer build. They often wear hooded cloaks or long robes to conceal their true nature from the gaze of casual onlookers.

Ratfolk can be found throughout Midgard, from Zobeck and other cities of the Crossroads region to the dusty streets of Per-Bastet in distant Nuria Natal and the valley of Golden Ulthar. The little creatures often inhabit the fringes of human society, scraping a living as petty thieves and tricksters. Many make their homes in decrepit slum tenements, in disused dockside warehouses, or even in sewers and other warrens beneath the city streets. Some, particularly in the Southlands, live a nomadic existence, wandering from place to place and trading in whatever odds and ends they acquire along the way, through honest means or otherwise. Other groups can be found on small tropical islands in the Tethys Ocean.

Family is important to ratfolk, and their strong communal ties mean they often form or join tight-knit criminal societies. Although some ratfolk have been known to ally themselves with goblins, kobolds, or the darakhul, they prefer to serve a mysterious "rat king" who is usually, but not always, a powerful rodent or ratlike creature of some sort. Many of Zobeck's ratfolk are loyal servants of the Free City's infamous Mouse King—picking pockets, burgling mansions, and smuggling goods up and down the Argent River on behalf of their monarch. Others serve any powerful figure as scouts, saboteurs, and infiltrators on their master's behalf. Whoever their master may be, ratfolk are loyal to their kin.

Ratfolk enjoy collecting interesting trinkets and baubles, and hoard these items in their homes, often in preference to more valuable (but dull) gold and silver coins.

RATFOLK NAMES

Among themselves, ratfolk use names that identify their family and their place within the family, in the same mold as human names like Ivan Iverson. They seldom use these names among non-ratfolk, however. Instead, they seem to derive perverse pleasure and great humor from giving themselves nicknames that make humans and elves uncomfortable, such as Plaguesores and Stinqface. Ratfolk are infamously hard to offend, so the more offensive the nickname, the more it amuses them. These nicknames are no different between males and females.

RATFOLK NICKNAMES. Bloodylips, Carrionsqarfer, Fleshstripper, Gutspill, Puslicker, Rotstench, Sewergass

RATFOLK TRAITS

Your ratfolk character has certain characteristics in common with all other ratfolk.

ABILITY SCORE INCREASE. Your Dexterity score increases by 2 and your Intelligence score increases by 1, but your Strength score reduces by 2.

AGE. Ratfolk have shorter lifespans than humans, reaching adulthood at around age 12. They live up to 60 years.

ALIGNMENT. Ratfolk care more about their close-knit families and acquiring material goods than any lofty ideals. Most tend to be neutral in alignment.

SIZE. Ratfolk are about 3 feet tall and weigh around 40 pounds. Your size is Small.

SPEED. Your base walking speed is 25 feet.

SWIM. Ratfolk are capable, if slow, swimmers. You have a swimming speed of 10 feet.

DARKVISION. Accustomed to living underground and in other dingy places, you have superior vision in dark and dim conditions. To a distance of 60 feet from yourself, you can see in dim light as if it were bright light and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

NIMBLENESS. You can move through a hostile creature's space in combat as long as it is size Medium or larger.

PACK TACTICS. You have advantage on your attack roll against a creature if at least one of your allies is within 5 feet of the creature and the ally isn't incapacitated.

RODENT EMPATHY. You have advantage on Handle Animal checks to influence the behavior of rodents.

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



RAVENFOLK

Few races in Midgard live amid so much rumor, suspicion, and outright falsehood as the ravenfolk. They make their rookeries in every major city. Depending on whom you ask, they might condemn the ravenfolk as solitary wanderers bearing misfortune or praise them as messengers from the gods. Ravenfolk are loyal comrades and treacherous thieves, brave warriors and contemptible cowards. They are despised for their strange and secretive culture, and criticized for having no true culture of their own. The ravenfolk are a study in contradictions. These truths, half-truths, and lies conceal a greater mystery that few outsiders know.

If the ravenfolk have a homeland, it is in Beldestan to the east; or a branch of Wotan's tree to the North; or on a high cliff of Horus' hidden temple in the South. They have settlements in Trollheim, Vidim, Domovogrod, Nuria Natal, and the Dragon Empire. None of these are large, but in Nuria Natal at least, they serve honorably as temple guards and as defenders of the faithful of Horus.

Ravenfolk have no wings, but they do have tail feathers that sometimes flare out when they're angry.

OF GODS AND MEN

The ravenfolk of Midgard (also known as the huginn) are wily scoundrels, tricksters, assassins, spies, and thieves. The oldest tales say that the god Wotan the Rune Father brought the clever ravenfolk into being when he plucked the feathers from his two pet ravens, Huginn (Thought)

and Muninn (Memory), and let the feathers drift down to Midgard. The feathers became ravenfolk, and they spread across the world as Wotan's spies.

In truth, the ravenfolk are a bridge between everyday life on Midgard and the realm of the gods. They share Wotan's secret knowledge of the branches of Yggdrasil the world tree. In the far northern reaches, the huginn are both the embodiment of the gods' will and a symbol of inevitable death in battle.

THIEVES, ONE AND ALL

No matter what trade, role, or profession a ravenfolk takes up, they are all thieves. They build their rookeries from found items, and much like normal ravens, have a great fondness for shiny baubles. Beyond physical thievery, they live to steal secrets. Ravenfolk are naturally adept at being unobtrusive, and they use that trait to feed their insatiable curiosity. The Tsar of Vidim employs a great flock of huginn as his personal spies and assassins.

Aside from their larcenous instincts, ravenfolk are scrupulous about keeping their word. That's not to say they don't lie; ravenfolk lie as much as anyone else, and maybe a bit more when the pressure's on. But if a promise or a vow can be extracted from one, it's as reliable as gold—which may be why ravenfolk seldom make promises or vows. Otherwise, their personalities are as varied as those of other races. They adapt readily to whatever environment they occupy, from remote wilderness to big cities—although their presence in cities is not always welcome. They frequently take on local customs, traditions, and beliefs to fit in with the community.

RAVENFOLK NAMES

As with many other races whose native language is difficult for more humanlike vocal organs to deal with, ravenfolk tend to use different names among humans, dwarves, elves, and other humanoids than they use among their own kind. When

choosing human-friendly names, ravenfolk borrow liberally from local traditions, mythology, and popular songs and poetry. They prefer names that invoke imagery (Starshadow, Moonglow, Rainshimmer) over more prosaic labels, but that's as much consistency as it's possible to define. Furthermore, since these aren't their real names, ravenfolk have little attachment to them. They swap names whenever they feel like it, until they finally settle on one that really suits them.

RAVENFOLK TRAITS

Your ravenfolk character has certain characteristics in common with all other ravenfolk.

ABILITY SCORE INCREASE. Your Dexterity score increases by 2 and your Charisma score increases by 1.

AGE. Ravenfolk reach adulthood at 10 years old, and can live to be 110.

ALIGNMENT. Ravenfolk tend toward chaos thanks to their capriciousness and insatiable curiosity. Greed overwhelms some ravenfolk, drawing them toward evil.

SIZE. Ravenfolk are slighter and shorter than humans. They range from 4 feet to just shy of 6 feet tall. Your size is Medium.

SPEED. Your base walking speed is 30 feet.

SUDDEN ATTACK. You have advantage on attack rolls against a surprised creature.

MIMICRY. Ravenfolk can mimic any sound they've heard. Make a Charisma (Deception) check against the passive Wisdom (Insight) of any listeners. Success indicates they believe the sound you created was real.

TRICKSTER. You have proficiency in the Deception and Stealth skills.

LANGUAGES. You can speak, read, and write Huginn's Speech and Northern Tongue.



SHADOW FEY

The enigmatic shadow fey of the Shadow Realm dwell in ebon spires and moonlit keeps, encroaching on the mortal world in places where barriers between the planes are thin. They prowl the darkest recesses of the forest, hunting mortal prey. They dance in the darkly luminous halls of their shadow palaces, the lords and ladies of twilight. Their actions brim with contradictions and their motivations are shrouded in mystery. They seek to throw their observers off-guard, for anyone and everyone is a potential enemy.

Shadow fey resemble elves physically, with some striking differences. Their skin color tends toward alabaster white, ebon black, or subtle grays. A few have scintillating, shimmering skin. Many shadow fey have horns, from subtle nubs to large and obvious protrusions, either satyr- or fiend-like depending on the chronicler.

A MYSTERY TO MORTALS

Although a physically beautiful race, the shadow fey somehow combine the worst features of elves and goblins. They are at turns benign and cruel, purposeful and whimsical. They vanish from the world and reappear seemingly at random, then profess shock at the changes that occurred during their absence. Their actions can seem illogical or even mad, but there is always a method in them. Shadow fey advance their goals subtly, so that enemies are overtaken before they even become aware of the danger.

While the shadow fey are often antagonists and usually are described as malevolent, they are not inherently evil. Neither are they inherently good. They are fey, and mortals must always be wary in their interactions with fey or pay a steep price. Loyalty, devotion, wealth, memories, lives, souls: the shadow fey deal in all of these things. And they are stirring once more.

ORIGINS OF THE SHADOW FEY

Even to most shadow fey, their history is unknown, and differing stories about their origin abound. The most prevalent story recounts that the shadow fey were elves who made pacts with forces of darkness millennia ago, most likely during the Sorceress's Revolt when a group of beleaguered elves turned to those powers out of desperation. The official history of the Shadow Courts assumes this version of events is true, and the Shadow Reckoning (SR) calendar begins at that time. Sarastra, the Queen of Night and Magic, is featured as both the divine patron and the founder of the shadow fey in this tale, a fact she is pleased to exploit when it suits her.

It is certain that there is some truth to this story. Both the records and the memories of ancient elves support this particular version of events as they are commonly recalled.



While the submission to dark magic is acknowledged, other tales deny this as the sole origin of the shadow fey. The Queen of Night and Magic existed long before the once-elven princess Sarastra came to rule the shadow fey, and stories of their exploits reach back centuries prior to the Sorceress's Revolt. Indeed, many shadow fey seem more closely related to other fey races than to elves, despite the relatively short span of time since their supposed separation.

Mentions of alternate planes, chaos, and time magic—particularly in the environs of Zobeck and Castle Shadowcrag—contribute to the confusion. In the end, only the gods know the true origin of the shadow fey. Speculation is rampant but not often shared. As is commonly said in the Summer Court, it is unwise to argue with a goddess. Sarastra's accounting of events suffices for most individuals.

SHADOW FEY NAMES

Naming conventions among the shadow fey are similar to those favored by elves, but their imagery is darker and more guarded. They favor themes of gloom and seclusion over sunshine and tinkling brooks.

MALE NAMES. Drilfind, Edgwin, Ethdrin, Lorinidral, Quentor, Shanles, Thanascil, Torvobar, Varratir, Vashrin

FEMALE NAMES. Anorla, Bornva, Dulira, Fanwi, Girethdra, Lanrama, Methada, Phorla, Suzenga, Thortha

SHADOW FEY TRAITS

Shadow fey are a subrace of elf. They enjoy the base elven racial traits, along with the following subrace traits.

ABILITY SCORE INCREASE. Your Charisma score increases by 1.

ALIGNMENT. Although they have a malevolent reputation, the shadow fey are not inherently evil. They tend toward chaotic neutral, though every variation exists.

SHADOW FEY WEAPON TRAINING. You have proficiency with the rapier, shortsword, shortbow, and longbow.

PATH OF SHADOWS. When in darkness, dim light, or a shadow large enough to cover your body, you can cast the *misty step* spell. You can use this ability a number of times per day equal to your Charisma modifier (minimum 1), and you regain all expended uses when you finish a long rest. Charisma is your spellcasting ability for this spell.

SUNLIGHT SENSITIVITY. You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in bright sunlight.

TRAVELER IN DARKNESS. You have advantage on any Intelligence (Arcana) check to learn about a particular shadow road and how it functions.

EXTRA LANGUAGE. You can speak, read, and write Umbral.

TROLLKIN

In ancient times, ogres, trolls, and fey sometimes took human mates. Their descendants are the trollkin. Tall and lanky with a brutish appearance, trollkin are seldom welcome among the civilized races of the north, even when the full extent of their inhuman ancestry is difficult to determine. As a result, most trollkin live in isolated tribal settlements and subsist on hunting and raiding.

SKIN DEEP

With a thick hide of green or brown, trollkin are superficially similar to orcs or hobgoblins. While many trollkin share a rough and unkempt appearance, their inhuman lineage can show itself in a wide variety of

forms. Some trollkin could even be considered beautiful by human standards, except for some subtle marker of their monstrosity, such as stone-gray skin or talon-tipped fingers.

Many trollkin wear tattoos to show tribal loyalty or to venerate their ancestor spirits. The bravest among them brand their flesh to show mastery over their own fear, since only acid and fire leave long-lasting scars on their skin.

A PLACE IN THE WORLD

While the majority of trollkin live in remote communities, some thrive in civilization. But even within cities, trollkin tend to stick together in their own neighborhoods that eventually begin to resemble urban tribes. Most urban





trollkin find work that exploits their nature. Mercenary work is the most common, but they sometimes join city guard forces. Thieves' guilds and other disreputable elements love to employ trollkin as arm-breakers and debt-collectors. Smiths and artisans sometimes take on a trollkin partner or apprentice to add an exotic or savage flair to their offerings.

TROLLKIN NAMES

Trollkin don't attach much importance to names. They carry names more as a convenience to the races that rely on them than for their own purposes. Among themselves, trollkin refer to each other by identifying marks, well-known deeds, or recognizable characteristics (Bent-nose, Long-claws, Fears-lightning). These labels change depending on what the trollkin has done recently and who's doing the talking. As long as other trollkin recognize who is being referred to, that's all that matters. It's common to string several labels together to get an identifying label (Long-claws-fears-lightning). When they take a "human" name (meaning, for the benefit of humans), it tends to follow the same pattern. Somewhat confusingly, these names also tend to change every time a trollkin introduces itself, since many won't be bothered to remember what other people called them last week, or yesterday.

NAMES: Broken-fang, Six-fingers, Eye-wart, Hates-birds, Burned-her-cousin, Always-angry, Kicks-children, Sniffs-a-lot, Bites-ears

TROLLKIN TRAITS

Your trollkin character has certain characteristics in common with all other trollkin.

ABILITY SCORE INCREASE. Your Constitution score increases by 2.

AGE. Trollkin reach maturity by the age of 15, and live 50 to 60 years.

SIZE. Trollkin stand over 6 feet tall and are more solidly built than humans, weighing around 200 pounds. Your size is Medium.

ALIGNMENT. Trollkin tend toward neutrality of one kind or another.

SPEED. Trollkin have a base speed of 30 feet.

DARKVISION. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

NATURAL WEAPONS. You have large fangs and sharp claws instead of fingernails and toenails. You can use your claws or fangs to make unarmed strikes. If you hit with them, claws deal 1d4 + Strength modifier slashing damage, and fangs deal 1d4 + Strength modifier piercing damage.

INHUMAN VIGOR. You concentrate regenerative power in your blood to swiftly recover from wounds. As a bonus action, you can expend one hit die to regain hit points as if you finished a short rest. The number of hit dice you can expend increases by one when you reach 6th level (2 hit dice), 12th level (3 hit dice), and 18th level (4 hit dice). You must complete a long rest before using this ability again. If you take acid or fire damage, you lose access to this ability until you finish a short or long rest.

LEGACY OF FEAR. You have proficiency in the Intimidation skill.

LANGUAGES. You can speak, read, and write Northern Tongue.

SUBRACE. Trollkin bear different traits depending on the type of creatures in their lineage. The two most common types of trollkin are night whispers and stonehides. Choose one of these subraces.

NIGHT WHISPER TROLLKIN

Night whisper trollkin trace their ancestry to enigmatic fey creatures from the Shadow Realm. Because of their natural connection to the realm of spirits, many night whisper trollkin become shamans, seers, and priests. Night whispers tend to have darker skin tones and slighter builds than their cousins.

ABILITY SCORE INCREASE. Your Wisdom score increases by 1.

SPIRIT WHISPERS. The spirits of your tribe's ancestors whisper secrets from beyond the veil of death. Before making an ability check or saving throw, you can heed the wisdom of the spirits to gain advantage on the roll. You cannot use this feature again until you finish a long rest.

STONEHIDE TROLLKIN

Some trollkin are the result of unions between humans and monstrous brutes, such as ogres, trolls, or even stranger fey creatures of bloody disposition. Stonehides have larger frames and more muscle than other trollkin. Their skin is brighter in color but also has a rough, stonelike texture.

ABILITY SCORE INCREASE. Your Strength score increases by 1.

THICK HIDE. Your skin is knobby, thick, and tough, granting you a +1 bonus to Armor Class.



BITTER RELATIONS

Though the reasons why are lost to history, trollkin are implacable enemies of dwarves; the two races despise one another. Trollkin get along with the fey well enough, especially the shadow fey, and they tend to have good relations with gnomes.

WINTERFOLK HALFLINGS

Whereas lightfoot and stout halflings seek ways to make life as comfortable and luxurious as possible, winterfolk halflings lead lives of almost unrelenting hardship. They burrow their sod-roofed homes into the windswept hillocks of the Rothenian Plain, where they hunt and trap creatures much larger and fiercer than themselves among the frigid lakes and snow-blanketed evergreen forests. They invoke ancient runes and sigils for protection, and sing droning songs to ancient gods of the sky, the hills, and the forest. Pound for pound, winterfolk halflings are as tough as any dwarf or orc. While they don't despise their softer cousins, they do view them with a reserved pity.

WINTERFOLK HALFLING NAMES

Winterfolk halfling take their names from the unbroken expanses of steppe and sky that define their world.

MALE NAMES. Abek, Khannish, Khanol, Kristag, Nigulahk, Olavish, Paavotl, Ruslan, Timurus, Vinval

FEMALE NAMES. Bolatah, Hillarse, Lalipa, Malika, Pritha, Tahka, Tarmoah, Tavini, Thikati, Timanci

FAMILY NAMES. Beartooth, Furbearer, Giantbane, Iceblade, Owlsheart, Treefall, Windslash, Wintergrip, Wolfgaze, Wolfslayer

WINTERFOLK HALFLING TRAITS

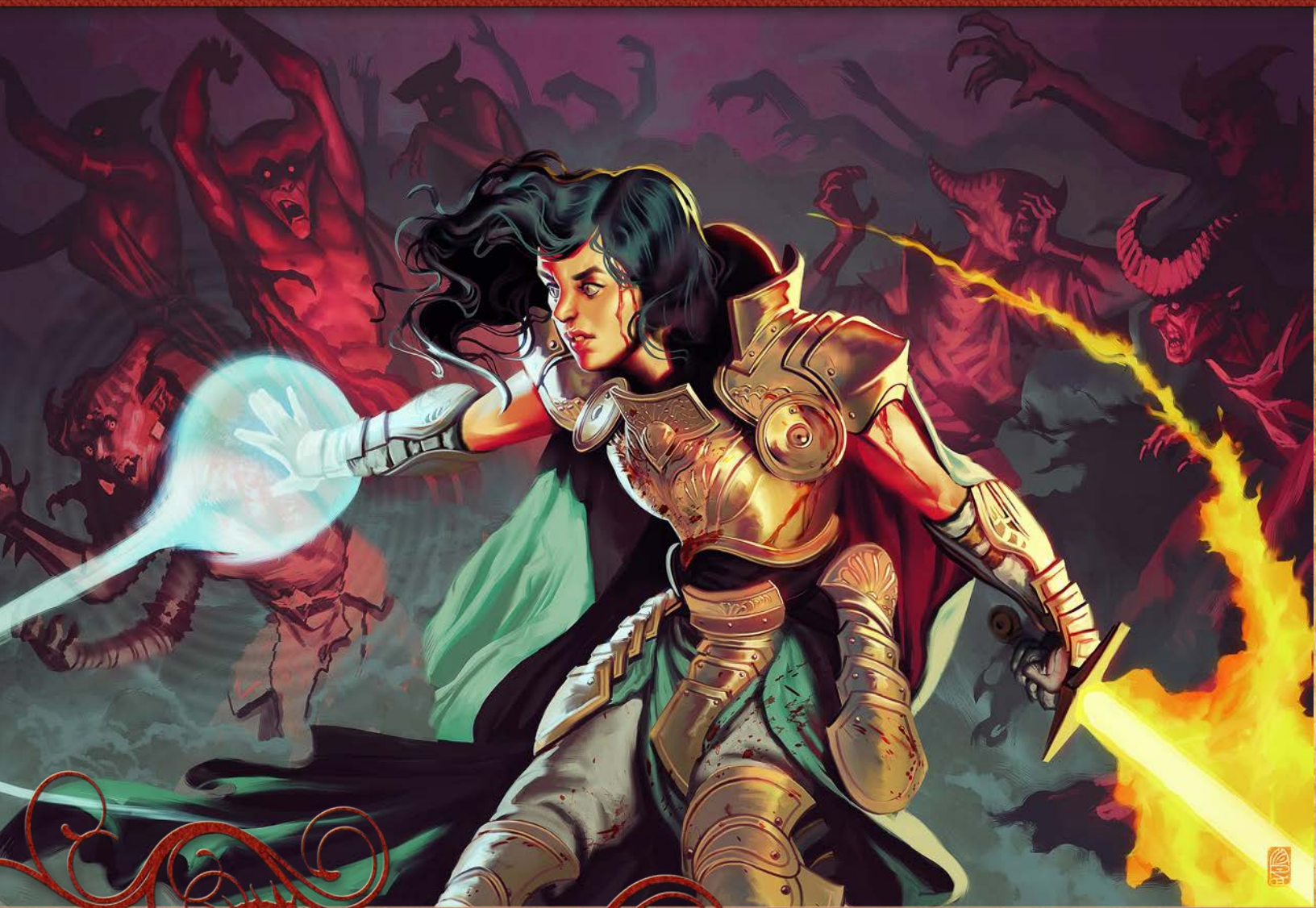
The winterfolk halflings are cunning survivors who revere the old gods of the world and are at home in hardship. They make excellent rangers and druids. Winterfolk halflings have the following two traits in addition to standard halfling traits.

HARDENED. You have spent your life surviving in the cold and wild places of Domovogrod. Your Constitution score increases by 1, and you recover from all levels of exhaustion at the end of a long rest.

OLD SOULS. You have a connection to the elder powers of Midgard, and they recognize your merits. You can use your Wisdom modifier instead of Intelligence when making History and Religion checks.



MARTIAL AND ROGUISH CHARACTERS



2

Barbarian, bard, fighter, paladin, ranger, rogue: these are the classes with fresh options here. Not surprisingly, some of these are peculiarly well suited to the Midgard races in Chapter 1. Nature-focused bards, gearforged mercenaries, ghost knights, griffon riders, sword dancers, valkyrie paladins, vampiric rangers, and kobold guides are just a few of the exciting options available to martial and rogue-type adventurers in Midgard.



BARBARIAN: PRIMAL PATH OF THE ANCESTORS

While other barbarians lose themselves to their fury, the Path of the Ancestors channels the power of the ancient spirits of a tribe through rage. When the rage takes you, the spirits of the ancients flow through your body, granting you their strength and wisdom. Barbarians on the Path of the Ancestors are often leaders, or respected advisors, with the strength to bring greater tempers to heel.

WISDOM OF THE ANCIENTS

Starting when you choose this path at 3rd level, when you rage, the spirits of your ancestors inhabit your body and lend you their might. You have advantage on Wisdom saving throws against spells and other magical effects.

SPIRITUAL LEADER

Beginning at 6th level, you can cast *calm emotions* once. You regain the ability to do so when you finish a short or long rest. The save DC for this spell is equal to 8 + your proficiency bonus + your Wisdom modifier.

WRATH OF THE ANCIENTS

Beginning at 10th level, while raging, your melee weapon attacks deal additional psychic damage equal to your Wisdom modifier (minimum of 1).

UNFETTERED SOUL

Starting at 14th level, while raging you are under the effect of a *freedom of movement* spell. You don't need to concentrate to maintain this effect.

BARD: COLLEGE OF ENTROPY

Bards of the College of Entropy are itinerate gamblers and daring thrill seekers whose actions are supremely unpredictable. Rather than relying on ancient lore or skill with arms, these bards throw themselves into new challenges just to see what happens, trusting in luck to see them through. They're called luck stealers (with a mixture of derision and respect), because no matter how bad things get for everyone around them, these bards always seem to come out unscathed.

BONUS PROFICIENCIES

When you join the College of Entropy at 3rd level, you gain proficiency with Acrobatics, Athletics, and a gaming set of your choice.

LUCK STEALER

Also at 3rd level, you learn to borrow a little bit of other people's luck for yourself. When a creature that you can see within 60 feet of you makes an attack roll, ability check, or saving throw with advantage, you can use your reaction to expend one of your uses of Bardic Inspiration to grant that creature a penalty to the check equal to the number rolled on your Bardic Inspiration die. You gain Inspiration that is usable only on yourself and lasts for a number of rounds equal to the number rolled on the Bardic Inspiration die. If you do not expend the Inspiration before that time, it is lost. Stealing luck, regardless of whether you use the Inspiration, causes a chaos magic surge.

INFUSION OF FORTUNE

At 6th level, when you cast a chaos spell, you cause a chaos magic surge and regain one use of your Bardic Inspiration. You regain the use of infusion of fortune after a short or long rest.



BELIEF IS A TOOL

Everything desires to be something else. Starting at 14th level, as an action, the luck stealer can change one known spell to another spell of the same or lower level on the bard spell list. At the end of the bard's next turn, his or her list of known spells returns to normal. Using this ability causes a chaos magic surge (see Chapter 4: Arcane Characters).

BARD: GREENLEAF COLLEGE

The Greenleaf College was founded by elfmarked who sought to record their varied heritage. Drawing from elven lore and power, Greenleaf bards strengthen their connection to nature. Through their magic and their tales, they convey the rejuvenating strength of the forests and rivers to their allies.

EXPANDED SPELL LIST

When you join the Greenleaf College at 3rd level, you gain access to an expanded list of bard spells. The following spells are added to the bard spell list for you.

SPELL

LEVEL

SPELLS

1st	<i>entangle, goodberry</i>
2nd	<i>pass without trace, spike growth</i>
3rd	<i>conjure animals, daylight</i>
4th	<i>conjure woodland beings, dominate beast</i>
5th	<i>commune with nature, tree stride</i>

REJUVENATING INSPIRATION

Also at 3rd level, you learn to infuse your Bardic Inspiration with a magical seed of healing energy. When a creature uses a Bardic Inspiration die from you to increase one ability check, attack roll, or saving throw, it also gains temporary hit points equal to the number rolled on the Bardic Inspiration die plus your Charisma modifier.

LAND'S STRIDE

At 6th level, moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and



without taking damage from them if they have thorns, spines, or a similar hazard. In addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such as those created by the *entangle* spell.

VITAL SURGE

Starting at 14th level, as an action you can expend one use of Bardic Inspiration to magically remove one disease or detrimental condition affecting a creature you can see within 60 feet. The condition can be blinded, charmed, deafened, frightened, paralyzed, or poisoned.

FIGHTER: CLANKING MERCENARY MARTIAL ARCHETYPE

The Clanking Legion is a legendary mercenary company, composed of roughly half gearforged and half beings of flesh and blood. Fighters who emulate the Clanking Mercenary archetype see the flexibility of flesh in steel and the strength of metal in their own bodies and minds.

CLANKER'S CRAFT

Beginning when you choose this archetype at 3rd level, you gain proficiency with your choice of blacksmith's tools or tinker's tools.

SHAPER OF METAL

With 1 hour of work (which you can perform once during a long rest), you can use blacksmith's or tinker's tools to temporarily improve the effectiveness of a weapon or a suit of armor. The item remains improved for 24 hours or until the effect is used. An improved effect on a piece of equipment can be used once. This number of uses increases by one at 7th level (two uses) and again at 15th level (three uses). The improvement effects vary by the type of equipment.

ARMOR (OPTION 1). When the creature wearing the armor is subjected to a damaging effect that allows a Constitution or Dexterity saving throw for half damage, the wearer can gain advantage on the saving throw.

ARMOR (OPTION 2). The creature wearing the armor can gain advantage when making an ability check to prevent itself from being grappled or to escape from a grapple.

WEAPON. When a creature is hit with an improved weapon, the weapon's wielder can choose to add your proficiency bonus to the damage roll.

MIND OF IRON

Starting at 7th level, you have advantage on saving throws against being charmed or frightened.



UNYIELDING FLESH

At 10th level, when you gain exhaustion, you can reduce the number of levels gained by 1. Once you use this ability, you can't use it again until you finish a long rest. You reduce your exhaustion level by 1 every time you finish a long or short rest, provided you have adequate food and drink.

ARMS OF THE LEGION

Starting at 15th level, you can improve two pieces of equipment when you spend an hour using your Shaper of Metal ability.

TEMPERED LEGIONNAIRE

At 18th level, as a bonus action you can expend a hit die to negate a harmful condition affecting you. The condition can be grappled, poisoned, prone, stunned, or restrained.

FIGHTER: EDJET MARTIAL ARCHETYPE

The peerless Edjet is the backbone of the mighty Dragon Empire's military. These brutal warriors are trained to fight in deadly formations. Hardy and resolute, the Edjet are most commonly dragonkin, but lesser races sometimes surprise their scaled masters by aspiring to draconic perfection.

EDJET FIGHTING

Beginning when you choose this archetype at 3rd level, when you wield a versatile weapon and a shield at the same time, you can use the versatile damage rating of your weapon as if you wielded it in two hands.

WEAPON SWEEP

Starting at 7th level, while you're wielding a shield and a versatile weapon, you can use the Attack action to make a wide, sweeping attack. Make a Shove attempt against a creature within reach. If you knock the creature prone or push it away, you can immediately make another Shove against a different creature within reach. You can Shove up to three creatures in this manner. After using this ability twice, you must complete a short or long rest before using it again.

DRACONIC RECOVERY

At 10th level, when you finish a short rest, you can choose to tap into a reserve of draconic vitality. For each hit die you spend at the end of this rest, add double your Constitution modifier to the number of hit points regained. Also, remove one level of exhaustion for each hit die you spend. You can't use this ability again until you finish a long rest.

DRACONIC BULWARK

Starting at 15th level, when a creature you can see hits you with an attack while you are wielding a shield, you can use your reaction to add your proficiency bonus to your AC against that attack. Additionally, when an ally within 5 feet of you is affected by an effect that allows a Dexterity saving throw for half damage, you can use your reaction to grant the ally advantage on the saving throw.

DRACONIC FURY

At 18th level, when you successfully Shove a creature with your Weapon Sweep, you also deal damage as if you hit the creature with your weapon.

FIGHTER: GHOST KNIGHT MARTIAL ARCHETYPE

The Order of Knights Incorporeal, or Ghost Knights, arose in the principalities of Morgau and Doresh. Fighters who follow the Ghost Knight archetype draw power from undeath and bring themselves closer to that grim fate in service to their vampiric and ghoulish masters.

BONUS PROFICIENCY

Beginning when you choose this archetype at 3rd level, you gain proficiency in the Animal Handling skill.

PALE RIDER

Also at 3rd level, you can cast *find steed*. The steed created is an undead creature that takes the form of a ghostly pale or dappled riding horse. Your GM can substitute a camel, a mastiff, or another mount appropriate to your character. When you reach 7th level, a ghostly, undead warhorse becomes available.

You can cast this spell once, and regain the ability to do so when you finish a long rest. While riding your mount, you can use a bonus action to have the steed make one attack.





FRIGHTFUL CHARGE

Starting at 7th level, when you move at least 20 feet and attack a creature, it must succeed on a Wisdom saving throw (DC = 8 + your proficiency bonus + your Charisma modifier) or become frightened of you until the start of your next turn.

TAINT OF UNDEATH

At 10th level, the foul nature of the undead begins overtaking you. You no longer need to eat or drink, and you are immune to being frightened. You take on a pale or waxy appearance that the living find disturbing. You have advantage on Charisma (Intimidation) checks made against living creatures.

GRAVESTRIKE

Starting at 15th level, your weapon attacks deal an additional 1d8 necrotic damage, and you have resistance to necrotic damage.

GHOST RIDER

At 18th level, as a bonus action, you and your mount become ghostly and insubstantial for 1 minute. You gain resistance to bludgeoning, slashing, and piercing damage from nonmagical attacks, and you can move through creatures and objects as if they were difficult terrain, but you take 5 (1d10) force damage and are pushed to the nearest open space if you end your turn inside an object.

FIGHTER: GRIFFON KNIGHT MARTIAL ARCHETYPE

The griffon riders of Zobeck were devastated during the fall of House Stross, so they now have only a shadow of their former glory. These days, most griffon riders are mercenaries and hedge knights, but a few still nobly defend the realm as members of the Order of the Griffon Knights. Led by their doughty dwarven commander Sir Markus Lineguard, the Griffon Knights patrol the Great Northern Road and keep the Free City safe from attackers. Griffon knights swear an oath of allegiance to both the order and to their griffon mounts. The knights put the safety and health of their steeds above all else; you are not a griffon knight without a griffon to ride.

GRIFFON MOUNT

When you choose this archetype at 3rd level, you gain a trained griffon as your mount. Your griffon is a fierce and loyal steed, forming a lifelong bond with you and fighting to protect you in battle. Use the standard griffon stats, but each time your proficiency bonus increases (at 5th level, 9th level, etc.), add +1 to your griffon's AC, saving throws, and attack bonus, and increase its maximum hit points by 10.



Your griffon obeys your commands to the best of its ability, taking its turn on your initiative. It moves and acts as you direct it, with just three action options (Dash, Disengage, and Dodge). If you want the griffon to attack, you must use your action to command the griffon to do so; this allows it to use the Attack action as a reaction on your turn. Once you gain the Extra Attack feature, you can make a weapon attack yourself in addition to ordering your griffon to attack.

Trained griffons are in short supply. If your griffon dies, you must wait until a new mount can be located for you by the Order. This typically takes around 30 days, but this period can be longer or shorter, at the GM's discretion. Importantly, griffon knights who are given a replacement mount are expected to provide a viable griffon egg to the Order in return.

HIGH IN THE SADDLE

At 3rd level, you gain advantage on saving throws and ability checks to avoid falling off your griffon. You also gain the ability to cast the *feather fall* spell once per day, using Charisma as your spellcasting ability.

AERIAL COMBAT MASTERY

At 7th level, you learn the following special aerial combat maneuvers, named after the knights who invented them. You must be mounted on your griffon to use these maneuvers. You can use more than one maneuver per turn, but you can only use a single maneuver on an attack. Once you've used a total of five maneuvers, you must take a short or long rest before you can use any of them again. Starting at 15th level, you gain an additional use of your maneuvers between rests, and again at 18th level.

BLACKFEATHER'S FURY. When a creature hits you or your griffon with a melee attack, you can use your reaction to make a melee weapon attack against the creature. If you hit, add an extra d8 to your weapon's damage roll.

SIR ANDROS'S DARING FLYBY. When you make a melee attack, deal an extra d8 damage if you hit, and neither you nor your griffon provokes an opportunity attack when moving out of your opponent's reach before both your and your griffon's turns have ended.

HAMMERSCHLAG'S FORCEFUL CHARGE. When you hit a creature with a melee attack, your attack does an extra d8 damage, and if the target is size Large or smaller, it must make a successful Strength saving throw (DC 8 + your proficiency bonus + your Strength modified) or be knocked prone. A mounted opponent that's knocked prone is also knocked off its mount.

FIGHT AS ONE

Starting at 7th level, when you are mounted on your griffon, both your own attacks and your griffon's beak and claw attacks score a critical hit on a roll of 19-20. At 15th level, a critical hit is scored on a roll of 18-20.

IMPROVED AERIAL COMBAT MASTERY

At 10th level, you gain the Deadly Swoop aerial combat maneuver. In addition, the extra damage die rolled when using a maneuver becomes a d10.

SIR ECTOR'S DEADLY SWOOP. While mounted on your griffon, you can make a devastating dive attack. You must begin the move at a higher point than your target and you must move at least 30 feet straight toward the target before the attack. You and your griffon make your attack rolls with advantage, and you add 1d10 to the damage for each attack that hits.

SUPERB AERIAL COMBAT MASTERY

At 18th level, the extra damage die rolled when using a maneuver becomes a d12.

FIGHTER: SHILDBEARER MARTIAL ARCHETYPE

The archetypal Shieldbearer of the Ironcrag Cantons is a staunch bulwark against any foe. Fighters who emulate this archetype become one with their shields, bolstering their defensive power and even turning it into a crushing weapon.

SHIELD BEARER

Beginning when you choose this archetype at 3rd level, when you take the Attack action, you can make an improvised weapon attack with your shield as a bonus action.

SHIELD WALL

Starting at 7th level, while you are wielding a shield, your foes treat the area within 5 feet of you as difficult terrain. If you didn't move on your turn, you have advantage on any ability check or saving throw made against being knocked prone or being moved from your current location.

IMPROVED FIGHTING STYLE

At 10th level, when wielding a shield, you gain the following benefit, appropriate to your chosen Fighting Style.

DEFENSE. When you are missed by a melee attack made by a creature within 5 feet of you, as a reaction you can Shove the attacker. If you successfully push the attacker away, you can step into the just-vacated space.

DUELING. Once per turn when you hit a creature with a one-handed weapon, increase the damage you deal by an amount equal to your shield's AC bonus.

PROTECTION. When you use your protection Fighting Style, you also increase your chosen ally's AC by 1.

TWO-WEAPON FIGHTING. You are proficient with improvised attacks made with a shield, and improvised attacks with a shield deal 1d6 bludgeoning damage.

MARTIAL AND ROGUISH CHARACTERS

SHIELD THE MIND

Starting at 15th level, you add your shield's AC bonus to Wisdom, Intelligence, and Charisma saving throws.

UNASSAILABLE BULWARK

At 18th level, while wielding a shield, you have resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks. In addition, when you fail a saving throw against being charmed, frightened, paralyzed, petrified, stunned, or knocked prone, you can choose to succeed instead; after using this ability once, you must complete a short or long rest before using it again. You also have advantage on ability checks and saving throws against effects that would cause you to drop your shield.

FIGHTER: SWORD-DANCER MARTIAL ARCHETYPE

Sword-dancers blur the line between warrior and courtier. The first sword-dancers hailed from the sultan's court in the city of Siwal in the Southlands. Sword-dancers are graceful and charming, with wits as sharp as their flashing blades. Fighters who follow the sword-dancer archetype often attach themselves to powerful lords as bodyguards, spies, and diplomats.

BONUS PROFICIENCY

Beginning when you choose this archetype at 3rd level, you gain proficiency in the Performance and Persuasion skills.

LIGHT ON YOUR FEET

Also at 3rd level, while wearing light or no armor, you can add your Charisma modifier (minimum of 1) to your armor class, and you ignore difficult terrain.

DUST ON THE WIND

Starting at 7th level, when you make a melee attack against a creature, you don't provoke opportunity attacks from that creature until the start of your next turn.

DEADLY ARTISTRY

At 10th level, after you move at least 10 feet, your melee attacks deal an additional 1d8 damage until the start of your next turn.

HOWLING EDGE OF THE RAZOR

Starting at 15th level, as a reaction when you take damage from a creature within 5 feet of you, you can make one melee weapon attack against that creature.

TEETH OF KHAMISIN

At 18th level, when you take the Attack action, you can use the Dash action as a bonus action. When you Dash in this way, attack rolls made against you have disadvantage until the start of your next turn.

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

PALADIN: OATH OF RADIANCE

The Oath of Radiance is a beacon in the night, burning away the corruption of shadow and undeath. Almost exclusively sworn by members of the Order of the Undying Sun in the Magdar Kingdom, the Oath of Radiance nonetheless has adherents across central and southern Midgard as well. The Free City of Zobeck, canton Grisol, and south into Illyria see the white-and-yellow-plumed helmets of these warriors of light. Radiant paladins are bold and brash, abhorring stealth and grandly striding into battle against the forces of darkness. Nearly every paladin that swears this oath is a worshipper of Khors. Paladins of the Oath of Radiance are overwhelmingly good-aligned, and most are lawful. Some reject the rigid nature of knightly orders for the life of a knight errant. Though still nearly universally good, these wayward paladins are more neutral than lawful, and they use their relative freedom to bring their light to bear as they deem it most necessary.



TENETS OF RADIANCE

Paladins who swear the Oath of Radiance devote themselves to fighting the insidious powers of the Shadow Realm that darken mortal hearts and against the undead that extinguish the light of life and replace it with hungry darkness. Most importantly, they take it upon themselves to rescue those corrupted by Shadow or undead influence. They will spare mortal foes in the thrall of darkness in the hope that such creatures can be redeemed.



CLEANSE CORRUPTION. I will burn out all creatures born of darkness, showing no pity or mercy. I will not suffer the company of dark creatures, save those taken in by darkness who I might redeem.

LEAD WITH LIGHT. I stand open and courageous in the face of battle and will be the last of my companions to quit the field, just as the last ray of sun leaves the day.

PRESERVE THE RIGHTEOUS. I will defend those who labor and live in fear of shadow. I will shield them from harm and keep the light upon them.

REDEEM THE BEGUILLED. Those tempted into the service of darkness may yet be saved, and I will do everything in my power to bring them back to the light. I will be discerning in offering this mercy, but the redemption of the corrupted is paramount.

REMAIN PURE. I will never yield to the lies of darkness or suffer corruption to take me. I will cleanse myself of dark taint or die before threatening those I defend.

OATH SPELLS

You gain oath spells at the paladin levels listed.

OATH OF RADIANCE SPELLS

Paladin Level	Spells
3rd	<i>guiding bolt, protection from evil and good</i>
5th	<i>magic weapon, scorching ray</i>
7th	<i>beacon of hope, daylight</i>
9th	<i>aura of life, fire shield</i>
17th	<i>banishing smite, greater restoration</i>

CHANNEL DIVINITY

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

DAWN'S RADIANCE. As an action, you present your holy symbol or a melee weapon, and it flares with the radiance of the newly-risen sun. Magical darkness within 20 feet of you is dispelled. Thereafter, the object continues to shine for 1 hour or until you lose possession of it. The object sheds bright light out to 20 feet and dim light 20 feet beyond that.

WITHER IN THE LIGHT

What creatures do these oath features affect? While “undead creatures” and “those with levels of shadow corruption” are cut and dried*, “creatures native to the Shadow Realm” is less so. The shadow fey and their attendant beasts and monstrosities certainly fit the bill, but there is room for interpretation. In general,

any creature that draws power from Shadow should feel a justified pang of fear when a paladin sworn to the Oath of Radiance comes calling. At the GM's discretion, this could even include character classes with ties to shadow magic.

*See the *Midgard Worldbook* for rules on shadow corruption.

An undead creature, a creature native to the Shadow Realm or with levels of shadow corruption, and any creature harmed by sunlight (such as a creature with the sunlight sensitivity feature) suffers pain and disorientation in this radiance. The creature has disadvantage on attack rolls and on Dexterity (Stealth) and Wisdom (Perception) checks while it, the target of its attack, or anything it is trying to perceive is in the bright light shed by the holy symbol or weapon.

TURN THE CORRUPTED. As an action, you present your holy symbol and speak a prayer against the corruptive power of death and shadow, using your Channel Divinity. Each undead, or creature native to the Shadow Realm or with levels of shadow corruption, that is within 30 feet of you and that can see or hear you must make a successful Wisdom saving throw or be turned for 1 minute or until it takes damage.

AURA OF RESOLVE

Beginning at 7th level, you and your allies within 10 feet of you have advantage on saving throws against spells and effects created by undead creatures and by creatures native to the Shadow Realm or with any levels of shadow corruption. This benefit lasts until someone fails a saving throw that was made with advantage because of your aura of resolve. Once that happens, you must complete a short or long rest before this ability functions again.

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

SOUL OF LIGHT

Starting at 15th level, you can't gain levels of shadow corruption, you are resistant to necrotic damage and your ability scores and hit point maximum can't be reduced.

RADIANT CHAMPION

At 20th level, as an action, you suffuse your being with divine radiance that brings life and burns away dark corruption. For 1 minute, you gain the following benefits.

- At the start of each of your turns, you regain 10 hit points.
- Once on your turn when you hit an undead creature, a creature native to the Shadow Realm, or a creature with any levels of shadow corruption, it must make a successful Wisdom saving throw against your spell save DC or be incapacitated until the end of its next turn.
- An undead creature, a creature native to the Shadow Realm, or a creature with any levels of shadow corruption that touches you or hits you with a melee attack from within 5 feet takes 2d8 radiant damage.

PALADIN: OATH OF THUNDER

Of all the servants of Mavros-Perun in Midgard, paladins sworn to the Oath of Thunder are his spears and arrows made flesh. Even those who don't venerate Mavros-Perun recognize and honor paladins sworn to his service. Often referred to as Valkyries, paladins of this oath are almost exclusively women hailing from the Perunalia. They are a major force within the knightly Order of the White Lion in that Amazonian nation. Shieldmaidens of the dwarven cantons and centaur outriders of the Rothenian Plain also number among its adherents.

Paladins sworn to Thunder are even more reserved and humble in daily life than other paladins. That veneer splits like a thunderclap in battle, where they erupt as vicious hellions. Indeed, thundering paladins love to strike "thunder-wise," meaning suddenly and with surprise, appearing like a bolt of lightning in their enemies' midst before those enemies know what hit them. Paladins who follow the Oath of Thunder are most often devoted to the cause of good but care little about the struggle between law and chaos.

TENETS OF THUNDER

The Oath of Thunder stresses reserved moderation and clear purpose in daily life, along with crushing, decisive strikes on the battlefield. Paladins sworn to Thunder see aberrations and fiends as the ultimate forces of corruption in the world and strive tirelessly to thwart their designs.

COMPOSURE IS MY SHIELD. My deeds are my armor, and I am not easily provoked. If anyone shall insult me, I shall laugh at their ignorance. If anyone shall insult my companions, I shall show them their error.

CRUSH THE ABOMINATION. Twisted creatures from beyond the world have no place in it. Aberrations and fiends will feel my blade and know death.

DECISIVENESS IN BATTLE. When the time for words has passed, I will strike first and hard to bring a swift end to my enemies. Victory is the stoutest shield for myself and my companions.

DUTY ABOVE ALL. Though I drink with the gods and laugh with the valkyries, I will stand my watch. I will defend my nation. I will defend my companions.

HUMILITY IN LIFE. I am a servant of the Thunder, not its master. I will live without excess, assured in my own strength without ostentation. Charity and courage are twins.

VOICE LIKE THUNDER. My voice rings clear and true in defense of those who can't speak out for themselves. I will speak the truth, because such words echo through the ages.



OATH SPELLS

You gain oath spells at the paladin levels listed.

OATH OF THUNDER SPELLS

Paladin Level	Spells
3rd	<i>heroism, thunderwave</i>
5th	<i>find steed, gust of wind</i>
7th	<i>call lightning, elemental weapon</i>
9th	<i>freedom of movement, stoneskin</i>
17th	<i>conjure volley, swift quiver</i>

BONUS PROFICIENCY

When you take this oath at 3rd level, you gain proficiency in the Stealth skill.

CHANNEL DIVINITY

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

STORM STRIKE. As an action, you can use your Channel Divinity to infuse a ranged or thrown weapon you are holding with the wrath of a storm god. Make a ranged weapon attack as normal. In addition to the weapon attack, you create a line of lightning 5 feet wide and 60 feet long, beginning at you and extending straight toward the target. If the target is less than 60 feet from you, the line of lightning extends beyond it. Each creature in the line takes 2d10 + your paladin level lightning damage, or half damage with a successful Dexterity saving throw. If your ranged or thrown weapon attack hits, the target has disadvantage on its saving throw.

TURN THE UNCLEAN. As an action, you present your holy symbol and utter a war cry, using your Channel Divinity. Each aberration or fiend within 30 feet of you that can see or hear you must make a successful Wisdom saving throw or be turned for 1 minute or until it takes damage.

AURA OF ALACRITY

Beginning at 7th level, you and your allies within 10 feet of you add your proficiency bonus to Initiative rolls.

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

STRIKE LIKE LIGHTNING

Starting at 15th level, when your attack hits a creature that hasn't yet taken its first turn in this combat, or when you hit a creature you were hidden from when you attacked, that creature has disadvantage on attack rolls, ability checks, and saving throws until the start of your next turn.

CHILD OF THE STORM

At 20th level, you can take on the aspect of the thunder god. While at rest, you seem darkened like a thundercloud. Once in action, your clothing and hair blow wildly in a wind that arises from nowhere, your eyes flare with lightning, and your voice booms like thunder.

By using your action, you undergo a transformation. For 1 hour, you gain the following benefits.

- You don't have disadvantage on Dexterity (Stealth) checks because of armor.
- You have advantage on Dexterity (Stealth) checks and initiative rolls.
- Your weapon attacks deal an additional 1d10 lightning or thunder damage (your choice when you hit).
- As an action, you can unleash a terrifying war cry. Every enemy creature in a 30-foot cone must make a successful Wisdom saving throw or become frightened of you for 1 minute. While frightened in this way, the creature must spend its turn trying to move as far away from you as it can. It can't take reactions. For its action, it can only use the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action. A frightened creature that's more than 30 feet from you and can't see you repeats the saving throw at the start of its turn, ending the effect on itself on a success. A creature that succeeds on its saving throw can't be affected by this war cry for 24 hours.

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

RANGER: VAMPIRE SLAYER ARCHETYPE

Vampire slayers wander the forests, hills and mountains of the Blood Kingdom, protecting the common folk who live in farming villages and remote cabins on the edge of civilisation from creatures of the night. Moving unseen through the woodlands, your specialised training allows you to hunt vampires, ghouls, werewolves, and other foul monsters that prey on the innocent. Although you are most at home in the wilderness, as your experience grows, your attention might turn to the ruthless Elders who rule the baronies of Morgau from their dark keeps and sprawling manors.

The vampire slayer archetype is a variant of the hunter archetype. It follows all the standard rules for hunters except as noted below.

FAVORED ENEMY

You must choose undead as your favored enemy type at 1st level. At 6th and 14th level, you can choose freely from the standard list, and can also select hags or lycanthropes as an alternative.

HUNTER'S PREY

At 3rd level, you can choose the following feature in place of Colossus Slayer, Giant Killer, or Horde Breaker:

EMPOWERED STRIKE. Your expertise in fighting undead and lycanthropes allows you to harm them even when you're not wielding a magical weapon. When fighting a creature that has resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons, you can ignore this resistance once per turn when you hit successfully with your nonmagical weapon. If you are wielding a magical weapon, the creature takes an extra 1d8 damage from one of your successful attacks per turn.

DEFENSIVE TACTICS

At 7th level, you can choose the following feature in place of Escape the Horde, Multiattack Defense, or Steel Will.

RANGER'S RESILIENCE. You have advantage on saving throws against paralysis and effects that reduce your hit point maximum.

SLAYER'S STRIKE

At 11th level, you can choose the following feature in place of Volley or Whirlwind Attack.

STRAIGHT THROUGH THE HEART. When you use an Attack action, you can choose to make a single melee attack against a favored enemy in an effort to strike a vulnerable spot. If the attack hits, it deals an extra 6d6 damage.

SUPERIOR HUNTER'S DEFENSE

At 15th level, you can choose the following feature in place of Evasion, Stand Against the Tide, or Uncanny Dodge.

GREATER RESILIENCE. You have advantage on saving throws against the spells and abilities of your favored enemies.

RANGER: ZOBECKER SCOUT ARCHETYPE

The Free City of Zobeck is a crossroads of trade and a haven for the resourceful. Some rangers heed the call of opportunity and follow the urban ranger archetype of the Zobecker Scout. The majority of such rangers are kobolds, but a few tall-folk also possess the necessary cunning.

PULSE OF THE CROSSROADS

When you choose this archetype at 3rd level, you add "city" to your list of known favored terrains. Additionally, you have advantage on Charisma (Deception and Persuasion) checks made against your favored enemies.

MARKET AWARENESS

Also at 3rd level, when you use Primeval Awareness, you can choose one type of item or commodity. This can be a general category such as "poison" or "spices," or a more

specific category such as "wyvern poison" or "saffron." If you have seen a specific item within 30 feet, you can choose it. If the category or item you choose is present within 1 mile or within the bounds of a city you currently occupy, you are aware of its presence in addition to any creatures revealed by Primeval Awareness.

ZOBECKER SCOUT MAGIC

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

ZOBECKER SPELLS

Ranger Level	Spells
3rd	<i>charm person</i>
5th	<i>knock</i>
9th	<i>stinking cloud</i>
13th	<i>fabricate</i>
17th	<i>animate objects</i>

ALCHEMICAL TALENT

Starting at 7th level, you gain proficiency with alchemist's supplies. With 1 hour of work and 50 gp worth of materials, you can create a minor alchemical device. The device ceases to function when you use an action to dismantle it or after 24 hours unless you spend 1 hour maintaining the device. If you dismantle the device, you can reclaim and reuse its materials. You can maintain one such device at a time. The number of alchemical devices you can maintain increases by one at 11th level (two devices) and again at 15th level (three devices).

Any creature proficient with alchemist's supplies can use its action to activate one of your devices.

When you create a device, choose one of the following options.

CAUSTIC ALKALI. This vial of chemicals is activated by applying it to a surface or an object within reach. At the end of that turn, the surface or object takes 11 (2d10) acid damage and a cloud of poisonous fumes fills a sphere with a 10-foot radius around the application point. This area is heavily obscured. A creature that ends its turn in the cloud or enters it for the first time on a turn becomes poisoned for 1 hour unless it makes a successful Constitution saving throw against your spell save DC. The cloud lasts 1 minute.

VOLATILE ALKALI. This flask of alchemical liquid has a smaller glass vial suspended inside. It's activated either by placing it somewhere within reach or by throwing it as far as 20 feet away. Once activated, it explodes at the end of that turn. Creatures within 15 feet of the explosion take 27 (6d8) bludgeoning damage and are knocked prone, or take half damage and aren't knocked prone with a successful Dexterity saving throw against your spell save DC.



SUSTAINED REACTION. These two small vials of paste can be combined to start a reaction that gives off energy. Choose one of these energy types when you create the device: acid, cold, fire, or lightning. The device is activated when the paste is applied to one melee weapon or 20 pieces of ammunition. For the next hour, the treated weapon or ammo does an additional 1d6 damage of the chosen energy type on every successful hit.

EVASION

At 11th level, when you are subjected to an effect that allows a Dexterity saving throw to take half damage (such as a dragon's breath attack or a lightning bolt), you instead take no damage if your saving throw succeeds and half damage if you fail.

QUICK TRIGGER

When you reach 15th level, you can use a bonus action to activate devices created with your Alchemical Talent or to take the Use an Object action.

ROGUE: DUELIST ARCHETYPE

The roguish duelist is a lightly armored combatant who favors quick, precise attacks with a light weapon in each hand. The duelist is murderously effective when fighting one-on-one. The quick, resourceful, and precise duelist may look like an artist, but more often he or she is just another killer for hire—but one with a dashing and lethal sense of style.

PROWESS

When you choose this archetype at 3rd level, you learn techniques that are fueled by a special reserve of strength called prowess.

TECHNIQUES. You learn three techniques of your choice from those described below (see “Techniques”). You can use only one technique per attack. You learn one additional technique of your choice at 9th, 13th, and 17th levels. Each time you learn a new technique, you can also replace one technique you know with a different one.

PROWESS. You have an amount of prowess equal to your proficiency bonus $\times$ 2. To spend prowess, you must be wielding a finesse weapon in one hand and have either nothing or a dagger in your other hand. You can spend prowess once per turn. You regain all spent prowess when you finish a short or long rest.

SAVING THROWS. Some of your techniques require your target to make a saving throw to resist an effect. The saving throw DC = 8 + your proficiency bonus + your Dexterity modifier.

DANCING BLADE

Also at 3rd level, you can wield a rapier as a light weapon, provided you have nothing heavier than a light weapon in your other hand.

STRIKE FIRST, STRIKE LAST

Starting at 9th level, your reflexes are honed to a razor's edge, granting you advantage on initiative checks. Additionally, if you are surprised, you can take the Attack action on your first turn by spending 1 prowess.

VIRTUOSO

At 13th level, choose two skills from the following list: Acrobatics, Athletics, Deception, History, Intimidation, Persuasion, Sleight of Hand. You gain proficiency in the chosen skills, or add double your proficiency bonus if you are already proficient.

DEEP RESERVE

Starting at 17th level, when you roll initiative and have no prowess remaining, you regain 2 prowess.

TECHNIQUES

The techniques are presented in alphabetical order.

CLINCH. Immediately after you hit with a finesse weapon, you can spend 2 prowess to automatically grapple the creature you hit. Normal size and reach restrictions apply. Select one of the creature's attack actions; for as long as the grapple persists, the creature has disadvantage with that attack. You can maintain this grapple even if you hold a dagger in your offhand.

DEEP SLICE. When you inflict damage with a finesse weapon, you can spend 1 prowess to deal a deep, bleeding wound. At the start of its turn, the bleeding creature must make a successful Constitution saving throw or take 3 (1d6) piercing damage. On a successful save, the effect ends. The creature or its adjacent ally can end the effect by spending an action to use a healer's kit or to make a successful Wisdom (Medicine) check against your technique save DC. Any amount of healing also ends the effect. A deep slice has no effect against constructs and undead.

DISARMING PARRY. When you are missed by a melee attack, you can spend 1 prowess as a reaction to force the attacker to make a Strength saving throw. If it fails, the attacker drops the weapon it attacked with. If you have a free hand, you can catch the weapon with a successful DC 10 Dexterity check; otherwise it lands 10 feet away from the attacker in a random direction.

DRIVING ASSAULT. When you take the Attack action, you can spend 2 prowess to press your target back. Until the end of your turn, each time you hit with a finesse weapon, the target must succeed on a Dexterity saving throw or move 5 feet away from you. The target can be no more than one size category larger than you. You can immediately advance into the space the target vacated if you wish, without triggering an opportunity attack.

EFFORTLESS STEPS. When you take the Dash action, you can spend 1 prowess to ignore nonmagical difficult terrain, and climbing doesn't cost extra movement until the end of your turn. You can spend 1 additional prowess to move through a single foe's space without triggering an opportunity attack from that creature.

POMMEL PUNCH. When you make an attack, you can spend 2 prowess to strike the target with the pommel of your weapon instead of the blade. This does 1d6 bludgeoning damage instead of the weapon's normal damage dice, and the target must make a successful Constitution saving throw or be incapacitated until the end of its next turn. The target can be no more than one size category larger than you.

RAPID STRIKES. If you make a second attack with a light weapon in your off-hand, you can spend 1 prowess to add your ability bonus to this attack's damage roll.

STICK AND MOVE. After you attack with a finesse weapon, you can spend 2 prowess as a bonus action to move half your speed. This movement doesn't provoke opportunity attacks.

TAGGING STRIKE. When you hit a creature with a finesse weapon, you can spend 2 prowess to impair your target by cutting a strap, injuring a joint, or dealing some other distracting blow. The target must make a successful Constitution saving throw or have disadvantage on the first attack roll or ability check it makes during its turn. The effect ends when the creature makes the saving throw successfully or spends an action to end it (readjusting its gear, regaining its balance, etc.)

WALL OF FLASHING STEEL. As a reaction when you are hit by a melee weapon attack, you can spend 2 prowess to attack with a finesse weapon. If the result of your attack roll exceeds your AC, use the attack roll in place of your AC until the start of your next turn. This can cause the triggering attack to miss.

WITTY REPARTEE. As a reaction after a creature you can see makes an attack roll, ability check, or saving throw but before success or failure is revealed, you can spend 2 prowess to encourage or mock the creature. If the creature can hear you, roll a d4; the result is added to or subtracted from the creature's attack roll (your choice).

ROGUE: FIXER ARCHETYPE

You are a fixer—you make connections between thugs, burglars, trap-smiths and second-story men. You know people, you know where to find what you need, and you know who to pay to get things done. You realize the most valuable currency is knowledge, and you make very sure to be flush with coin to obtain the information you seek.

STREET SMART

When you choose this archetype at 3rd level, you can apply your proficiency bonus to Intelligence and Charisma ability checks made to identify or locate a person (or type of person) that you are seeking. You can also use this ability when attempting to track down a buyer or seller for exotic equipment or magic items.

SCROUNGER

At 3rd level, you can find unwanted or unattended items of gear and "appropriate" them. Once per week, you can obtain one or more mundane items with a total value of no more than 25 gp without parting with any cash, subject to the GM's discretion.

SLIPPERY CUSTOMER

At 3rd level, you can use your reaction to move up to half your speed when an enemy approaches to within 5 feet of you. This move doesn't trigger opportunity attacks.

WELL CONNECTED

At 9th level, you can apply double your proficiency bonus to Intelligence and Charisma ability checks to track down a specific person or type of person. In addition, the total



value of items that you can scrounge in a week increases to 100 gp.

A JADED EYE

At 9th level, you gain advantage on Wisdom (Insight) checks to determine whether someone is lying and on saving throws against illusions.

GOING UNDERCOVER

At 13th level, you are able to provide others with tools and coaching to help them conduct acts of subterfuge. With a minimum of four hours preparation and by spending 25 gp per person, you can give up to six individuals (including yourself) advantage on Charisma (Deception) checks for one hour.

ROGUEISH LUCK

When you reach 17th level, your survival instincts become finely tuned. When a melee attack reduces you to 0 hit points, you can use your reaction to leap 5 feet in any direction. If this moves you out of reach of the attack, you take no damage from it. Using this ability does not trigger opportunity attacks. After using this ability, you must complete a long rest before using it again.

ROGUE: WHISPER ARCHETYPE

You've dedicated your life to the arts of deception, illusion, and disappearing. Somewhere along that path, you encountered something from the Shadow Realm that showed you how to be one with the shadows—or perhaps you learned your best tricks from the shadows themselves. All whispers have been touched by a shadow, performed a ritual to bind a shadow to themselves, or drawn in energy from the Shadow Realm to enhance their stealthiness and to become supreme thieves, assassins, or spies.

DARK TRICKERY

Starting at 3rd level, you gain darkvision to 60 feet if you did not already have it. You also can use the *minor illusion* and *douse light* cantrips.

FADE AWAY

When you choose this archetype at 3rd level, you become able to take the Hide action while you're in dim light or darkness, even if you're being observed. You have advantage on the Dexterity (Stealth) check to become hidden. After using this feature, you must complete a short or long rest before using it again. You gain an additional use of this ability at 7th level and at 15th level.

SHADOW ROAD

Starting at 9th level, you can step from one area of dim light or darkness directly into another that is no more than 60 feet away. Doing so uses an action. You must be able to see the destination or be familiar with its location. If you

weren't already hidden, you can make a Dexterity (Stealth) check to hide as part of this action. After using this ability, you can't use it again until you finish a short or long rest.

BECOME SHADOW

At level 13, you learn to harness Shadow Realm energy to vanish. While you're in dim light or darkness, you can use an action to become invisible. You remain invisible for 1 hour or until you attack or cast a spell. If you enter an area illuminated with bright light, you must make a successful DC 15 Dexterity (Stealth) check to remain invisible. After using this ability, you can't use it again until you finish a short or long rest.

MISDIRECTION

When you reach 17th level, you learn the displacer beast's trick of making itself appear in a slightly different location. Attacks against you have disadvantage. If an attack hits you, this ability is disrupted until the start of your next turn. This ability also does not protect you while you're unconscious or incapacitated.

WEAPON OPTIONS

A weapon is more than the damage it deals. In combat, skilled warriors use their weapons to confuse, disorient, and disadvantage their enemies before moving in for the kill. This section offers unique maneuvers for specific weapons, giving them a distinct impact on the battlefield.

Unless specified otherwise, any of the maneuvers described here can be used by any character as long as they are wielding the appropriate weapon and are proficient with it. If a maneuver requires a creature to make a saving throw, the DC equals 8 + the attacker's proficiency bonus + the attacker's Strength or Dexterity modifier (attacker's choice). Unless specified, these maneuvers have only their listed effect and don't deal normal weapon damage.

Statistics for seven new weapons presented here can be found on the table at the end of this section.

SWORDS

GREATSWORD

ARCING SLASH. When you attack with a greatsword, you may choose to target two creatures within your reach with a single attack. This attack uses the same attack roll for both targets and deals slashing damage equal to 1d6 plus your Strength modifier to each target.

GRINDING HALT. Whenever you must make a Strength saving throw to avoid being moved against your will, you can dig the blade of your greatsword into the ground as a reaction. Roll 2d6 and add the number rolled to the saving throw. If the effect pushing you does not have a saving throw, you move 5 feet fewer.

LONGSWORD

LOCK BLADES. When a creature attacks you with a weapon, you may use your reaction to attempt to lock blades and parry their attack. Make an attack roll with your longsword. You have advantage on this roll if you are wielding your longsword with two hands. If the result of this roll equals or exceeds their attack roll, their attack misses.

SHORT DRAW. As an attack, you may draw a sheathed one-handed sword and make an attack roll to strike the enemy with its pommel, leaving the target gasping for breath. This attack deals no damage, but the next attack roll made against the target has advantage. You must have at least one hand free to take this action.

RAPIER

MAIN GAUCHE. While wielding both a rapier and a dagger, you may use a reaction after being attacked to roll a d4 and add the result to your Armor Class until the end of the attacker's turn.

LOCK BLADES. When a creature attacks you with a weapon, you may use your reaction to make an attack roll with your rapier. If the result of this roll equals or exceeds their attack roll, their attack misses.

SCIMITAR

BLOODY WOUND. When you hit a creature with a scimitar, you can choose to make a superficial but bloody wound. The attack deals no damage, but the target takes 1d6 slashing damage at the beginning of each of its turns until it makes a DC 10 Wisdom (Medicine) check as an action to stop the bleeding or until it receives magical healing. A creature can have only one bloody wound at a time.

SHORT DRAW. As an attack, you may draw a sheathed one-handed sword and make an attack roll to strike the enemy with its pommel, leaving the target gasping for breath. This attack deals no damage, but the next attack roll made against the target has advantage. You must have at least one hand free to take this action.

SHORTSWORD

CLOSE QUARTERS COMBAT. When you successfully grapple a creature or escape a grapple, you may make a single attack with a short sword as a bonus action. Additionally, whenever a creature fails to escape a grapple with you, you may make a single attack with a short sword as a reaction.

SHORT DRAW. As an attack, you may draw a sheathed one-handed sword and make an attack roll to strike the enemy with its pommel, leaving the target gasping for breath. This attack deals no damage, but the next attack roll made against the target has advantage. You must have at least one hand free to take this action.

POLEARMS AND AXES

BATTLEAXE

CRUSHING BLOW. As an action, you can make a single attack roll with your battleaxe against an armored or naturally armored creature within 5 feet of you. If the attack hits, the target's AC is permanently reduced by 1 until its armor is repaired, but cannot be reduced below 10 + the target's Dexterity modifier. This attack has no effect on creatures with magical armor, unless your battleaxe is also magical.

GLAIVE

DISARMING PARRY. When a creature attacks you with a weapon, you may use your reaction to catch their weapon in your glaive's hook and disarm them. Make an attack roll with your glaive. If the result of this roll equals or exceeds their attack roll, their attack misses and they must succeed on a Strength saving throw or drop their weapon.

TRIP. As an attack while you are wielding a glaive, you may sweep your opponent's legs in an attempt to trip them. Make an attack roll against a Large or smaller creature. If the attack hits, it must succeed on a Strength saving throw or fall prone.

HALBERD

REBUFF. As an attack while you are wielding a halberd, you may use the haft of your weapon to rebuff up to two adjacent creatures. Make a single attack roll against one or two adjacent creatures within 5 feet of you. If the attack hits a target, you push it up to 10 feet away from you.

TRIP. As an attack while you are wielding a halberd, you may sweep your opponent's legs in an attempt to trip them. Make an attack roll against a Large or smaller creature. If the attack hits, it must succeed on a Strength saving throw or fall prone.

LANCE

CHARGE. If you move at least 20 feet straight toward a creature before hitting it with a lance attack, the target takes an extra 1d12 piercing damage and must make a Strength saving throw. On a failure, the target falls prone.

REPEL CHARGE. As an action, you can set your lance against a charge. If a creature moves at least 20 feet straight toward you and attacks you, you may use your reaction to make an attack with your lance. If this attack hits, it is an automatic critical hit and the target must make a Strength saving throw. On a failure, it falls prone and falls off its mount if it is mounted.



PIKE

As it is a polearm, a pike-wielder always has access to the disarming parry and trip maneuvers (see “Glaive”).

PHALANX. If you are adjacent to at least two other pike-wielders, your pike attacks have advantage.

REPEL CHARGE. As an action, you can set your pike against a charge. If a creature moves at least 20 feet straight toward you and attacks you, you may use your reaction to make an attack with your pike before the attacker makes its attack roll. If your attack hits, it is an automatic critical hit, and the target has disadvantage on its attack roll.

QUARTERSTAFF

VAULT. You can use your quarterstaff to help you leap long distances. You can use an action to double the length of your long jump, allowing you to leap a number of feet up to twice your Strength score (this jump is part of your movement). If you land adjacent to a creature at the end of this jump, you can make a single attack with your quarterstaff as part of this action.

TRIDENT

PIN. As an action, make an attack roll against a Medium creature you are grappling. If the attack hits, you catch one of the target’s limbs between the tines and bury the trident in the ground, restraining the creature until the weapon is dislodged. The target may make a Strength or Dexterity saving throw (their choice) at the end of each of their turns to escape.

DISARMING PARRY. When a creature attacks you with a weapon, you may use your reaction to catch their weapon in your trident’s tines and disarm them. Make an attack roll with your trident. If the result of this roll equals or exceeds their attack roll, their attack misses and they must succeed on a Strength saving throw or drop their weapon.

OTHER POLEARMS

Whether you’re wielding a fauchard, ranseur, or Bohemian earspoon, you can always use the disarming parry and trip maneuvers (see “Glaive”).

HAMMERS AND BLUDGEONS

CLUB

IMPROVISED CLOBBER. If you are using an improvised weapon that counts as a club, you may choose to strike with such force that your weapon breaks. As an action, make a single club attack. On a hit, this attack is an automatic critical hit and your improvised club breaks.

BLACKJACK. Make a single attack roll with your club against a humanoid target. If the attack hits, it does no damage, but the target must make a Constitution saving throw or be stunned until the beginning of its next turn.

FLAIL

CHAIN GARROTE. While wielding a flail, you may attempt to grapple a creature by looping the chain of your flail around its neck. While grappled in this way, the creature cannot speak, cannot breathe, and has disadvantage on attack rolls against you. If you surprised the creature with this grapple, it cannot hold its breath and immediately begins suffocating. Creatures that you cannot grapple or do not need to breathe are unaffected by this maneuver.

SHIELD SNARE. As an action while wielding a flail, you may make a single attack roll against a target carrying a shield or a similar defensive tool. This attack ignores any bonus to AC granted by the shield and deals normal weapon damage. If the attack hits, the target must also make a Strength saving throw. On a failure, its shield is pulled from its grip and lands at its feet.

GREATCLUB

HURLING IMPACT. As an action, you can make a single attack roll with your greatclub against a Medium or smaller target. If the attack hits, it does normal weapon damage and the target must make a Strength saving throw. On a failure, the target is pushed up to 5 feet away from you. On a critical hit, this attack does 2d8 extra damage and the greatclub breaks.

RIBSHATTER. Make a single attack roll with your greatclub against a humanoid target. This attack does normal weapon damage and the target must make a Constitution saving throw. On a failure, it is stunned until the beginning of its next turn. If the damage you dealt was greater than the creature’s maximum hit dice, it is stunned until the end of its next turn.

MACE AND MORNINGSTAR

BRUISING BLOW. As an action, make a single attack roll with your mace or morningstar against a living creature. If the attack hits, it deals normal weapon damage and the target must make a Constitution saving throw. On a failure, the target does not add its Dexterity modifier to its AC until the end of your next turn or until it is treated with a successful DC 10 Wisdom (Medicine) check.

RIBSHATTER. Make a single attack roll with your mace or morningstar against a humanoid target. This attack does normal weapon damage and the target must make a Constitution saving throw. On a failure, it is stunned until the beginning of its next turn. If the damage you dealt was greater than the creature’s maximum hit dice, it is stunned until the end of its next turn.

MAUL

CRUSHING BLOW. As an action, you can make a single attack roll with your maul against an armored or naturally armored creature. If the attack hits, the target's AC is permanently reduced by 1 until its armor is repaired, but it cannot be reduced below 10 + the target's Dexterity modifier. This attack has no effect on creatures with magical armor unless your maul is also magical.

HURLING IMPACT. As an action, you can make a single attack roll with your maul against a Medium or smaller target. If the attack hits, it does normal weapon damage, and the target must make a Strength saving throw. On a failure, the target is pushed up to 15 feet away from you.

WAR PICK

PIERCING POINT. As an action, you may pinpoint a weak point of an opponent's armor and make a single attack with your war pick against it. This attack pierces armor, treating the target's AC as 10 + their Dexterity modifier. On a hit, this attack does normal weapon damage.

TRIP. As an attack while you are wielding a war pick, you may hook your opponent's leg in an attempt to trip them. Make an attack roll against a Medium or Small creature. If the attack hits, it must succeed on a Strength saving throw or fall prone.

WARHAMMER

BRUISING BLOW. As an action, make a single attack roll with your warhammer against a living creature. If the attack hits, it deals normal weapon damage, and the target must make a Constitution saving throw. On a failure, the target does not add its Dexterity modifier to its AC until the end of your next turn or until it is treated with a successful DC 10 Wisdom (Medicine) check.

SUNDERING STRIKE. As an attack, make an attack roll with your warhammer against a creature wielding a weapon, including natural weapons. If the attack hits, the weapon is damaged, and all attacks made with this weapon have disadvantage. Another sundering strike destroys the weapon. This attack has no effect on magical weapons unless your warhammer is also magical.

WHIP

BULLWHIP. As part of your attack action, make a whip attack against a beast or a creature with an Intelligence score of 2 or lower. The target must make a Wisdom saving throw or be frightened of you until the end of its next turn.

SNARE. As part of your attack action, you may snap your whip around a creature or its weapon. If you target the weapon, the creature must make a Strength saving throw or drop its weapon at its feet. If you target the creature,

it must make a Strength saving throw or be restrained. It may repeat this saving throw at the end of each of its turns. You cannot make whip attacks until the restrained condition is ended.

THROWN WEAPONS

DAGGER

These maneuvers can also be used with dagger-like bladed throwing weapons such as shuriken or kunai.

PINNING POINT. When you make a melee or ranged weapon attack with a dagger, you may attempt to pin a Large or smaller creature to a wall or surface by catching their clothing with the knife's point. This maneuver can be used against creatures without clothing at the GM's discretion. Make an attack roll; if the attack hits, the target must make a Strength saving throw. On a failure, the target's speed is reduced to zero until the dagger is removed. The target can make another Strength saving throw as an action on its turn.

CONCEALED BLADE. Instead of making a Dexterity (Stealth) check to hide yourself, you may make a Dexterity (Sleight of Hand) check—contested by an active or passive Wisdom (Perception) check—to conceal your dagger. As an action, you may make a weapon attack with a concealed dagger against a creature that has not yet acted in combat. This attack has advantage.

HANDAXE

PINNING EDGE. When you make a melee or ranged weapon attack with a hand axe, you may attempt to pin a Large or smaller creature to a wall or surface by catching their clothing with the axe's edge. This maneuver can be used against creatures without clothing at the GM's discretion. Make an attack roll; if the attack hits, the target must make a Strength saving throw. On a failure, the target's speed is reduced to zero until the axe is removed. The target can make another Strength saving throw as an action on its turn.

JAVELIN

FEARSOME ACCURACY. As an attack, you may throw your javelin at a creature at the very limit of your range. Make an attack roll against a creature exactly 120 feet away. If the attack hits, the creature takes normal damage and must make a Wisdom saving throw. On a failure, the creature becomes frightened of you for 1 minute.

TRIP. As a melee weapon attack while you are wielding a javelin, you may sweep your opponent's legs in an attempt to trip them. Make an attack roll against a Large or smaller creature. If the attack hits, it must succeed on a Strength saving throw or fall prone.



LIGHT HAMMER

DAZING BLOW. As an action, you may make a single ranged weapon attack with a light hammer. If the attack hits, the target must make a Constitution saving throw or be incapacitated until the end of its next turn.

SUNDER JOINTS. When you make a melee weapon attack with a light hammer against a creature in medium or heavy armor, you may choose to damage the joints of their armor instead of dealing damage to the creature. If the attack hits, the creature's movement is reduced by 10 feet until the end of their next turn. This reduction is not cumulative.

NET

Nets have the unique property, Ensnaring, described below.

ENSNARING: A Large or smaller creature hit by a net is restrained until it is freed. A net has no effect on creatures that are formless, or creatures that are Huge or larger. A creature can use its action to make a DC 10 Strength check, freeing itself or another creature within its reach on a success. Dealing 5 slashing damage to the net (AC 10) also frees the creature without harming it, ending the effect and destroying the net.

BLINDING BINDS. Instead of restraining your foe, you may instead wrap the thick cords of your net around a single creature's head. A Large or smaller creature hit by a net when you use this maneuver is blinded but is not restrained, until the net is removed.

WING-WRAPPING NET. Instead of restraining a flying creature, you may entangle its wings in your net. A Huge or smaller winged creature hit by a net when you use this maneuver has its fly speed reduced to 0 (but is not restrained) until the net is removed.

RANGED WEAPONS

BLOWGUN

A blowgun has no specific maneuvers to use in combat, but a character with a poisoner's kit (50 gp) can spend a short rest creating one of the following simple poisons. Applying a poison to a blowgun dart is a bonus action, and each vial of poison has 10 uses before it must be created again. A poison's effects are in addition to the 1 piercing damage dealt by a blow dart.

DEATHTOAD TOXIN. A creature hit by a dart coated with this poison must make a DC 10 Constitution saving throw. On a failure, it takes 2d6 poison damage.

CHUUL ICHOR. A creature hit by a dart coated with this poison must make a DC 10 Constitution saving throw. On a failure, it is paralyzed until the beginning of its next turn.

SVIRFNEBLIN WOOZINESS TONIC. A creature hit by a dart coated with this poison must make a DC 10 Constitution saving throw. On a failure, it is poisoned until the end of its next turn.

COMPOSITE BOW

The composite bow's unique construction gives it an incredibly heavy draw, making it usable only by the strongest archers. Characters with Strength 14 or lower have disadvantage on attacks made with a composite bow.

POWER SHOT. When you make an attack with a composite bow, you may take a penalty on your attack roll equal to your Strength modifier. This penalty must be applied before the roll is made. If the attack hits, it deals additional damage equal to twice your Strength modifier.

STAGGERING SHOT. As an action while wielding a composite bow, you may make a single ranged weapon attack. If this attack hits, the enemy takes full weapon damage and must make a Constitution saving throw. On a failure, the target's speed is reduced to 0 until the end of its next turn.

HEAVY CROSSBOW AND LIGHT CROSSBOW

In campaign settings with firearms, these maneuvers can also be used by a character who wields a rifle.

SHRAPNEL SHOT. As an action, make a single attack with your crossbow against an unattended object. The attack deals double damage to the target. If the object is destroyed, it explodes into a cloud of shrapnel. Choose one of the following options:

- Creatures within 5 feet of the object must make a Dexterity saving throw, taking 1d6 piercing damage on a failure.
- A creature adjacent to the object must make a Constitution saving throw. On a failure, the creature is blinded until the beginning of your next turn.

PATIENT SHOT. You carefully align your crossbow's sights over your target. As an action in a turn that you have not moved, you may make a single crossbow attack with advantage.

HAND CROSSBOW

In campaign settings with firearms, these maneuvers can also be used by a character who wields a pistol.

CONCEALED SIDEARM. Instead of making a Dexterity (Stealth) check to hide yourself, you may make a Dexterity (Sleight of Hand) check—contested by an active or passive Wisdom (Perception) check—to conceal your hand crossbow. As an action, you may make a weapon attack with a concealed crossbow against a creature that has not yet acted in combat. This attack has advantage.

RAPID SHOT. You rapidly reload your hand crossbow, throwing off your aim but allowing you to make an additional attack this turn. As a bonus action, you may reload your hand crossbow and make an attack with it against a target within 30 feet. This attack has disadvantage.

LONGBOW AND SHORTBOW

PINNING SHOT. When you make an attack with a bow, you may attempt to pin a Large or smaller creature to a wall or surface by catching their clothing with the arrow's point. This maneuver can be used against creatures without clothing at the GM's discretion. Make an attack roll; if the attack hits, the target must make a Strength saving throw. On a failure, the target's speed is reduced to 0 until the arrow is removed. The target can make another Strength saving throw as an action on its turn.

DISTRACTING SHOT. As an action, make a single attack with your bow. You intentionally miss your target but give an ally the chance to attack while it is distracted. The next attack roll against the target has advantage if it is made before the beginning of the target's next turn.

TRICK SHOT. As an action, make a single stylish bow attack with disadvantage. If the lower roll would also hit the target, you automatically score a critical hit.

SLING

UNDERDOG STRIKE. As an action, you may make a single ranged weapon attack with your sling against a creature at least 1 size category larger than you. This attack deals normal weapon damage, and an extra 1d4 bludgeoning damage per size category difference.

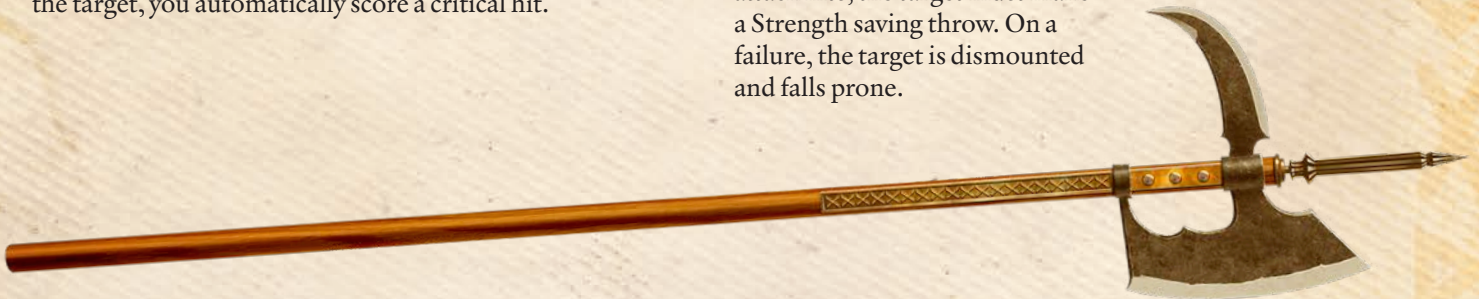
HEADCRACK. As an action, you may make a single ranged weapon attack with your sling. If the attack hits, the target must make a Constitution saving throw or be stunned until the beginning of its next turn.

MIDGARD WEAPONS

DWARVEN TIJINO

The tijino poleaxe bears a long axe blade in front, with a long, looping backhook designed to unhorse riders. The tijino poleaxe has reach. You can strike opponents 10 feet away with it, but you cannot use it against an adjacent foe. As a polearm, tijino wielders can also use the disarming parry and trip maneuvers (see "Glaive").

UNMOUNT. As an action while wielding a tijino, you may make a single attack against a mounted creature. If the attack hits, the target must make a Strength saving throw. On a failure, the target is dismounted and falls prone.



WEAPONS

SIMPLE MELEE WEAPONS

Name	Cost	Damage	Weight	Properties
Nurian Hook	6 gp	1d6 piercing	6 lb.	Finesse, light
Scorpion Stiletto	varies	1d4 piercing + poison	1 lb.	Finesse, light, thrown (range 20/60)

MARTIAL MELEE WEAPONS

Name	Cost	Damage	Weight	Properties
Dikama (Fang Blade)	10 gp	1d4 slashing	3 lb.	Light
Dwarven Tijino	25 gp	2d4 piercing	12 lb.	Heavy, reach, two-handed
Nordmansch Greataxe	50 gp	1d12 slashing	8 lb.	Heavy, two-handed
Northlands Estoc	40 gp	1d6 piercing	3 lb.	Special, versatile (1d8)
Rothernian Poniard	100 gp	1d8 piercing/1d4 piercing	4 lb.	Special, versatile (1d10)

MARTIAL RANGED WEAPONS

Name	Cost	Damage	Weight	Properties
Composite Bow	100 gp	1d12 piercing	8 lb.	Ammunition (range 150/600), heavy, special, two-handed

NORDMANSCH GREATAXE

The nordmansch greataxe likely originated with the foresters and lumberjacks of the Ordenn forest, who found a secret way of making axe heads they continue to keep secret. The nordmansch make more axes than their woodsmen actually need.

The nordmansch greataxe is a two-handed weapon built to sunder other weapons. Its edge is hardened especially for this purpose, and its haft is likewise set with trapping prongs to catch and hold a foe's weapon. At the GM's discretion, typical greataxes may also use the sundering strike maneuver.

SUNDERING STRIKE. As part of the attack action, make a single attack roll with your nordmansch against a creature wielding a weapon, including natural weapons. If the attack hits, the weapon is damaged, and all attacks made with this weapon have disadvantage. Another sundering strike destroys the weapon. This attack has no effect on magical weapons, unless your nordmansch is also magical.

DISARMING PARRY. When a creature attacks you with a weapon, you may use your reaction to catch their weapon in your nordmansch's prongs and disarm them. Make an attack roll with your nordmansch. If the result of this roll equals or exceeds their attack roll, their attack misses, and they must succeed on a Strength saving throw or drop their weapon.

NORTHLANDS ESTOC

A hand-and-a-half sword designed to pierce heavy armor and sharpened only on the tip, an estoc is 4 feet long, sometimes with a second crossguard. It is said to have been used first by the knights of Vael Turog and Balinor against the elves, but now is used by dwarven mercenaries and human knights who expect to fight other heavily armored warriors. Its anti-armor properties make it popular with monster hunters and dragon slayers as well. Sometimes called the "tuck."

The estoc also has the following special property.

SPECIAL: The estoc deals an additional 1d6 damage to creatures wearing heavy armor, or naturally armored creatures with an AC of 16 or higher.

ARMOR-PIERCING THRUST. As an action, you may pinpoint a weak point of an opponent's armor and make a single attack with your estoc against it. This attack pierces armor, treating the target's AC as 10 + their Dexterity modifier. On a hit, this attack does normal weapon damage, and does not deal the additional damage granted by the estoc's special property (above).

BLUNTED BASH. Instead of dealing piercing damage, you can choose to deal bludgeoning damage by striking the target with the estoc's unsharpened blade. This attack's damage die is one size smaller than normal (1d4 if one-handed, 1d6 if two-handed), and cannot benefit from the estoc's special property (above).

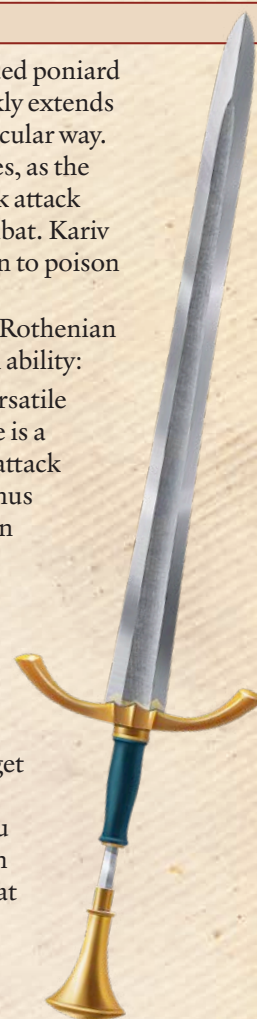
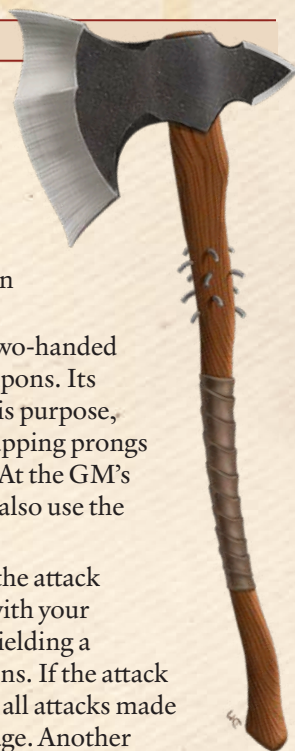
ROTHENIAN PONIARD

This longsword has a spring-loaded poniard concealed in the hilt, which quickly extends when the hilt is gripped in a particular way. It is particularly beloved by rogues, as the concealed blade helps them sneak attack opponents already locked in combat. Kariv of a crueller bent have been known to poison the secondary blade.

Thanks to its hidden blade, the Rothenian poniard has the following special ability:

SPECIAL: The larger blade is a versatile weapon, and the secondary blade is a light weapon. You may make an attack with the secondary blade as a bonus action, as if you were two-weapon fighting. Retracting the poniard requires an action.

HIDDEN PONIARD. If the poniard is still concealed within your sword's hilt, you may make a Dexterity (Sleight of Hand) check opposed by a target creature's Wisdom (Perception) check. If you win this contest, you may make a single attack roll with the concealed poniard against that target. This attack has advantage.



SOUTHLANDS WEAPONS

DIKAMA (FANG BLADE)

First crafted by the bronzesmiths of the Lion Kingdom of Omphaya, the wicked dikama fang blade is shaped like a serrated, oversized lion's tooth.

BLOODY WOUND. When you hit a living creature with a dikama, you can choose to make a superficial but bloody wound. The attack deals no damage, but the target takes 1d6 slashing damage at the beginning of each of its turns until it or another creature makes a successful DC 10 Wisdom (Medicine) check as an action to stop the bleeding or until it receives magical healing.

SERRATED TWIST. When you deal damage to a living creature with a dikama (not including damage from the Bloody Wound maneuver), you may twist the serrated blade as a bonus action. The creature must make a Constitution saving throw or take 2d4 slashing damage.



NURIAN HOOK

A Nurian hook is a 1-foot-long square shaft that ends in a bronze hook with an arrow-shaped point at the pommel. Embalmers and butchers use it to hang up corpses.

DISARMING PARRY. When a creature attacks you with a weapon, you may use your reaction to catch their weapon in your hook and disarm them. Make an attack roll with your Nurian hook. If the result of this roll equals or exceeds their attack roll, their attack misses and they must succeed on a Strength saving throw or drop their weapon.

TRIP. As an attack while you are wielding a Nurian hook, you may catch your opponent's leg in an attempt to trip them. Make an attack roll against a Medium or smaller creature. If the attack hits, it must succeed on a Strength saving throw or fall prone.



SCORPION STILETTO

Politics in the Mharoti Empire are a battlefield, and not all wars there are won with words. The scorpion stiletto appears as an ornate, ceremonial knife, but its beauty distracts from the deadly poison secreted within—the venom of the Mharoti emerald scorpion. Though this knife originated in the Dragon Empire, it is now wielded by assassins and cutthroat politicians throughout Midgard and the Southlands.

Because they're so specialized for assassination, a scorpion stiletto can't be bought from most weapon dealers. A potential buyer must either find a disreputable merchant who'll sell one under the table or a disreputable weaponsmith who'll make one to order. In either case, the price must be negotiated.

Maneuvers that can be used with a dagger can also be used with a scorpion stiletto.

CONCEALED BLADE. Instead of making a Dexterity (Stealth) check to hide yourself, you may make a Dexterity (Sleight of Hand) check—contested by an active or passive Wisdom (Perception) check—to conceal your stiletto. As an action, you may make a weapon attack with a concealed dagger against a creature that has not yet acted in combat. This attack has advantage.

RELEASE VENOM. A vial of venom can be loaded into the handle of this stiletto. As a bonus action, you can press the jewel on the dagger's pommel to release the venom into a groove on the blade. Any type of injury poison can be loaded into the stiletto's hidden chamber, but the most common is emerald scorpion venom.

EMERALD SCORPION VENOM (INJURY). A creature subjected to this poison must make a DC 16 Constitution saving throw at the beginning of each of its turns, taking 2d4 (7d6) poison damage on a failed saving throw, or half as much on a successful one. This poison lasts until the target succeeds on three saving throws or is magically cured.



DIVINE CHARACTERS



3

The divine forces in Midgard include several domains not seen in other realms, or at least not in exactly the same way. These forces wax and wane, and some priests hold the skeins of this divine net more tightly than others.

This chapter presents seventeen new clerical domains and one new druidic circle (Circle of the Stones—out of alphabetical order at the end of the list). Whether these are allowed in your campaign is entirely up to the GM, but they provide both variety and depth to the existing list.

It also presents the option of the pantheist priest, who serves a handful of deities in rotation.

Descriptions of domain spells marked with an asterisk (*) can be found in Chapter 7: Spells of this book



APOCALYPSE DOMAIN

Gods with the Apocalypse domain—such as Veles or the White Goddess—promote fear, judgment, punishment, and the end of all things. Their priesthods often consider themselves the messengers of that doom, and they work to spread word of the coming end. Their gloomy, often frightening message makes them unwelcome in many—but not all—civilized places.

APOCALYPSE DOMAIN SPELLS

Cleric Level	Spells
1	<i>dissonant whispers, hellish rebuke</i>
3	<i>enthrall, magic mouth</i>
5	<i>fear, stinking cloud</i>
7	<i>blight, phantasmal killer</i>
9	<i>contact other plane, telekinesis</i>

RANTING RUIN

At 1st level, you learn the *vicious mockery* cantrip. You also gain proficiency in either Arcana or Survival (your choice), and you learn one of the following languages: Ankeshelian, Caelmaran, Enochian, or Vos'ghaen.

CHANNEL DIVINITY: DAMNATION

Starting at 2nd level, you can use your Channel Divinity to lash out at those who defy your deity's messenger. As an action, you present your holy symbol while pronouncing doom to unbelievers. Each hostile creature that can see you and is within 30 feet of you takes 3d6 + your cleric level necrotic damage, or half damage with a successful Wisdom saving throw. A creature that has total cover from you is not affected.

CHANNEL DIVINITY: WEIGHT OF GUILT

At 6th level, you can use your Channel Divinity to manipulate a creature's thoughts. You can then use your access to the creature's mind as leverage to interrogate it.

As an action, choose one creature that you can see within 60 feet of you. That creature must make a Wisdom saving throw. If the saving throw is successful, you can't use this feature on it again until you finish a long rest. If the saving throw fails, you can bring the creature's guiltiest knowledge to the surface of its mind and fill it with fear that it will confess that knowledge. You get no hints to what this knowledge is. The effect lasts 1 minute, during which you can use your action to cast *zone of truth* on the creature without expending a spell slot. Only the target of weight of guilt is affected by the spell, and that target's saving throw against the spell fails automatically.

DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with necrotic 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.

HERALD OF THE APOCALYPSE

At 17th level, you gain resistance to acid, fire, and poison damage.

BEER DOMAIN

The heady brew of fortitude, courage, and companionship is your nectar, and you share its blessings with those who need it.

BEER DOMAIN SPELLS

Cleric Level	Spells
1	<i>comprehend languages, heroism</i>
3	<i>blur, suggestion</i>
5	<i>aura of vitality, hypnotic pattern</i>
7	<i>confusion, resilient sphere</i>
9	<i>dream, modify memory</i>

DISCIPLE OF THE DRAUGHT

At 1st level, you learn the *message* cantrip. You also gain proficiency in either Insight or Medicine (your choice), and you gain proficiency with brewer's supplies. Your proficiency bonus is doubled for any ability check you make that uses those supplies.

CHANNEL DIVINITY: BLESSED BREW

Starting at 2nd level, you can use your Channel Divinity to transform a container of nonmagical liquid into blessed brew; the number of doses equals 3 + your Wisdom modifier. Any special attributes the liquid previously had are negated. Anyone who imbibes one dose of this brew can choose one of the following benefits: advantage on Charisma-based skill checks, a +1 bonus to AC, or a +1 increase to the DC of saving throws against their castings of enchantment spells. This bonus lasts for 1 hour, leaving a warm buzz behind when it fades. A creature can benefit from only one dose of blessed brew between rests. An hour after creating blessed brew, the liquid turns into tasty, but mundane, beer.



GODS OF MIDGARD

The following tables outline the major regional pantheons of Midgard and provide information about each god's typical worshippers and the domains to which they grant their followers access.

MAJOR GODS OF THE NORTH

NAME	TYPICAL WORSHIPERS	DOMAIN
Baldur*	Lovers, families.	Light.
Thor	Warriors, adventurers.	Tempest.
Freyr and Freyja	Druids, farmers.	Nature.
Loki	Monsters, scoundrels.	Trickery.
Sif	Women warriors, archers.	Hunting.
Wotan	Kings, jarls, wizards.	Justice.

* See Lada under "Major Gods of the Crossroads."

MAJOR GODS OF THE CROSSROADS

NAME	TYPICAL WORSHIPERS	DOMAIN
Khors	Knights, Magdar.	Light.
Lada (Baldur)	Women, centaurs, elves, children.	Life.
Perun	Soldiers, guards and watchers, farmers.	War.
Rava (Ariadne)	Gearforged, merchants, kobolds.	Clockwork.
Volund (Svarog)	Dwarves, Kariv, smiths.	Travel.

MAJOR GODS OF THE DRAGON EMPIRE

NAME	TYPICAL WORSHIPERS	DOMAIN
Azuran	Dragonkin, kobolds, tengu.	Knowledge.
Baal	Mharoti, nobles, drakes.	Dragon.
Khespotan	Miners, builders, scholars, soldiers.	Prophecy.
Seggotan	Sailors, fishermen, healers.	Ocean.
Veles	All dragons and drakes.	Apocalypse..

MAJOR GODS OF THE SOUTH

NAME	TYPICAL WORSHIPERS	DOMAIN
Anu-Akma	The elderly, ghouls, gnolls.	Death.
Aten	Humans, dwarves, Saph-Saph.	Light.
Heretical Aten	Blasphemers, iconoclasts.	Trickery.
Bastet	Alchemists, dancers, gnolls, soldiers.	Cat.
Horus	Nomads, heruti, Natalese.	Life.
Ninkash	Dwarves, brewers, farmers.	Beer.
Thoth-Hermes	Scholars, scribes, thieves, wizards.	Knowledge.

Note that some deities are worshiped under different domains in different regions, reflecting their cultural variations across Midgard.

MAJOR GODS OF THE SEVEN CITIES

NAME	TYPICAL WORSHIPERS	DOMAIN
Ariadne (Rava)*	Gearforged, merchants, kobolds.	Clockwork.
Ceres	Farmers, merchants.	Life.
Charun	Soldiers, mourners, the grieving.	Death.
Hecate	Kammae, minotaurs, witches.	Labyrinth.
Mavros	Soldiers, watchmen.	Tempest.
Nethus	Sailors, fishermen.	Ocean.

* See Ariadne (as Rava) under “Major Gods of the Crossroads.”

DARK GODS OF MIDGARD

NAME	TYPICAL WORSHIPERS	DOMAIN
Addrikah	Derro, dwarves, the insane.	Void.
Boreas	Giants, trolls, ogres.	Tempest.
Chernobog	Murderers, hags, dragons.	Darkness.
Goat of the Woods	Goblins, giants.	Void.
The Hunter	Hunters, the bloodthirsty.	Hunting.
Mammon	Merchants, the greedy.	Hunger.
Marena (Mara)	Vampires, the vengeful, the lustful.	Justice.
Vardesain	Darakhul, ghouls, vampires.	Death.
The White Goddess	Orcs, goblins, ogres.	Apocalypse.

CHANNEL DIVINITY: BOOT AND RALLY

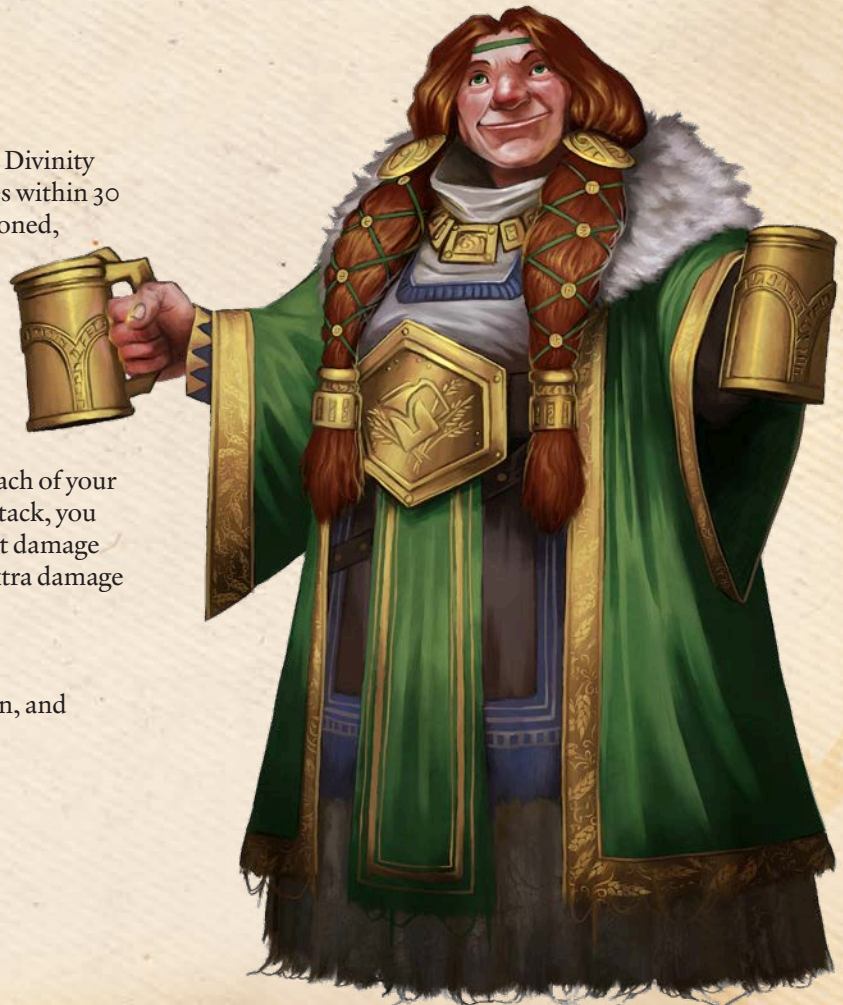
Starting at 6th level, you can use your Channel Divinity to aid and rally your allies. All friendly creatures within 30 feet of you who are frightened, paralyzed, poisoned, or stunned gain an immediate saving throw with advantage to remove the effect. Creatures that succeed on the saving throw also heal 2d6 hit points.

DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with radiant 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.

FIRE IN THE BELLY

At 17th level, you gain resistance to cold, poison, and psychic damage.



CAT DOMAIN

You embody the grace, strength, and resilience of felines. Eventually, you become able to transform physically into a lion or tiger.

CAT DOMAIN SPELLS

Cleric Level	Spells
1	<i>find familiar</i> (feline only), <i>speak with animals</i>
3	<i>beast sense</i> , <i>pass without trace</i>
5	<i>bestow curse</i> , <i>nondetection</i> *
7	<i>dimension door</i> , <i>locate creature</i>
9	<i>commune with nature</i> , <i>mislead</i>

A CLAW IN THE CLOWDER

On choosing this domain at 1st level, you learn the *true strike* cantrip and you gain proficiency in the following skills: Acrobatics and Stealth.

CHANNEL DIVINITY: FELINE FINESSE

At 2nd level, you can use your Channel Divinity to add a +10 bonus to any Dexterity ability or skill check made by you or someone you designate within 30 feet.

EYES OF THE CAT

Beginning at 6th level, you gain darkvision with a range of 60 feet. If you already have darkvision, the range extends to 90 feet.

DIVINE STRIKE

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

EMISSARY OF THE CAT

At 17th level, you become a natural lycanthrope of the weretiger or werelion type, whichever is appropriate to your deity. See "Player Characters as Lycanthropes" in the standard rules on werewolves for details. You cannot spread the disease of lycanthropy. For details on werelions, see *Southlands Heroes* 5E.

CLOCKWORK DOMAIN

You can speak with machines and magical or mechanical constructs, and control constructs. Ultimately, you will become metal-graced by your deity.

(Note that this version of the clockwork domain is simplified from the version presented in the Kobold Press supplement *Deep Magic: Clockwork*. To maintain

consistency and decrease confusion, we recommend using one or the other, but not both, in your campaign.)

CLOCKWORK DOMAIN SPELLS

Cleric Level	Spells
1	<i>grease</i> , <i>floating disk</i>
3	<i>heat metal</i> , <i>enlarge/reduce</i>
5	<i>conjure barrage</i> , <i>haste</i>
7	<i>fabricate</i> , <i>secret chest</i>
9	<i>animate objects</i> , <i>soulforging</i> *

* See Chapter 1.

ACOLYTE OF ARTIFICE

When you choose this domain at 1st level, you learn the *mage hand* cantrip. You also gain proficiency with one of the following tool kits: carpenter's tools, clockwork (jeweler's) tools, mason's tools, smith's tools, or weaver's tools. You also understand the language of machine speech but cannot speak it.



BONUS PROFICIENCY

You gain proficiency with heavy armor.

CHANNEL DIVINITY: FADE FROM FALSE EYES

Beginning at 2nd level, you can use your Channel Divinity to become invisible to constructs. Each construct that would normally detect you must make a successful Wisdom saving throw or lose track of you (you become undetectable by all its senses) for 1 round per cleric level. A construct might still infer your location if you knock over an object, open a door, or do something similar. The effect ends instantly for all constructs if you attack a construct or take any other action that is directly hostile to constructs.

CLOCKWORK COMPANION

At 6th level, you build or acquire a clockwork companion which functions in most ways as a ranger's companion. Choose a construct that is no larger than Medium and that has a challenge rating of 1/4 or lower. (With your GM's permission, you can substitute a construct version of a Small or Tiny beast of CR 1/4 or lower. You can adopt the clockwork jewel scarab stats block verbatim from the appendix, or use it as a guide to create your own.)

DIVINE STRIKE

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

METAL-GRACED

At 17th level, you evolve machinelike qualities. A thin coating of metal covers your back, torso, and appendages, granting you resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons.

Also at 17th level, your deity reveals to you the secrets of creating a gearforged body. Provided you have access to the correct components, you can craft a gearforged body for yourself or another creature.

DARKNESS DOMAIN

Darkness enshrouds our private affairs and shelters our secrets. The shadows may protect the hunted from the hunter or conceal danger. Emissaries of the gods who claim dominion over the darkness may provide protection for those in need or aid those who hunt in the night, if they are not themselves the hunters.

DARKNESS DOMAIN SPELLS

Cleric Level	Spells
1	<i>shadow armor*</i> , <i>sleep</i>
3	<i>darkness</i> , <i>dark path*</i>
5	<i>legion*</i> , <i>nondetection</i>
7	<i>night terrors*</i> , <i>phantasmal killer</i>
9	<i>dark dementing*</i> , <i>mislead</i>

CREATURE OF DARKNESS

When you choose this domain at 1st level, you gain proficiency in either Deception or Stealth skill (your choice). While in dim light or darkness, you can take the Hide action as a bonus action.

CHANNEL DIVINITY: SHADOWSIGHT

Starting at 2nd level, you can use your Channel Divinity to gain darkvision (60 feet) for 1 hour. If you already have darkvision as a racial characteristic, using your Channel Divinity this way allows you to see in magical darkness to a distance of 30 feet as if it were dim light, for 1 hour.

SHADOW MELD

Beginning at 6th level, you can use your Channel Divinity to merge your current location with the version of it that exists on the plane of shadow. The affected area is a sphere with a 60-foot radius centered on you. Within that sphere, bright light becomes dim light, dim light becomes darkness, and darkness becomes equivalent to magical darkness. The temperature plummets; all creatures other than you that are in the darkened sphere at the end of their turn must make a successful Constitution saving throw or take 1d8 cold damage. The sphere lasts for 1 minute or until you dismiss it as a bonus action. There's a chance that creatures from the plane of shadow might step through into your world when the effect ends. Such creatures may or may not be hostile; determine their reaction randomly.

d100	Result
0–75	nothing appears
75–80	2d4 shadows
81–84	1d4 shadow fey forest hunters*
85–89	1–2 shadow beasts**
90–94	shadow fey enchantress*
95–98	elder shadow drake**
99–100	young shadow dragon

* *Deep Magic 10: Shadow Magic*

** *Tome of Beasts*

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

SHADOW SHIELD

Beginning at 17th level, your shadow begins defending you. Each time you are hit by a nonmagical attack or effect that causes damage, your shadow flows across your body and absorbs half of the damage. When your shadow has absorbed damage equal to one-fourth of your maximum hit points, it vanishes completely until you finish a long rest.

DRAGON DOMAIN

When it comes to beings of awesome power, dragons reign supreme. How much more awe-inspiring, then, must be the gods dragons worship? Dragons embody many things: mastery of the elements and the most unforgiving environments, sagacity, long life, and an eternal hunger

to acquire greater wealth and power. Those who worship dragons or the gods of dragons may strive to embody several, or perhaps even all, of these qualities themselves.

DRAGON DOMAIN SPELLS

Cleric Level	Spells
1	<i>detect magic, thunderwave</i>
3	<i>lair sense*, enthrall</i>
5	<i>catch the breath*, fear</i>
7	<i>blight, scale rot*</i>
9	<i>claws of the earth dragon*, legend lore</i>

BONUS PROFICIENCY

You are proficient in the Arcana skill, and your proficiency bonus is doubled for any ability check you make that uses this skill. You also have advantage on saving throws against being frightened.

CHANNEL DIVINITY: CHARMER OF REPTILES

Starting at 2nd level, you can use your Channel Divinity to charm nonintelligent reptiles. As an action, you present your holy symbol and invoke the name of your deity. Each reptilian creature within 30 feet of you that can see you must make a successful Wisdom saving throw or be charmed by you for 1 minute or until it takes damage. While a reptile is charmed by you, it is friendly to you and to other creatures you designate.

DRAGON'S RESISTANCE

Starting at 6th level, as a reaction when you fail a saving throw, you can choose to expend one use of your Channel Divinity to succeed on that saving throw instead.

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

FRIGHTFUL PRESENCE

At 17th level, you gain a Frightful Presence attack similar to a dragon's. Using your Frightful Presence is an action. After using your Frightful Presence, you must complete a short or long rest before using it again.

FRIGHTFUL PRESENCE. Each creature of your choice that is within 60 feet of you and aware of you must succeed on a DC 16 Wisdom saving throw or become frightened of you for 1 minute. A frightened creature repeats the saving throw at the end of its turn, ending the effect on itself on a success. If a creature's saving throw succeeds or the effect ends for it, the creature is immune to your Frightful Presence for the next 24 hours.

HUNGER DOMAIN

You have dedicated your life to the satisfaction of your appetites, sometimes at the cost of others' needs. You are never truly sated, but you know that hunger leads to power.

HUNGER DOMAIN SPELLS

Cleric Level	Spells
1	<i>goodberry, ray of sickness</i>
3	<i>locate animals or plants, suggestion</i>
5	<i>hunger of the stars, vampiric touch</i>
7	<i>blight, grasping vine</i>
9	<i>cloudkill, cone of cold</i>

UNSATIED

When you choose this domain at 1st level, you learn the *poison spray* cantrip. You also gain proficiency in the Survival skill and with cooking tools.

BONUS PROFICIENCY

You gain proficiency with heavy armor.

CHANNEL DIVINITY: FEROCIOUS FEAST

At 2nd level, you can use your channel divinity to gain a bite attack for 1 minute. The bite does 1d6 + your Strength

modifier piercing damage. On a critical hit, you can also add your Wisdom modifier to the damage roll in addition to the normal benefits of a critical hit.

ANTHROPOPHAGE

Beginning at 6th level, you gain the ability to remove the effects of diseases, poisons, and exhaustion from yourself by engaging in ritual cannibalism. As an action, you can remove the effects of diseases, poisons or the poisoned condition, or one level of exhaustion, from yourself by consuming a half pound of meat from the corpse of a sentient humanoid while invoking your deity. You must complete one long rest before using this ability again. Your deity shields you from any negative health consequences associated with cannibalism, but you are left to your own devices when it comes to the esteem of your companions.

DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with necrotic 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 the cleric reaches 14th level, the extra damage increases to 2d8.

RAVENING HORDE

At 17th level, you can sacrifice the vitality of those around you and inspire an insatiable and horrifying hunger in them. Living creatures within 60 feet of you who fail a Charisma saving throw take 10d8 necrotic damage and then succumb to a ravening hunger, dropping whatever they hold in their hands and attacking the unaffected with their hands and teeth, or with whatever natural weapons they possess, in an attempt to devour them. This effect lasts a number of rounds equal to 3 + your Wisdom modifier. Each affected creature repeats the saving throw at the end of its turn, ending the effect on itself with a success. You can exclude up to ten creatures from the effect, but this doesn't shield them against being attacked by those who do succumb. This ability doesn't affect constructs or the undead.

HUNTING DOMAIN

You are master of the hunt. The bounty of the land is yours for the taking.

HUNTING DOMAIN SPELLS

Cleric Level	Spells
1	<i>ensnaring strike, hunter's mark</i>
3	<i>locate animals or plants, pass without trace</i>
5	<i>tiny hut, speak with plants</i>
7	<i>faithful hound, grasping vine</i>
9	<i>commune with nature, hold monster</i>

FOREST MASTER

At 1st level, you gain proficiency with longbows and heavy crossbows. You also gain proficiency in the Nature and Survival skills.

CHANNEL DIVINITY: UNSEEN

At 2nd level, you can use your Channel Divinity to camouflage yourself in any environment, gaining advantage on Stealth checks made to move quietly or to hide. You also leave no scent. The effect lasts for a number of rounds equal to your cleric level + Wisdom modifier.

RESOLUTE HUNTER

At 6th level, you select a favored enemy the same as if you were a ranger. You gain all the benefits of the ranger's favored enemy feature with one exception: you choose additional favored enemies (and languages) at 10th level and 16th level instead of at 6th level and 14th level.

DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. On your turn, you can cause one successful weapon attack against a creature to deal an extra 1d8 damage of the type dealt by the weapon. When you reach 14th level, the extra damage increases to 2d8.

HUNTING QUEST

At 17th level, you can begin a holy quest to slay a known quarry selected by you. You can have only one quarry at a time. During the hunt, you gain a very faint but persistent psychic connection to your target, giving you vague intimations of its current state of mind but no insight into its specific thoughts. If the quarry is slain by you or your allies within three months of the quest's start, you can create the following regional effects after one week of residence in a particular location. These effects last while the home is your primary residence.

- Hunting within 3 miles of your home becomes remarkably bountiful. Wisdom (Survival) checks made to procure food from hunting and to locate fresh water are made with advantage.
- Wisdom (Survival) checks to find campsites that are secure against predators are made with advantage within 3 miles of your home.

JUSTICE DOMAIN

All seek some form of justice when they have been wronged, and many live under the promise of its protection, whether or not the promise is kept, but few take on the holy burden of delivering the justice of the gods. The mercy of the gods, when in evidence at all, is not the mercy of mortals, and meting it out makes for a lonely life. Yet most agree on the urgent need for justice in the world, with all of its dark places and rulers who give it little thought. Someone must make the sacrifice.



JUSTICE DOMAIN SPELLS

Cleric Level	Spells
1	<i>longstrider, thorn whip</i>
3	<i>blade of wrath*</i> , <i>see invisibility</i>
5	<i>call lightning, fear</i>
7	<i>inspiring speech*</i> , <i>faithful hound</i>
9	<i>mage hand, holy ground*</i>

BONUS PROFICIENCY

When you choose this domain at 1st level, you gain proficiency with heavy armor and martial weapons.

CHANNEL DIVINITY: NO HIDING PLACE

Starting at 2nd level, you can use your Channel Divinity to determine the general direction of a creature that is guilty of an injustice or that is wanted for commission of a serious crime. At 7th level, you can determine the distance in miles to the creature as well as the direction.

HAND OF JUSTICE

At 6th level, you become immune to the frightened condition.

DIVINE STRIKE

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

HOLY DENUNCIATION

At 17th level, you can use your Channel Divinity to persuade others that you hold divine authority to mete out justice. You must present your holy symbol and invoke the name of your deity. So long as your deity is one that is worshipped openly in the land where you are asserting this authority, you have advantage on Wisdom and Charisma checks involving justice, judgment, and the law, up to and including execution for crimes.

LABYRINTH DOMAIN

The savage and cunning god of minotaurs has few followers, but those that heed the call are granted brutal powers to smash and confound their foes. The Labyrinth domain grants powers linked to the mazes that minotaurs love and to misleading foes. The maze is your holy temple, and its winding corridors and deadly traps are the litany that you pray.

LABYRINTH DOMAIN SPELLS

Cleric Level	Spells
1	<i>alarm, expeditious retreat</i>
3	<i>misty step, pass without trace</i>
5	<i>hypnotic pattern, nondetection</i>
7	<i>dimension door, hallucinatory terrain</i>
9	<i>mislead, passwall</i>

FIRST PASSAGE

When you choose this domain at 1st level, you gain proficiency in the Survival skill. You also learn Abyssal and Rue-Thothka, the ancient language of the minotaurs.

CHANNEL DIVINITY: WISDOM OF THE WINDING WAY

At 2nd level, you can use your Channel Divinity to gain advantage on Wisdom (Survival) checks for the purpose of tracking for 1 hour.

BEFUDDLING TOUCH

Beginning at 6th level, you can make a melee attack that causes a creature to become confused for one round. Make a melee attack. If the attack hits, you do no damage but the creature is confused (as the *confusion* spell) until the start of your next turn. You expend one use of the ability whether the attack hits or misses. You can use this ability (3 + your Wisdom modifier) times per day. All uses recharge after you complete a long rest. This ability has no effect on minotaurs or on creatures with a higher challenge rating than your cleric level.

DIVINE STRIKE

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

CHANNEL DIVINITY: BANISH TO THE MAZE

At 17th level, you gain the power to banish one target to an extra-dimensional labyrinth, similar to the *maze* spell. The duration is a number of rounds equal to half your cleric level, unless you end it early by using a bonus action. The target resists the effect with a successful Wisdom saving throw; otherwise, it's transported into the labyrinth.

You can choose to enter the maze with the subject, but doing so expends two rounds of the labyrinth's total duration for every round that you and the target are in the maze. You can find the target in the maze by winning an Intelligence contest against the target. The Intelligence contest uses your move. Once found, the target can evade you in the same way (by using its move and winning an Intelligence contest). You have advantage during these Intelligence contests. You can leave the labyrinth at any time as an action, returning to your previous location.

The target that was sent to the maze can search for the exit. On its turn, it uses its action to make a DC 20 Intelligence check; if the check succeeds, the creature escapes from the labyrinth and returns to its previous location.

The labyrinth is dimly lit with ambient light.

MOON DOMAIN

You are an initiate into the quiet mysteries of the moon and the subtleties of the night. Your faith illuminates any darkness you face.

MOON DOMAIN SPELLS

Cleric Level	Spells
1	<i>faerie fire, witch bolt</i>
3	<i>crown of madness, moonbeam</i>
5	<i>fear, hypnotic pattern</i>
7	<i>compulsion, greater invisibility</i>
9	<i>dream, hold monster</i>

MOON'S GRACE

When you select this domain at 1st level, you gain proficiency in the Perception and Stealth skills, and you don't have disadvantage on Stealth checks from wearing medium armor.

CHANNEL DIVINITY: NIGHT'S CHILL

Starting at 2nd level, you can use your Channel Divinity to harness moonlight to banish magical light and deal cold damage to your foes. By presenting your holy symbol as an action, any magical light within 30 feet of you is dispelled. Additionally, each hostile creature within 30 feet of you takes (2d10 + your cleric level) cold damage, or half damage with a successful Constitution saving throw. A creature that has total cover from you is not affected.

LUMINESCENT AURA

At 6th level, you can emit a nimbus of light in a 30-foot radius for a number of rounds equal to your cleric level. This acts as a *light* spell but provides only dim illumination. All weapons and ammunition are treated as silvered while they're in the aura and for one round after leaving it. Opponents that end their turn in the aura must make a successful Dexterity saving throw or be limned in silver light, identical in effect to a *faerie fire* spell, until the end of their next turn.

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.

THE MOONLIT WAY

Beginning at 17th level, anytime the moon is visible in the sky, you can use an action to detect magical pathways and portals such as fey roads, shadow roads, gate effects, and



the like. The portal must be within your line of sight and no farther away from you than 120 feet. You must complete a short or long rest before using this ability again.

Detected portals are visible to you, but you can point out their locations to others. By spending a minute concentrating on a portal detected with this ability, you can sense the physical conditions around its destination.

MOUNTAIN DOMAIN

The mountains signify strength, endurance, and hard-won wisdom. Many gods make their homes in mountains, and so do many horrors. Those who would know themselves in full must embrace the ordeal of the highest peaks, and the shivering of the spirit the thin, cold air, deprivation, and hardship provide.

MOUNTAIN DOMAIN SPELLS

Cleric Level	Spells
1	<i>feather fall, jump</i>
3	<i>enhance ability, spider climb</i>
5	<i>meld into stone, sleet storm</i>
7	<i>stone shape, stoneskin</i>
9	<i>commune with nature, cone of cold</i>

BONUS PROFICIENCY

When you choose this domain at 1st level, you gain proficiency in the Athletics, Nature, or Survival skill (your choice).

TONGUES OF THE MOUNTAINS

Also beginning at 1st level, you become fluent in either Dwarvish or Giant (your choice).

CHANNEL DIVINITY

Starting at 2nd level, you can use your Channel Divinity to grant yourself and up to five other creatures advantage on skill or ability checks made to climb, avoid falling, or avoid the prone condition. The effect lasts for 1 hour.

DARKVISION

Beginning at 6th level, you gain darkvision with a range of 30 feet. If you already have darkvision, you can see in magical darkness to a range of 30 feet as if it were dim light.

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.

AVALANCHE

At 17th level, you can create an avalanche that crushes and buries everything in its path. A 60-foot cone of ice, snow, and rubble erupts from a point of your choosing within 20 feet of you, in a direction you select. Each creature in the cone takes 15d8 bludgeoning damage, or half damage with a successful Strength saving throw. A creature that fails the saving throw is also restrained. A restrained creature can be freed by spending an action to make a successful Strength check, either by itself or by an ally within 5 feet of it.

You must be outdoors to create the avalanche. The direction of the cone must be downhill or level; the avalanche can't flow uphill. Walls and other permanent structures block the avalanche. After using this feature, you must complete a long rest before using it again.

OCEAN DOMAIN

You invoke the power of salt and sea—the fountain of life—in all its chaotic glory. You are an emissary between sea and shore.

OCEAN DOMAIN SPELLS

Cleric Level	Spells
1	<i>fog cloud, speak with animals</i>
3	<i>locate animals or plants, misty step</i>
5	<i>gaseous form, water breathing</i>
7	<i>conjure minor elementals</i> (excluding fire), <i>black tentacles</i>
9	<i>awaken, conjure elemental</i> (excluding fire)

ENVOY TO THE WAVES

When you choose this domain at 1st level, you learn the *chill touch* cantrip. You also learn the Aquan language, gain proficiency in the Survival skill, and gain proficiency with tridents and nets.

CHANNEL DIVINITY: SEA SPEAKER

Beginning at 2nd level, you can use your Channel Divinity to communicate telepathically with aquatic creatures within 100 feet of you. This ability lasts for 1 hour.

AT HOME IN THE WAVES

At 6th level, you gain a swim speed of 30 feet and darkvision 60 feet. If you already have darkvision, its range extends by 30 feet.

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.

SCALES OF THE SEA

At 17th level, you become able to breathe in water as easily as in air. You also gain the ability to transform your skin into fishlike scales at will. While covered in scales, you have resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons, and you have advantage on Dexterity (Stealth) checks made in natural underwater environments. You must use an action to grow the scales or to transform back to your normal skin. The scales can be any color you choose. The scales need to be kept wet; you gain one level of exhaustion at the end of each hour when you have scales and they aren't thoroughly wetted with a quart or more of water at least once.

PROPHECY DOMAIN

You see the future, for good or ill. Eventually, you may even become an oracle renowned across the region.

PROPHECY DOMAIN SPELLS

Cleric Level	Spells
1	<i>divine favor, hex</i>
3	<i>mirror image, see invisibility</i>
5	<i>counterspell, slow</i>
7	<i>arcane eye, compulsion</i>
9	<i>contact other plane, modify memory</i>

A PATH FORETOLD

When you choose this domain at 1st level, you gain proficiency in the History and Insight skills. You also learn one exotic language of your choice, subject to GM approval.

CHANNEL DIVINITY: ONE MOVE AHEAD

Beginning at 2nd level, you can use your Channel Divinity to add 20 feet to your movement speed for a number of rounds equal to your cleric level.

CHANNEL DIVINITY: FUTURE SIGHT

At 6th level, you can use your Channel Divinity to declare an action or movement you just performed did not happen, allowing you to take a different action or make a different movement. You can do this after the result of your activity is known, so long as it didn't result in your unconsciousness or death. Only a single action or movement can be nullified. The mixing of future and present is disorienting, so you gain one level of exhaustion after using this ability.

DIVINE STRIKE

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

IT WAS FORETOLD

At 17th level, you gain advantage on Dexterity saving throws, Wisdom (Perception) checks, and Wisdom (Insight) checks. You also gain resistance to fire, poison, and psychic damage.

With GM cooperation, you can issue a prophecy from your deity once per month. You might become a renowned (and controversial) prophet, attracting both loyal followers and terrible enemies. Consult with your GM to find out what, if anything, your deity wants foretold.

SPEED DOMAIN

In speed and skill there is power, and your faith gives you incredible quickness and agility. Eventually you become the master of time itself.

SPEED DOMAIN SPELLS

Cleric Level	Spells
1	<i>expeditious retreat, feather fall</i>
3	<i>blur, web</i>
5	<i>haste, slow</i>
7	<i>conjure minor elementals, dimension door</i>
9	<i>hold monster, teleportation circle</i>

CELERITY IN THOUGHT AND ACTION

When you choose this domain at 1st level, your speed increases by 5 feet, and you gain proficiency in the Acrobatics and Insight skills.

CHANNEL DIVINITY: BURST OF SPEED

At 2nd level, you can use your Channel Divinity to grant yourself or another creature greater speed. By using an action to touch a creature, the target adds 10 feet to its base speed. It also gains the benefit of a *bless* spell, but only on attacks and saving throws that rely on Dexterity. This lasts a number of rounds equal to 3 + your Wisdom modifier.

QUICKNESS OF THE GODS

At 6th level, your movement speed increases by another 5 feet. Also, as a reaction or a bonus action, you can increase your Dexterity score by 10 until the end of the current turn. You can do this a number of times equal to your Wisdom modifier (minimum of 1). All uses recharge after you complete a long rest. This bonus can be used in all cases except your attacks.

DIVINE STRIKE

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



CHANNEL DIVINITY: TIME STOP

At 17th level, you can use your Channel Divinity to stop the flow of time. The effect is identical to the *time stop* spell; you can take 3 turns in a row when the effect is triggered. You must complete a long rest before using this ability again.

TRAVEL DOMAIN

Voyages across oceans, over mountain ranges, through steaming jungles, and from one world to the next all have an aspect of the sacred to them. The wisdom, knowledge, and prosperity gained through furthering one's experience of the world also venerates the gods who made such places and those who watch over such journeys. An agent of such deities finds themselves in some demand as a charm for safe travel, though the wise know the gods often consider an easy journey to be less beneficial to the traveler's spirit.

TRAVEL DOMAIN SPELLS

Cleric Level	Spells
1	<i>comprehend languages, longstrider</i>
3	<i>find steed, pass without trace</i>
5	<i>haste, water walk</i>
7	<i>dimension door, freedom of movement</i>
9	<i>Shadow Realm gateway*, teleportation circle</i>

BORN TO THE ROAD

When you choose this domain at 1st level, you gain proficiency in one of the following skills of your choice: Insight, Nature, or Survival.

BONUS PROFICIENCY

You also learn two additional standard languages of your choice and become proficient with cartographer's tools.

CHANNEL DIVINITY: REINVIGORATE

Starting at 2nd level, you can use your Channel Divinity to remove one level of exhaustion from yourself or from someone else you touch.

TRAILBLAZER

Beginning at 6th level, if you are planning to travel any distance longer than 5 days' travel and you have a map of the region to be traversed or first-hand knowledge of the area, you can find a shortcut. Using the alternate path will reduce your travel time by 30 percent.

DIVINE STRIKE

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

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

WORLD TRAVELER

At 17th level, you ignore difficult terrain and you gain resistance to cold and fire damage.

VOID DOMAIN

Few ever catch a glimpse of the cold immensity of the stars and the void, and fewer still are aware of the unfathomable powers that call such places home. Those who see beyond the veil of the mundane often go mad from the irreconcilable clash between their conception of the world and the reality of universal insignificance. To learn what the void has to teach, one must embrace its utter indifference toward life.

VOID DOMAIN SPELLS

Cleric Level	Spells
1	<i>ray of sickness, protection from the void*</i>
3	<i>destructive resonance*, rope trick</i>
5	<i>gaseous form, void strike*</i>
7	<i>dimension door, nether weapon*</i>
9	<i>contact other plane, living shadows*</i>

MESSENGER OF THE VOID

When you choose this domain at 1st level, you gain proficiency in the Arcana and Intimidation skills.

BONUS PROFICIENCY

Beginning at 1st level, you are proficient with navigator's tools.

CHANNEL DIVINITY: HIDDEN KNOWLEDGE

Beginning at 2nd level, you can use your Channel Divinity to gain advantage on Intelligence skill checks. In addition, you can choose to use your Wisdom modifier instead of Intelligence when making these checks. Both effects last for one hour.

CHANNEL DIVINITY: DARK SECRETS

Starting at 6th level, you can use your Channel Divinity to inflict madness on creatures near you. When you present your holy symbol and speak of the void, up to three creatures of your choosing who can see and hear you must make successful Wisdom saving throws or be afflicted with temporary madness (selected randomly from the Short-Term Madness table). An affected creature repeats the saving throw at the end of its turn, ending the effect on itself with a successful save.

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.

BLACK STAR

At 17th level, you can create crushing gravity in a 60-foot radius circle with you at the center. The area becomes difficult terrain for the duration. Creatures that start their turn in the area or that enter it during their turn must make a Strength saving throw. If the saving throw fails, the creature takes 7d6 bludgeoning damage and is slowed (as the spell) until the start of its next turn. You and up to three creatures you select are immune to the effect.

The gravity lasts for three rounds. All of the effects cease immediately if you move away from the spot you were in when you triggered the effect. After using this ability, you must complete a long rest before using it again.

CIRCLE OF THE STONES

The druids of the Northlands tend to more than the land. Some see to the health of the spirits. Druids of the Circle of the Stones build immense circles of standing stones where they commune with both the spirits of the land and the souls of the departed.

SPIRIT GUIDE

Starting at 2nd level, you gain the service of a minor spirit guide. You can cast *find familiar* as a ritual.

As long as you and your spirit guide (familiar) are within 100 feet of each other, the spirit guide can maintain concentration on a druid spell you cast. You must choose whether to maintain a spell yourself or make your spirit guide responsible for it at the moment the spell is cast, and the decision can't be changed on a later turn. This doesn't change the target or the caster of the spell. You can still have only one concentration spell in effect at a time; if you concentrate on a different spell or effect, the spirit guide's concentration ends. You can still share your spirit guide's senses and cast touch spells through the spirit guide normally while it's maintaining concentration. The spirit guide makes concentration checks when it takes damage, not when you take damage.



CIRCLE SPELLS

Druid Level	Spells
3rd	<i>augury, invisibility</i>
5th	<i>speak with dead, spirit guardians</i>
7th	<i>divination, hallucinatory terrain</i>
9th	<i>antilife shell, scrying</i>

SPIRIT DANCE

Starting at 6th level, as a bonus action you can engage in a dance to channel the power of the spirit world. If you cast a druid spell on your next turn, one target of the spell has disadvantage on its first saving throw against the spell. You can't use this ability again until you finish a short or long rest.

SAVIOR SPIRITS

At 10th level, the spirits rush to your aid when you're grievously wounded. When you are reduced to 0 hit points but not killed outright, you are reduced to 1 hit point instead. Once you use this ability, you can't use it again until you finish a long rest.

SPIRIT WALK

When you reach 14th level, as an action you can dissolve your flesh into ectoplasm for up to one minute. For the duration,

- you gain a fly speed equal to your base walking speed;
- you are resistant to acid, cold, fire, lightning, thunder, and nonmagical bludgeoning, piercing and slashing damage;
- you can't be grappled, petrified, prone, or restrained;
- you can move through creatures and solid objects as if they were difficult terrain, but you take 5 (1d10) force damage if you end your turn inside an object.

Maintaining this ability requires concentration the same as if it were a spell. Once you use this ability, you can't use it again until you finish a short or long rest.

PANTHEIST PRIESTS

Though the gods of Midgard are mysterious and sometimes distant, they are also all jealous of each other to some degree. Clever (or cynical) mortals can manipulate the gods' jealousy to gain power and favors from them—mainly by shifting their devotion from one deity to another on a rotating basis. There's more than one way to comfort the grieving, sick, and wounded. All gods might answer a plea; who answers depends as much on how the request is worded and addressed as anything else. Many roads lead to the heavens and to the grace of the gods, and there is more than one set of revealed mysteries of the divine.

The pantheist priest worships not a single god but a set of five or six related deities: good and evil, male and female, varying in their powers and their demands. These gods are associated with the priest's region or city. As a pantheist priest, you know and follow these gods, and their wisdom sustains you and your flock through different trials and tests.

The pantheist priest gains flexibility over normal clerics at the cost of some complexity and bookkeeping.

CREATING A PANTHEIST PRIEST

To play a pantheist priest, generate a normal cleric up to the point of selecting a domain. Instead of choosing a single domain, choose one of the regional pantheons listed on the Pantheons table. You serve all the deities of this pantheon, one at a time.

At the start of each week, you must choose one patron god from your pantheon. Each deity is associated with just one domain. For that week, you follow the rules of that deity's domain in every way. Besides affecting spell selections, this also determines your Channel Divinity



RYAN
SYME

ability and other level-based abilities for the week. You must switch deities every week, and you can't return to the same deity until at least two weeks have gone by (the same domain could be reused every three weeks). Finally, your character must serve each deity at least once every twelve weeks; if it's been eleven weeks since the last time you served a particular deity, you must serve that deity this week. Keep a written record, and plan your schedule carefully!

For the sake of simplicity, a week corresponds to whatever calendar is used in the character's campaign. In Midgard, a week is seven days, but in other settings it might be five to ten days long.

PANTHEONS

REGION	DEITY	DOMAIN
Crossroads	Holda	Tempest
	Khors	Light
	Lada	Life
	Perun	War
	Rava	Clockwork
	Volund	Travel
Dark Kingdoms	Boreas	Tempest
	Chernobog	Darkness
	Mammon	Hunger
	Marena	Justice
	Vardesain	Death
Dragon Empire	Azuran	Knowledge
	Baal	Dragon
	Khespotan	Prophecy
	Seggotan	Ocean
	Veles	Apocalypse
Grand Duchy	Baccholon	Beer
	Holda	Life
	Sarastra	Knowledge
	Volund	Travel
	Yarila & Porevit	Nature
Northlands	Baldur	Light
	Freyr & Freya	Nature
	Loki	Trickery
	Sif	Hunting
	Thor	Tempest
	Wotan	Justice

DIVINE OPTION: RUNE MAGIC

Rune spells (see Chapter 6 for the rules regarding runes and Chapter 7 for rune spells) are available to all magic-using classes, provided characters find the spells somehow. This usually takes the form of discovered or captured spellbooks or an NPC who can teach the spell. If the GM allows, it could also be no more than seeing the spell used by an NPC.

REGION	DEITY	DOMAIN
Nuria Natal	Anu-Akma	Death
	Bastet	Cat
	Horus	Life
	Ninkash	Beer
	Ptah (Volund)	Mountain
	Thoth-Hermes	Knowledge
Rothenian Plain	Azuran	Speed
	Chernobog	Death
	Sarastra	Trickery
	The Hunter	Hunting
	Volund	Travel
Seven Cities	Ceres	Life
	Charun	Death
	Hecate	Labyrinth
	Mavros	Tempest
	Nethus	Ocean
Shadow Realm	Anu-Akma	Travel
	Chernobog	Death
	Perun	Tempest
	Sarastra	Trickery
	Vardesain	Void
Wasted West	Ailuros (Bastet)	Moon
	Goat of the Woods	Void
	Mavros	War
	Sarastra	Darkness
	Thoth-Hermes	Trickery

Note that some deities are worshiped under different domains in different regions, reflecting their cultural variations across Midgard.

ARCANE CHARACTERS



4

This chapter presents two new sorcerous bloodlines (the minotaur-influenced mazeborn and shadow-tinged), three new otherworldly patrons for the warlock (the Great Machine emphasizing clockwork magic, the Light Eater emphasizing illumination magic, and the Genie Lord emphasizing elemental magic), and eleven new arcane traditions for wizards (angelic scribe, clockwork mage, doom croaker, dragon-masked, elemental, elven high magic, entropist, geomancer, illuminator, necrophage, and ring warden). Many characters also have access to rune magic; rune spells usable by different classes are listed at the end of this chapter.

In presenting wizard options, we sometimes use the terms “arcane tradition” and “school” interchangeably. In a strict sense, one might argue that all magic schools are arcane traditions but not all arcane traditions are schools of magic. All of the wizard options presented here are arcane tradition choices meant to supplement the eight magic school choices offered in the fifth edition rules.

To get the full story on these options, you'll also need to see Chapter 5: Feats and Backgrounds (for magic-related feats), Chapter 6: Spellcasting Rules (for details on ley lines, rune magic, and ring magic), and Chapter 7: Spells to see what these spellcasters can accomplish.

SORCEROUS BLOODLINE: MAZEBORN

Your magic comes from a blood connection to a minotaur in your ancestral past. Most sorcerers with this origin are taller and bulkier than other representatives of their race because of the tinge of the maze in their blood. While those that embrace their blood start manifesting the bestial aspects of a minotaur, eventually the madness of the maze bleeds through them into the world.

Except as noted below, mazeborn function as sorcerers and use the sorcerer spell list.

BLOOD OF THE LABYRINTH

When you choose this origin at 1st level, the blood of your minotaur ancestor makes itself known. You can retrace any path you've previously taken without a skill or ability check. You can speak, read, and write Abyssal. Additionally, whenever you make a Charisma check when interacting with minotaurs, your proficiency bonus is doubled if it applies to the check.

SORCEROUS CHARGE

Starting at 1st level, when you use a Dash action, you can use a bonus action to cast a spell that requires a melee spell attack (e.g., *shocking grasp*).

BESTIAL APOTHEOSIS

Upon reaching 6th level, your bestial blood further manifests, twisting your feet into hooves and causing you to sprout a pair of horns. You can use your horns to make a melee weapon attack that does (1d6 + your Strength modifier) piercing damage. You are proficient with your horns.

In addition, you can cast an *enlarge* spell on yourself by spending 1 sorcery point.

MADNESS OF THE MAZE

At 14th level, you can infuse your damaging spells with the power of the labyrinth. Spells cast by you that do psychic damage do additional damage equal to your Charisma modifier.

In addition, when you cast a spell that does psychic damage, you can select one creature damaged by that spell and, by spending 2 sorcery points, also target that creature with a *confusion* spell.



AURA OF THE MAZE

Beginning at 18th level, you surround yourself with the distortion of the shifting maze. As an action, you can spend 3 sorcery points. For the next minute or until you lose concentration, all attacks against you are made with disadvantage. In addition, any creature standing within 5 feet of you at the end of your turn must make a successful Wisdom saving throw or lose the ability to use reactions until the end of your next turn.



SORCEROUS BLOODLINE: SHADOW

Your magic comes from a place drained of color, where light fights a losing battle against the relentless encroachment of darkness. In the distant past, your ancestors were touched by the Shadow Realm, and this contact left its mark on your family bloodline.

Except as noted below, shadow bloodline sorcerers function as sorcerers and use the sorcerer spell list.

TAINT OF SHADOW

Your magic always acts a bit differently from that of other casters. Your magical fire burns with a deep purple flame that sheds little light but casts inky shadows. The influence of the Shadow Realm can be seen in every manifestation of your magic, whether that's shadowy bonds tightening around the target of a *hold person* spell or the shadows that swirl like storm clouds inside your *dimension door*. At 1st level, you gain darkvision out to 60 feet. Within that range, you see through magical darkness as if it were dim light.

EVIL EYE

Starting at 1st level, you can gaze at one creature within 60 feet of you and with a bonus action, mark that creature with darkness. The marked creature has disadvantage on its next attack roll or skill check involving sight unless it makes a successful Charisma saving throw. You can use this feature a number of times equal to your Charisma modifier (minimum of once), and you regain all expended uses when you finish a long rest.

DARK ILLUSIONS

Starting at 6th level, you have advantage on saving throws against illusion magic. You can also cast *blur* or *mirror image* by spending 2 sorcery points.

PASSAGE THROUGH THE DARK

At 14th level, you gain the ability to traverse between patches of darkness. When you are lightly or heavily obscured you can, as a bonus action, step through a shadow and emerge from another shadow up to 200 feet away. You can stay inside the shadow connection for a number of rounds equal to your Charisma modifier (minimum of 1) if you choose to; while there, you are invisible, nothing can affect you, and you can't affect anything else. Each use of this ability costs you 4 sorcery points.

TAINTED SHADOWS

Beginning at 18th level, you can emanate an aura of energy from the Shadow Realm. By spending 4 sorcery points, you radiate an aura of shadow that causes everything within 15 feet of you to become lightly obscured because of dim lighting. Any portion of that area that's already dimly lit becomes completely dark instead. Enemy creatures that start their turns inside this aura take 10 necrotic damage

and must succeed on a Wisdom saving throw or become frightened of this effect. The effect lasts until the start of your next turn.

WARLOCK PACT: THE GENIE LORD

You have made a pact with a powerful ruler of genielkind on one of the Elemental Planes. The Genie Lord's aims swing wildly from inscrutable to the mortal mind, to startlingly simple and straightforward. Genie lords struggle endlessly to one-up each other, and rivalries between these elemental rulers can engulf entire nations. They aren't above bribing a rival's mortal agents to switch sides if they think it will gain them an advantage.

Genie lords include Astallah, djinni Calipha of the Bright Wind from the Plane of Air; Ghorek, dao Khan of the Onyx Depths on the Plane of Earth; Ixingaltrix, efreeti Emir and Keeper of the Molten Tower on the Plane of Fire; and Saliandla, marid Pasha of the Pearl Fane from the Plane of Water.

EXPANDED SPELL LIST

Your Genie Lord lets you choose from an expanded list of spells when you learn a warlock spell. You can choose an elemental magic spell when you learn a new spell. Additionally, the following spells are added to the warlock spell list for you.

Spell Level	Spells
1st	<i>chromatic orb</i> , <i>thunderwave</i>
2nd	<i>gust of wind</i> , <i>sleet storm</i>
3rd	<i>protection from energy</i> , <i>water breathing</i>
4th	<i>conjure minor elementals</i> , <i>fire shield</i>
5th	<i>creation</i> , <i>wall of stone</i>

GENIE LORD'S FAVOR

At 1st level you can speak, read, and write Primordial. You can understand and be understood by any creature that speaks Auran, Ignan, Terran, or Aquan.

Additionally, your patron grants you a token that can absorb elemental power. You gain a magical gemstone with the following properties:

- You can use the gem as an arcane focus.
- The gem can capture and store elemental power. When you take acid, cold, fire, lightning, or thunder damage, you can choose to transfer some of the damage into the gem instead of taking the damage yourself. The gem's maximum capacity for damage equals twice your warlock level plus your Charisma modifier. The gem drains of energy and becomes empty again when you complete a long rest.

- While the gem stores any amount of elemental power, you can use an action to cause it to shed bright light out to 20 feet and dim light for an additional 20 feet, to shed dim light out to 5 feet, or to douse the light.

If you lose your token, you can perform a 1-hour ceremony to receive a replacement from your patron. This ceremony can be performed during a short or long rest, and it destroys the previous token. The token shatters to slivers when you die.

TRANSFER ELEMENTS

Starting at 6th level, you can use the elemental energy stored in your gem token against foes. When you damage a target with a spell or attack, you can spend stored points to deal additional damage of a type stored in the gem equal to your Charisma bonus. If you deal damage to multiple targets with a single source, choose which one takes the extra elemental damage.

Additionally, you can extend the protection of your gem to other creatures. When an ally within 30 feet that you can see takes damage as described above, you can use your reaction to transfer some of the damage into your gem.

MINOR WISH

Starting at 10th level, you can call upon your Genie Lord to twist fate in your favor. Immediately after you make an attack roll, saving throw, ability check, or damage roll, you can choose to reroll and take the better result.

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

HERALD'S ASPECT

Starting at 14th level, you can channel the power of your patron into your flesh to magically transform into a herald of your Genie Lord. Your legs fade away into a swirl of elemental energy, and your skin and features take on a cast that resembles that of your patron. You can transform as a bonus action and the transformation lasts for 1 minute, during which you gain the following benefits:

- You gain a flying speed of 60 feet.
- You have advantage on saving throws against spells and other magical effects.
- Choose one of the following damage types: acid, cold, fire, lightning, or thunder. You gain immunity to that damage type.
- Once on your turn when you hit with an attack or spell, you can deal an extra 3d6 damage of one of the following types: acid, cold, fire, lightning, or thunder.

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



EXPANDED PACT OPTIONS

Warlocks of the Genie Lord gain access to the following expanded pact options. At the GM's discretion, warlocks of other patrons can discover the means to access these modified pact boons, perhaps by gaining an elemental feat or by performing a quest for a noble genie or other powerful elemental.

PACT OF THE BLADE

Your pact weapon takes on a sheen of elemental power. When you create or summon your pact weapon, you can decide to change its damage type to one of the following: acid, cold, fire, lightning, or thunder. You can change the damage type by repeating the ceremony.

PACT OF THE CHAIN

When you conjure your familiar or change its form, you can choose the form of a mephit in addition to the usual form choices. When you use your action to command your mephit familiar to attack, it can use its breath or cast an innate spell instead.

PACT OF THE TOME

Your book of shadows is immune to damage or wear caused by the elements. This includes something as simple as being immersed in water, as well as acid, fire, cold, lightning, or thunder damage.

NEW ELDRITCH INVOCATION

A new Eldritch Invocation, Will of the Master, is available to warlocks.

WILL OF THE MASTER

PREREQUISITE: 9th level

You can cast *planar binding* once using a warlock spell slot. You can't do so again until you finish a long rest.

WARLOCK PACT: THE GREAT MACHINE

The world seems chaotic, but not all worlds are. There are infinite planes of precisely moving parts, gears whose movement is counted in the lifetime of suns in the material world. There are beings of pure rational law. Your patron is such a being of cold precision, to a degree beyond mortal measure. Logical and deliberate but utterly incomprehensible, it might be a denizen of the plane of Rusty Gears or it might have arisen out of the clockwork magic of the material plane.

Where you fit in this great device is unclear to any but the being itself, and perhaps its rivals. Its knowledge is vast and inversely proportional to its tolerance for variation from its plans. It may call on you to enforce the order of your land, to hunt down oath breakers, to purge those who sin, or to make adjustments of the cosmic order in ways unfathomable to mortals. Rava, the Goddess of Gears, is but one example of this type of being; Zurvan, the Iron Angel, is another, and in the infinity of worlds there are countless more.

GREAT MACHINE EXPANDED SPELL LIST

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



Spell Level	Spells
1st	<i>pendulum*</i> , <i>tireless*</i>
2nd	<i>lock armor*</i> , <i>winding key*</i>
3rd	<i>protection from energy</i> , <i>thousand darts*</i>
4th	<i>fabricate*</i> , <i>steam blast*</i>
5th	<i>animate objects</i> , <i>mechanical union*</i>

CLOCK'S UNWINDING

At 1st level, your patron grants you a tiny fraction of its ability to measure and control time. At the beginning of another creature's turn (friend or enemy), before that creature moves or takes any action, you can shift your position in the initiative order to immediately before that creature. If you haven't yet taken your turn this round, you do so immediately. If you have already acted this round, you can either move or take one action immediately, but not both. In either case, your spot in the initiative order shifts to this new position. You must complete a short or long rest before using this feature again.

MACHINELIKE PRECISION

At 6th level, you can call on your patron to grant you uncanny precision. When you miss with an attack in combat, you can choose to reroll the attack with advantage. Once you use this feature, you must complete a short or long rest before using it again.

MIND OF GEARS

At 10th level, your thoughts become mechanical and ordered like that of your patron, even if your actions do not. You are immune to psychic damage and your thoughts cannot be read unless you choose to allow it.

CRUSHING GEARS

The mortal mind is not meant to understand the vast complexity of machine intelligences. Starting at 14th level, you can, as an action, designate a creature you can see within 60 feet of you. It must make a Charisma saving throw against your warlock spell save DC. If it fails, it experiences a taste of your patron's mind and its place in the great plan of the multiverse. The creature takes 10d10 psychic damage and must make another Charisma saving throw; if the second saving throw fails, the creature is also stunned for 1 minute as it reels from the experience. After using this feature, you must complete a short or long rest before using it again.

THE GREAT MACHINE AND YOUR PACT BOON

PACT OF THE CHAIN: The Great Machine grants a clockwork familiar instead of a familiar of the normal kind. See the Clockwork School for more information.

PACT OF THE BLADE: The blade of the Great Machine is a thing of clockwork and gears, changing shape as it unfolds for combat.

PACT OF THE TOME: The Great Machine grants no simple book, but instead a pocket-size device filled with cogs covered in arcane script. The warlock knows how to manipulate the small buttons and levers on the device to cast each of the cantrips. If spells are added to it via the Book of Ancient Secrets invocation, the Warlock can add new gears instead of pages by the process described.

ELDRITCH INVOCATIONS

The following invocations are available to Great Machine warlocks.

CLOUD OF COGS

PREREQUISITE: 3rd level, Great Machine patron
You can cast *gear barrage* once using a warlock spell slot. You must finish a long rest before doing so again.

HEAT OF THE FURNACE

PREREQUISITE: 3rd level, Great Machine patron
You summon up the fires from within. As long as you maintain concentration, your melee attacks do an additional 1d6 fire damage. Attackers within 5 feet of you who hit you in melee take 1d6 fire damage. This heat does not affect any of your gear.

VOICE OF THE MACHINE

PREREQUISITE: Great Machine patron
Spells you cast that charm or frighten creatures overcome the immunity of constructs to being charmed or frightened. Saving throws apply normally.

WARLOCK'S CLOCKWORK SPELL LIST

CANTRIPS

fist of iron

1ST LEVEL

armored heart
armored shell
find the flaw
gear shield
machine's load

2ND LEVEL

heartstop
lock armor
spin

3RD LEVEL

gear barrage
thousand darts

4TH LEVEL

gremlins
grinding gears
steam blast

6TH LEVEL

catapult
robe of shards

8TH LEVEL

steam whistle

WARLOCK PACT: THE LIGHT EATER

You have made a pact with a being from the Plane of Shadows whose goal is to plunge the world into unending darkness. You may or may not share this ambition, but you've sworn loyalty to this entity. Unlike fiends who seek to corrupt and destroy, light-eaters want to make the Material Plane more like their own Shadow Realm. Many light-eaters were once lichs, shadow dragons, death knights, vampiric wizards, or other shadow beings that existed long enough to amass great power before abandoning their former paths to pursue the glorification of the night as an end in itself.

Except as noted below, light eaters function as warlocks and use the warlock spell list.

EXPANDED SPELL LIST

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

Spell Level	Spells
1st	<i>cloying darkness*</i> , <i>ray of sickness</i>
2nd	<i>blindness/deafness</i> , <i>dark path*</i>
3rd	<i>fear</i> , <i>legion*</i>
4th	<i>night terrors*</i> , <i>shadow monsters</i>
5th	<i>dark dementing</i> , <i>Shadow Realm gateway*</i>

DARKNESS CALLS

Starting at 1st level, the shadows give you the power to draw a small part of the Shadow Realm into the Material Plane. As an action you can force all creatures within 10 feet of you to make a Wisdom saving throw. Those that fail are blinded until the end of your next turn, by bits of the Shadow Realm clouding their eyes. Once you use this feature, you can't use it again until you finish a short or long rest.

LIVING SHADOW

Beginning at 6th level, the shadows around you sometimes take on a life of their own and defend you when you're in danger by transporting enemies away through the Shadow Realm. When you take damage, you can use your reaction to transport the creature that damaged you through the shadows to an unoccupied space up to 60 feet away. The affected creature must succeed on a Wisdom saving throw against your spell save DC or take 2d6 cold damage and become frightened of you until the end of its next turn. Once you use this feature, you can't use it again until you finish a short or long rest.

UNSHAKABLE

Starting at 10th level, your patron fortifies your mind against fear, letting you shake off even the worst of its effects. You gain immunity to fear-based effects and to the frightened condition. Anytime an enemy uses an effect that would cause fear in you, you can use your reaction to redirect it back at that creature; unless the creature makes a successful Wisdom saving throw, it becomes frightened of you for 1 minute. A frightened creature repeats the saving throw every time it takes damage, ending the effect on itself with a success.

CALL FROM SHADOW

Starting at 14th level, you can use an action to summon a shadow horror, which appears in an unoccupied space within 30 feet. The shadow horror uses the statistics of a chuul, but it also understands Common. Roll initiative for the summoned creature, which has its own turns. The shadow horror is friendly to you and obeys your verbal commands. It remains for up to one hour or until it's reduced to 0 hit points. While present, it obeys simple verbal commands from you; if you give it no commands, it defends itself. You must maintain concentration on the shadow horror as if concentrating on a spell. If your concentration is broken, the creature vanishes. Once you use this feature, you can't use it again until you finish a short or long rest.

LIGHT EATER PACT BOONS

When you select your pact boon at 3rd level, it is subtly altered in the following ways.

PACT OF THE CHAIN: Your familiar can take the Hide action whenever it's in dim light or darkness. It has disadvantage on attack rolls and Wisdom (Perception) checks while in bright light. The same penalties apply to you while you're using its senses or casting spells through it, while it's in bright light.

PACT OF THE BLADE: The Light Eater grants a blade made of unearthly, shadowy material that is nearly invisible in dim light or darkness. Each time you create it, you can choose whether it does its standard damage type or necrotic damage.

PACT OF THE TOME: Your book is literally a book of shadow; shadowy vapor drips from it whenever it is opened or held, and it weighs nothing.

WIZARD ARCANE TRADITION: ANGELIC SCRIBE

You study the angelic seals that bind the power of celestial messengers through their names, and you shape that power into magical effects. Beyond the seals and wardings themselves, you learn esoteric spells to call down the essence of the angelic host. Most angelic scribes take up their craft out of reverence and a desire to protect the righteous; a few tempt angelic wrath with their lust for power that's otherwise beyond their grasp.

Except as noted below, angelic scribes function as wizards and use the wizard spell list.

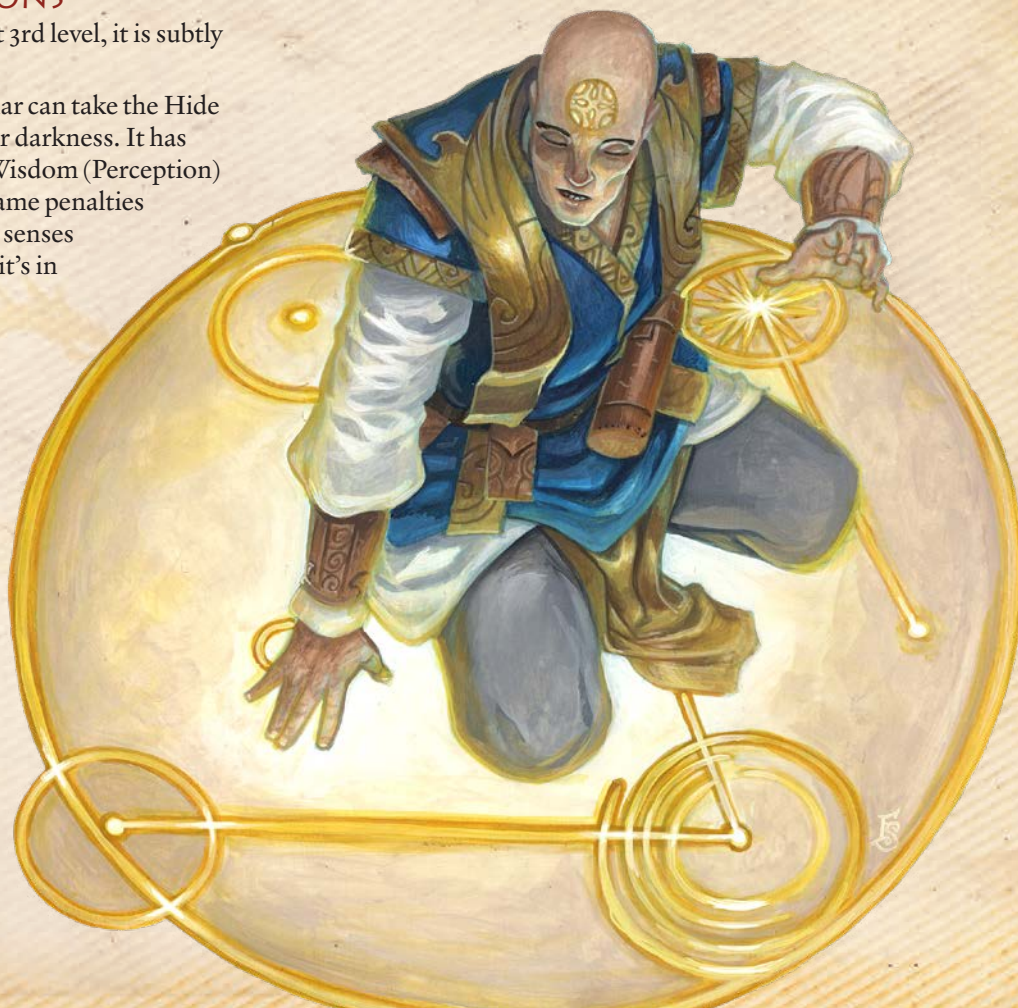
ANGELIC SAVANT

Beginning when you select this tradition at 2nd level, the gold and time you must spend to copy an angelic magic spell into your spellbook is halved.

When you gain a level, one of the two spells you learn for gaining a level can be an angelic magic spell even if you've never encountered the spell before. Similarly, when you learn a new cantrip, it can be an angelic magic cantrip even if you've never previously encountered it.

SEAL SCRIBE

Starting at 2nd level, you learn the Celestial language if you don't already know it, and you gain the ability to scribe angelic seals.



SEALS. You learn two angelic seals of your choice, which are detailed below under “Angelic Seals.” You can spend 10 minutes scribing an angelic seal you know on paper, canvas, stone tiles, or some other token that can be carried or displayed. Alternatively, you can spend 8 hours using appropriate artisan tools to carve or etch a more permanent seal into harder material. Once you have a seal, you can activate it as an action.

- You can have one active seal at a time. The number of active seals you can maintain increases by 1 at 6th level (2 seals), 10th level (3 seals), and 14th level (4 seals). As a bonus action, you can deactivate a seal. A broken or defaced seal deactivates immediately.
- A creature can gain the benefits of one active seal it holds or openly wears. The seal’s delicate magic is suppressed while its user concentrates on a spell or a similar effect. A suppressed seal still counts against your total number of active seals allowed.
- You learn one additional angelic seal of your choice at 6th, 10th, and 14th levels. Each time you learn a new seal, you can also replace one seal you know with a different one.

WARDING SEAL

Beginning at 6th level, you learn to place warding seals to protect areas. This follows the same rules for scribing an angelic seal, but the seal must be on the ground, the floor, or a similarly solid portion of a structure such as a wall, column, or ceiling. As an action, you can touch the seal to activate it. You must maintain concentration on the effect as if concentrating on a spell.

Once activated, the warding seal creates a spiritual, spherical boundary with a radius of 30 feet, or surrounding a small building or series of rooms of similar dimension (a 22-foot cube, for example, or any space of approximately 11,000 cubic feet). Aberrations, fey, fiends, and undead cannot physically cross that boundary, cast spells across it, or project their abilities across it unless they make a successful Charisma saving throw against your spell save DC. A creature that fails the saving throw can try again on its next turn. A creature that succeeds and moves across the boundary into the protected area isn’t affected by the boundary while it remains inside (the boundary impedes only incoming entities and effects, not outgoing), but it must contend with the ward again if it leaves the area.

If a creature can see the seal when it makes the saving throw, it has disadvantage on the saving throw. Additionally, when a creature you can see and who is carrying an active seal is targeted by an attack, you can use your reaction to impose disadvantage on the attack roll.

GREATER SEAL

Starting at 10th level, you can use an action to empower one active angelic seal or warding seal to greater effect. If you choose an angelic seal, its user gains the greater

benefit of the seal for 1 minute. This replaces the normal benefit while it is active. If you choose a warding seal, for the next hour a creature that fails its saving throw against the ward takes 6d6 radiant damage and automatically fails further saves against the ward during this time.

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

ANGELIC WRATH

At 14th level, you add *conjure celestial* to your spellbook, and it is a wizard spell for you.

Additionally, you can use a bonus action to infuse your seals with angelic wrath. For 1 minute, you and anyone in possession of one of your active seals within 30 feet of you deal an additional 1d8 radiant damage with weapon attacks.

You can’t use this ability again until you finish a short or long rest.

ANGELIC SEALS

The angelic seals consist of the name of an angel, written in Celestial, that resonates with a given seal’s effect. The seal effects are presented in alphabetical order.

BENEVOLENCE (AMNAYETH). This seal allows its user to retry a failed ability check to improve another creature’s attitude. *Greater:* As an action, the user can cause a creature who can hear the user to make a Wisdom saving throw against your spell save DC or be charmed for 10 minutes.

This seal can’t be used again on the same creature until the user finishes a short or long rest.

CLARITY (SIMIL). The user adds half your Intelligence modifier (minimum of 1) to its Wisdom (Insight) and Wisdom (Perception) checks. *Greater:* The user gains blindsight with a range of 10 feet.

FORTITUDE (RIKBIL). When it is hit with an attack, the user can use its reaction to add 2 to its AC against that attack. It must be able to see the attacker to use this effect. *Greater:* The user gains resistance to nonmagical bludgeoning, piercing, and slashing damage.

FORTUNE (BARRATETH). The user can add 1 to an attack roll, saving throw, or ability check. The addition is made after rolling the die but before the GM reveals whether it was a success or failure. *Greater:* After making an attack roll, saving throw, or ability check, the user can roll another d20 and choose which result to use. The second roll is made after the initial roll but before the GM reveals whether that roll was a success or failure.

After using this seal, it can’t be used again until the user finishes a short or long rest.

GLORY (VRECHIEL). When the user reduces an enemy to 0 hit points, the user gains temporary hit points equal to your Intelligence modifier (minimum of 1). *Greater:* At the start of its turn, the user gains temporary hit points equal to your wizard level.



HUMILITY (OPHANIM). The user adds half your Intelligence modifier (minimum of 1) to its Dexterity (Stealth) checks. It loses this bonus until the start of its next turn when it takes a hostile action (any action that could inflict intentional damage on a creature). *Greater:* If it hasn't taken a hostile action this turn, the user can use its action to present an aura of humility. A creature that wishes to attack the user must succeed on a Wisdom saving throw against your spell save DC or choose another target. If there are no other targets it wishes to attack, the creature wastes its action doing nothing.

JUDGMENT (CHAMULE). When the user hits a creature with an opportunity attack, the user can move up to half its speed, provided it ends the move closer to the creature it hit. *Greater:* As a reaction when it is hit with an attack, the user can cause the attacker to take radiant damage equal to your Intelligence modifier (minimum of 1), if the attacker is within 60 feet of the user.

RECOVERY (JELAAL). The user automatically succeeds on its first death saving throw and then regains 1 hit point. Once used, this effect doesn't function again until the user finishes a short or long rest. *Greater:* When the user regains hit points, it regains an additional number of hit points equal to your Intelligence modifier (minimum of 1).

TEMPERANCE (IAOTHE). When it makes a Wisdom saving throw, the user can use its reaction to add your Intelligence modifier to the roll (minimum of 1). The bonus is added after the die is rolled but before the GM reveals whether the saving throw succeeds or fails. This ability doesn't function again until the user finishes a short or long rest. *Greater:* The user can't be charmed or frightened.

WRATH (XAPANIE). Once on the user's turn when it hits with a weapon attack, the attack deals 1 additional point of weapon damage. *Greater:* The user's attacks are magical, and once on the user's turn when it hits with a weapon attack, the attack deals an additional amount of radiant damage equal to half your wizard level.

ANGELIC SPELL LIST

The following spells are added to the spell lists of angelic scribes. If the GM allows, they can also be used by clerics, paladins, warlocks, and wizards who discover written versions of them.

CANTRIPS

benediction

1ST LEVEL

angelic guardian

2ND LEVEL

blessed halo

3RD LEVEL

blade of wrath

4TH LEVEL

deva's wings

5TH LEVEL

blazing chariot

6TH LEVEL

heavenly crown

7TH LEVEL

seal of sanctuary

8TH LEVEL

quintessence

9TH LEVEL

greater seal of sanctuary

WIZARD SCHOOL: CLOCKWORK

The origins of clockwork magic are nebulous at best. Those of a religious bent say that it's derived from the divine, that a follower of some god of smiths or machines or even time had an epiphany. Others, usually those of a less religious bent, claim that clockwork magic was the discovery of an ancient artificer who, while experimenting with gears and steam, built the first device animated by enchantments. Whatever its origin, clockwork magic involves time manipulation, constructs, and mechanical devices of all kinds.

The school of clockwork magic is a blending of technology and magic not often seen. While some would argue that all spells of this so-called school are simply applications of the more traditionally acknowledged branches of arcane magic, clockwork mages understand that there is qualitative difference in thought between casting, say, a clockwork(evocation) spell and an ordinary evocation. The school thrives alongside industry, using a small number of spells, compared to the older schools, to create a wide range of styles. Fool is he who fails to notice arcane glyphs and wands and mistakes a clockwork mage for a common gear grinder or tinkerer.

The following class abilities are available to wizards of the clockwork school.

CLOCKWORK SAVANT

Beginning when you choose this school at 2nd level, the gold and time it takes to copy a clockwork spell into your spell book is halved. You also gain proficiency with clockwork tools (25 gp, 2 lb).

CLOCKWORKER'S CHARM

Beginning at 2nd level, whenever you cast an *animate construct* spell, increase the duration by a number of minutes equal to your proficiency bonus. At 20th level, you can make the spell permanent until dispelled but cannot have more than one made permanent at a time.

METAL SHAPE

When you reach 6th level, you gain the ability to reshape metal with a touch. When you grasp a piece of metal of Small size or smaller, you can alter its form into any shape that suits your purpose. The item must be in your hands and under your control; you can't, for example, reshape a piece of armor or a weapon that's being worn or wielded by someone else. To create a specific object, such as a key or mechanical component, you must be completely familiar with it. Thus you could replicate a key that you had in your possession for an extended period of time, but you could not create a working key based on seeing the lock alone.

Objects you create can have up to two hinges and a latch, but finer mechanical detail is not possible. This effect can be used to repair metal as per the spell. You may use this feature once before completing a long or short rest.

GOLEM FORM

Beginning at 10th level, you can transform yourself as an action into a living construct for up to 1 minute per level. You retain your Intelligence, Wisdom, and Charisma and the ability to speak and cast spells. You can transform into a golem or a clockwork creature whose CR is less than or equal to your current level in this class. Otherwise, this ability functions as the druid's Wild Shape ability.

CLOCKWORK MASTERY

Starting at 14th level, you can use magic to bring constructs under your control. As an action, you can compel one construct you can see within 60 feet of you to make an Intelligence saving throw against your wizard spell save DC. This is a magical effect. If the saving throw fails, the construct becomes friendly to you and obeys your commands for 1 hour, until you use this ability again, or until it takes damage from you or one of your allies. If the saving throw fails by 5 or more, the duration is extended to 6 hours or until one of the other conditions is fulfilled. When the effect ends, the construct is aware it was controlled by you.

CLOCKWORK FAMILIARS

Clockwork mages who use the spell *find familiar* substitute a small clockwork device in the form of an animal worth 10 gp for the spell's usual material components. It must resemble one of the allowable animals listed in the spell. When the ritual is complete, the clockwork animates. It has the statistics of the chosen form but is a construct. The familiar's form can be changed by rebuilding the clockwork device in the new form and casting *find familiar* again. If the familiar is destroyed, it can be rebuilt (in the same or a new form) with the same components, if they're recovered; otherwise, 10 gp must be spent on replacement parts. The familiar is never counted when determining the number of constructs a mage can control.

WIZARD'S CLOCKWORK SPELL LIST

CANTRIPS

fist of iron
tick stop

1ST LEVEL

analyze device
animate construct
armored heart
armored shell
find the flaw
gear shield
machine's load
machine speech
pendulum
tireless

2ND LEVEL

heartstop
lock armor
repair metal
spin
winding key

3RD LEVEL

gear barrage
overclock
thousand darts

WIZARD ARCANES TRADITION: DOOM CROAKER

The doom croaker tradition originated among the Northlands ravenfolk and spread from there to the northern dwarves. Doom croakers follow the teachings of Wotan to gain glimpses into the infinite knowledge he was granted while hanging from the branches of Yggdrasil.

Common folk regard doom croakers with a mixture of fear and awe. The doom croakers carry the power of Wotan's runes, and though people cautiously seek out croakers for their wisdom, they remain terrified of giving offense and rousing a doom croaker's ire.

The rune magic of doom croakers is substantially different from the runes crafted by runecasters (see chapter 6). Except as noted below, doom croakers function as wizards and use the wizard spell list.

DIVINATION SAVANT

Beginning when you select this tradition at 2nd level, the gold and time you must spend to copy a divination spell into your spellbook is halved.

REVELATION OF RUNES

Starting at 2nd level, you can cast *alarm* as a ritual by tracing a rune onto the floor, ground, or other surface.

Additionally, at 5th level you add *glyph of warding* to your spellbook, if it isn't there already. You can cast *glyph of warding* without expending a spell slot and without requiring material components. You can only have one *glyph of warding* cast in this way at one time. If you use this ability to cast another, the first glyph ends immediately.

Once you cast *glyph of warding* this way, you can't do so again until you finish a long rest, though you can still cast it normally using an available spell slot.

4TH LEVEL

absolute command
gremlins
grinding gears
read memory
steam blast
write memory

5TH LEVEL

imbue spell
mass repair metal
mechanical union

6TH LEVEL

catapult
robe of shards

7TH LEVEL

hellforging
timeless engine

8TH LEVEL

machine sacrifice
move the cosmic wheel
power word restore
steam whistle
time jump

9TH LEVEL

time in a bottle



RAVEN'S EYE

Beginning at 6th level, you add *clairvoyance* to your spellbook, if it isn't there already. You can cast *clairvoyance* without expending a spell slot. When you do, the casting time of the spell is 1 action.

Once you cast *clairvoyance* this way, you can't do so again until you finish a long rest, though you can still cast it normally using an available spell slot.

WOTAN'S EYE

Starting at 10th level, you can catch glimpses of the future. As a reaction after you or a creature targeted by your spells makes a saving throw, you can magically force the creature to reroll. The creature must accept the second result.

You can use this ability once, and you regain the ability to do so when you finish a short or long rest.

BRANCHES OF YGGDRASIL

At 14th level, you add *legend lore* to your spellbook, if it isn't there already. When you are at 0 hit points, you can reroll your first failed death saving throw.

If you die, your soul hangs in the branches of the world tree for seven days, after which time a huginn egg appears in the place where you died. You hatch from the egg in a new body as if a *reincarnate* spell was cast on you. Once you use this ability, you can't use it again for 1 month.

WIZARD ARCANE TRADITION: DRAGON MASKS

Wizards practice the subtle magic of pulling power from thin air and shaping it to fit their needs. Sorcerers tame the chaotic power within themselves, releasing it in barely controlled gouts of magical eruptions. Mages who walk the path between these two diverse means of magic are called dragon magi, and they meld the order of dweomery with the chaos of sorcery to grant themselves powers beyond anything the individual traditions could muster alone.

Dragon magi manifest their magic in variety of styles, as diverse as the draconic species and the types of magic that populate the worlds. Kobolds serving as councilors to great wyrms are taught by their masters to harness their innate draconic natures through the use of more traditional spells. A wild-eyed human, oozing sorcerous magic from an ancient draconic ancestor, might find a kindly wizard to help her focus her power. Special legions of dragonborn troops train with a master dragon mage, learning all there is to know to better defend their homeland from invaders.

Except as noted below, dragon magi function as wizards and use the wizard spell list.

INVOKE DRAGON MASK

Starting at 2nd level, you can invoke a magical dragon mask. You use a bonus action and spend a spell slot to invoke the mask, which lasts for 3 rounds per level of the spent spell slot. The dragon mask remains as long as you are not incapacitated, until the duration ends, or until it is dismissed or replaced with a bonus action. It is a translucent magical force, in the form of a dragon's head, which covers your face. Your face is still visible beneath the mask, and the mask does not hinder vision.

While you wear your dragon mask, you gain the following benefits and drawbacks.

- You gain a bonus to your AC equal to your Intelligence modifier (minimum of +1).
- You gain a bite attack. As an action, make a melee spell attack against one adjacent target. On a hit, the target takes $1d8 + \text{Int modifier}$ piercing damage. This attack counts as magical for purposes of overcoming a target's immunity or resistance to piecing damage.

- You gain advantage on Wisdom (Perception) checks, as well as on Charisma (Intimidation) checks.
- Any ranged or melee attack spells you cast while wearing the dragon mask are made with disadvantage, and saving throws against spells you cast while wearing the dragon mask are made with advantage.
- As a bonus action, you can spend an additional spell slot to augment your dragon mask. Your next dragon mask's bite attack damage increases by +1d8 per level of the spell slot spent, and you gain advantage on the attack roll.

INVOKE DRAGON HEART

Starting at 6th level, you can invoke a magical dragon heart. You use a bonus action and spend a spell slot to invoke the dragon heart, which lasts for 3 rounds per level of the spent spell slot. The dragon heart remains as long as you are not incapacitated, until the duration ends, or until it is dismissed or replaced with a bonus action. The dragon heart is a translucent magical force, in the form of a beating heart, which covers your chest.

While you wear your dragon heart, you gain the following benefits.

- You gain a bonus to Wisdom and Charisma saving throws equal to your Intelligence modifier (minimum of +1).
- You gain temporary hit points equal to twice your wizard level. These temporary hit points are lost when your dragon heart aspect is removed or lost for any reason.

- You gain a breath weapon attack. As an action, a 30-foot-long, 5-foot-wide line of energy (acid, cold, fire, or lightning) shoots from your dragon heart in a direction you choose. Each creature in the line must make a Dexterity saving throw. A creature takes 4d6 damage on a failed save, and no damage on a successful one. The type of damage can be selected when making the attack and cannot be changed until a new dragon heart is manifested.
- As a bonus action, you can spend an additional spell slot to augment your dragon heart. Your next dragon heart's breath weapon attack damage increases by +2d6 per level of the spell slot spent, and you can add 10 feet of length to the line per level of the spell slot spent.

INVOKE DRAGON WINGS

Starting at 10th level, you can invoke a set of magical dragon wings. You use a bonus action and spend a spell slot to invoke the dragon wings, which last for 2 rounds per level of the spent spell slot. The dragon wings remain as long as you are not incapacitated, until the duration ends, or until they are dismissed or replaced with a bonus action.

While you wear your dragon wings, you gain the following benefits.

- Your speed increases by 10 feet, and you gain a fly speed equal to your walking speed.
- You gain resistance to bludgeoning, piercing, and slashing damage from nonmagical sources.
- You gain advantage on any melee or ranged spell attack rolls.

THE MECHANICS OF THE DRAGON MAGE: THE DRAGON ASPECT

The dragon mage arcane tradition takes a new look at the traditional wizard class, using the spell slot system as a basis for powering different magical abilities. In some ways, this arcane tradition sacrifices some of the flexibility of the wizard class for a more clearly defined set of powers and abilities, useful in both close-quarters combat and at range.

As they increase in level, wizards who focus on dragon magic learn to invoke what are known as dragon aspects. At lower levels, the dragon mage is only able to create one dragon aspect: the dragon mask. As they increase in power and experience, they can manifest up to four different dragon aspects. These aspects manifest visually as a translucent draconic feature. For example, the dragon mask appears as a colorful dragon's head. Observers see the mask as a wavering field of energy, but they can also see the dragon mage's face beneath it.

Similarly, the dragon wings aspect manifests as a semi-solid pair of strong wings sprouting from the dragon mage's back.

Each dragon aspect can be manifested by using a spell slot. Once manifested, the dragon aspect provides a set of benefits to the dragon mage. In addition, spell slots can be burned to provide additional benefits via the dragon aspect. Dragon aspects are magical enhancements to the dragon mage that can be dispelled, but no concentration is required to maintain an aspect. A dragon aspect can be dispelled with a bonus action, and a dragon mage who can manifest more than one dragon aspect can switch from one aspect to another as a bonus action; however, a spell slot must be spent to power the new aspect, even if there is time remaining on the old one.



- As a bonus action, you can spend an additional spell slot to augment your dragon wings. Until the start of your next turn, you can add 5 feet of additional speed per level of the spell slot spent. Additionally, you can choose one creature per level of the spell slot spent within 10 feet of you, and ranged attacks against those creatures are made at disadvantage.

INVOKE DRAGON TAIL

Starting at 14th level, you can invoke a magical dragon tail. You use a bonus action and spend a spell slot to invoke the dragon tail, which last for 1 round per level of the spent spell slot. The dragon tail remains as long as you are not incapacitated, until the duration ends, or until it is dismissed or replaced with a bonus action. The dragon tail is a translucent magical force, in the form of a 15-foot-long appendage capable of striking with incredible force.

While you wear your dragon tail, you gain the following benefits.

- You are immune to the grappled condition.
- You are proficient with Strength and Dexterity saving throws, and any skill checks using Strength. In addition, you can use your Intelligence modifier instead of the regular modifier for those saving throws and skill checks.
- You gain a tail slam attack. As an action, make a separate melee spell attack against all targets within 15 feet of you. On a hit, the target takes $3d10 + \text{Int}$ modifier bludgeoning damage. Targets hit by this attack are pushed up to 10 feet away from you and knocked prone unless they succeed on a Strength saving throw against your spell DC. This attack counts as magical for purposes of overcoming a target's immunity or resistance to bludgeoning damage.
- As a reaction, you can make a tail slam attack against a creature who enters your tail's reach.
- As a bonus action, you can spend an additional spell slot to augment your dragon tail. Until the start of your next turn, your dragon tail's slam attack damage increases by $+1d10$ per level of the spell slot spent. In addition, you heal yourself for 3 hit points per level of the spell slot spent.

DRAGON MAGIC SPELLS

The following spells are added to the spell lists of dragon magi.

CANTRIPS

dragon roar

1ST LEVEL

converse with dragon

draconic smite

kobold's fury

2ND LEVEL

detect dragons

enhance greed

lair sense

shade

3RD LEVEL

catch the breath

phantom dragon

4TH LEVEL

raid the lair

scale rot

5TH LEVEL

claws of the earth dragon

dragon breath

7TH LEVEL

legend killer

8TH LEVEL

deadly sting

WIZARD ARCANES TRADITION: ELEMENTALIST

You focus your arcane studies on the power inherent to one of the Elemental Planes. Elementalists believe in the superiority of their chosen element above all others, and they aren't shy about making that fact known. Elementalists are sometimes secluded researchers, but more often they're adventurous types who sign on with groups that can appreciate their singular talents.

Except as noted below, elementalists function as wizards and use the wizard spell list.

ELEMENTAL SAVANT

Beginning when you select this tradition at 2nd level, choose one element from the table below. That element becomes the focus of your study. You can speak, read, and write the language associated with your focus, and the associated damage type is used by other features as noted.

Some spells resonate with your focus element. They might deal the associated damage type, manipulate the element in question, or otherwise embody an elemental theme. Work with your GM to determine whether a given spell resonates with your focus. The gold and time you must spend to copy a spell resonant with your chosen element into your spellbook is halved.

ELEMENTAL FOCUS

ELEMENT	LANGUAGE	DAMAGE TYPE
Air	Auran	Lightning or Thunder (choose one)
Earth	Terran	Acid
Fire	Ignan	Fire
Water	Aquan	Cold

When you gain a level, one of the two spells you learn for gaining a level can be an elemental magic spell, even if you've never encountered the spell before. Similarly, when you learn a new cantrip, it can be an elemental magic cantrip even if you've never previously encountered it.

ELEMENTAL MASTERY

Starting at 2nd level, you learn techniques called masteries to channel elemental magic into your being and spells.

MASTERIES. You learn two masteries of your choice, which are detailed under "Masteries" below. You learn one additional mastery of your choice at 6th, 10th, and 14th levels. Each time you learn a new mastery, you can also replace one mastery you know with a different one.

SUBSTITUTE ELEMENTS

Beginning at 6th level, you can funnel elemental essence through your damage-dealing spells. When you cast a spell that does damage, you can change the damage to the type associated with your elemental focus.

ABSORB ELEMENTS

Starting at 10th level, when you would take damage of the type associated with your elemental focus, you can use a reaction to take no damage and regain a number of hit points equal to half the damage you would have taken. You can use this ability even if you have resistance or immunity to that damage type from another source. You can use this ability a number of times equal to your Intelligence modifier (minimum of 1), and you regain all expended uses when you finish a long rest.

IRRESISTIBLE STRIKE

At 14th level, your elemental damage spells are unstoppable. Your spells that deal damage of the type associated with your elemental focus ignore immunity to that damage type. You can use this ability a number of times equal to your Intelligence modifier (minimum of 1), and you regain all expended uses when you finish a long rest.

MASTERIES

Masteries are specialized techniques you can use to augment your spellcasting. Unless noted otherwise, you can use only one mastery on a given spell. The masteries are presented in alphabetical order.

ELEMENTAL ADAPTATION

PREREQUISITE: 14th level

You add *plane shift* to your spellbook if you don't already have it, and you can cast it once with this mastery without expending a spell slot. You can only travel to the elemental plane associated with your elemental focus, or to the material plane. While on that elemental plane, you aren't

harmed by the normal conditions of the plane, you can breathe normally, and you can use your speed to move in a manner appropriate to the plane (flying for air, burrowing for earth, and swimming for water). You regain the ability to cast *plane shift* with this mastery when you finish a long rest.

ELEMENTAL BINDING

PREREQUISITE: 10th level

You add *planar binding* to your spellbook if you don't already have it, and you can cast it once with this mastery without expending a spell slot. When you cast the spell in this way, you must target an elemental creature associated with your elemental focus. If the elemental fails its saving throw, it gains temporary hit points equal to your wizard level. You regain the ability to cast *planar binding* with this mastery when you finish a long rest.

ELEMENTAL BULWARK

PREREQUISITE: 6th level

You gain resistance to the damage type associated with your elemental focus, and you have advantage on Constitution saving throws made to maintain concentration on spells that resonate with your elemental focus.

ELEMENTAL COMMAND

As an action, you can charm an elemental creature for as long as you maintain concentration as if concentrating on a spell, for up to 1 hour. If you or your companions damage the charmed elemental or take any harmful action against it, the charmed condition ends immediately. Once this ability ends for a given elemental, it is immune to being charmed by you for 24 hours.

ELEMENTAL EROSION

PREREQUISITE: 10th level

After you damage a target with a spell that deals the damage type associated with your elemental focus, the target becomes vulnerable to that damage type until the end of your next turn. You can use this ability twice. You regain all expended uses when you finish a short or long rest.

IGNITE

PREREQUISITE: Elemental Focus (Fire)

When you deal fire damage to a target with a spell of 1st level or higher, you can use a bonus action to cause the target to catch fire. At the start of its next turn, the creature takes half as much fire damage as it originally took from the spell, and the flames go out. This damage can be prevented if an ally within 5 feet uses an action to put out the flames. If you damage more than one target with the spell, choose just one to catch fire.



INTENSIFIED ELEMENT

Your spells that deal the damage type associated with your elemental focus ignore any resistance the target has to that damage type.

STONY REFUGE

PREREQUISITE: Elemental Focus (Earth)

When you cast a spell of 1st level or higher, you can use a bonus action to create a hovering slab of stone that interposes itself between you and one creature of your choice. Until the end of your next turn, the slab provides half cover to you against attacks from the chosen creature.

SWEEPING SWELL

PREREQUISITE: Elemental Focus (Water)

When you cast a spell of 1st level or higher, you can use a bonus action to create a sweeping wave of water to push a target you can see within 20 feet. The creature must succeed on a Strength saving throw or be pushed 5 feet in the direction of your choice.

WIND BLAST

PREREQUISITE: Elemental Focus (Air)

When you cast a spell of 1st level or higher, you can use a bonus action to create a line of wind that is 20 feet long and 5 feet wide. Each creature in the line must make a Strength saving throw or take 1d6 slashing damage and be pushed 10 feet away from you in the direction of the line.

ELEMENTAL MAGIC SPELLS

The following spells are added to the spell lists of sorcerers, warlocks, and wizards who discover written versions of the spells.

CANTRIPS

pummelstone
wind lash

1ST LEVEL

tidal barrier
wind tunnel

2ND LEVEL

rolling thunder
spire of stone

3RD LEVEL

frozen razors
riptide

4TH LEVEL

earthskimmer
flame wave

5TH LEVEL

acid rain
frostbite

6TH LEVEL

drown
entomb

7TH LEVEL

blizzard

8TH LEVEL

caustic torrent

9TH LEVEL

pyroclasm

WIZARD SCHOOL: ELVEN HIGH MAGIC

Elven high magic is very powerful and extremely rare. With high magic and sufficient time, an elven wizard can accomplish just about anything. It is a closely guarded secret, practiced only by the elves and their shadow fey relatives. Non-elves are never taught the ways of this school. That's both a sign of the elves' sense of superiority and an unfortunate practicality. High magic can take centuries to master, and humans and other short-lived races simply don't live long enough to become skilled in this art.

Except as noted below, practitioners of elven high magic function as wizards and use the wizard spell list.

RITUAL SAVANT

Beginning at 2nd level when you select this school, the gold and time you must spend to copy a high magic spell into your spellbook is halved.

RITUAL FOCUS

Starting at 2nd level, you can spend 10 minutes centering your mental energy and creating a ritual focus. When you choose to do so, you can expend your ritual focus to create one of the following effects when casting the ritual version of a spell.

- You can cast a ritual version of a spell without adding the additional 10 minutes to the casting time that's normally required.
- You can expend a spell slot equal to or higher than the spell's nominal level as you cast the ritual version of the spell, provided the spell allows that as an option. The ritual takes effect at a level one higher than the expended spell slot instead of the minimum. You must be able to cast spells of the ritual's elevated level for the ritual to take effect.

Some spells have additional effects that you can invoke by expending your ritual focus. You can't use your ritual focus again until after you complete a short or long rest.

BOUND MAGIC

At 6th level, you begin to master an understanding of elven high magic. You bind magic into the fabric of a place, making it last without any concentration. Choose a ritual spell you know that targets an area. Cast the ritual version of the spell and expend your ritual focus while burning expensive herbs worth 200 gp per level of the ritual. The spell's duration in that location becomes a year and a day. If you cast the ritual every day for 30 consecutive days, the spell becomes permanent in that location until it's dispelled or otherwise destroyed.

Additionally, you can expend your ritual focus twice between rests.

RITUAL MASTER

Beginning at 10th level, you can copy any spells with the ritual tag, regardless of class, into your spellbook. Ritual spells that you copy into your spellbook using this ability must be no higher in level than half of your wizard level (rounded up). You can cast these spells only as rituals unless you also learn them by other means.

HIGH MAGIC

Starting at 14th level, ritual versions of spells that you cast are treated as if they were cast using a spell slot one level higher than the slot you actually use. High magic can be combined with the increased spell level benefit of expending your ritual focus. This applies only to spells that can be cast at higher levels.

Additionally, you can expend your ritual focus three times between rests.

ELVEN HIGH MAGIC SPELL LIST

These spells are added to the spell lists of practitioners of elven high magic.

1ST LEVEL

extract foyson (bard, druid, warlock, wizard)
guest of honor (bard, wizard)

2ND LEVEL

black swan storm (sorcerer, warlock, wizard)
clearing the field (druid, ranger, wizard)
heartache (bard, sorcerer, warlock, wizard)
shadows brought to light (bard, cleric, paladin, warlock, wizard)
vine trestle (druid, ranger, wizard)

3RD LEVEL

song of the forest (druid, ranger, wizard)

4TH LEVEL

shadowy retribution (cleric, warlock, sorcerer, wizard)

5TH LEVEL

tongue tied (bard, cleric, warlock, wizard)

6TH LEVEL

encroaching shadows (cleric, sorcerer, warlock, wizard)

7TH LEVEL

celebration (bard, sorcerer, warlock, wizard)

8TH LEVEL

bloom (cleric, druid, wizard)
desolation (cleric, druid, wizard)
harsh light of summer's glare (druid, sorcerer, wizard)

9TH LEVEL

afflict line (cleric, warlock, wizard)
cosmic alignment (wizard)

WIZARD SCHOOL: ENTROPY

Wizards who specialize in chaos magic crave an understanding of probability and life's unpredictable outcomes to the point of obsession. What starts as an attempt to analyze the patterns of chaos quickly becomes a trip down the rabbit hole to madness.

Except as noted below, entropists function as wizards and use the wizard spell list.

CHAOS SAVANT

Beginning at 2nd level when you select this school, the gold and time you must spend to copy a chaos spell into your spellbook is halved.





LONG ODDS

Starting at 2nd level, you can manipulate the reality-changing forces of chaos to alter the odds of a situation. You can give yourself (as a bonus action) or a creature you can see (as a reaction) advantage on one attack roll, saving throw, or ability check that will be made this turn. Doing this causes a chaos magic surge. You must finish a long rest before you can use this ability again.

TWISTED ARCANA

Starting at 6th level, when you cast a spell that causes damage, you can infuse the spell with greater power by channeling chaos through yourself. You make this choice after determining whether the spell has been successful (i.e., after making a spell attack roll) but before determining damage. If you invoke twisted arcana, roll 1d6 + 1; this is the maximum number of your spell's damage dice you can reroll. You can reroll any number of damage dice up to that maximum, and you must use the rerolled results.

In addition, the type of damage your spell causes is replaced randomly. Use the Damage Type table to determine the spell's new damage type.

Using this ability causes a chaos magic surge. You must finish a long rest before you can use this ability again.

SHIFTING RESISTANCE

Beginning at 10th level, when you cast a chaos magic spell, you gain resistance to a random damage type for a number of rounds equal to 1 + your Intelligence modifier (minimum 1). You can choose to cause a chaos magic surge as part of your casting; if you do, roll twice on the Damage Type table and choose the type you prefer, then determine the effect (if any) of the chaos magic surge. You must finish a long rest before you can use this ability again.

MASTER OF CHAOS

Starting at 14th level, anytime you cause a chaos magic surge, you regain one use of long odds, twisted arcana, or shifting resistance without taking a long rest. In addition, every time you cast a chaos spell, you gain temporary hit points equal to your Intelligence modifier + the spell's level.

CHAOS MAGIC SURGES

Using chaos magic sometimes causes a chaos magic surge. These are similar to wild magic surges caused by sorcerers. When a chaos magic surge occurs, you must roll 1d20. If you roll a 1, consult the Chaos Magic Surge table to determine the specific result.

CHAOS MAGIC SURGE

DIOO	EFFECT
1-2	You cast <i>hypnotic pattern</i> centered on yourself.
3-4	The target of your spell or ability is also targeted by an <i>enlarge</i> spell. If there is no target, the <i>enlarge</i> affects you.
5-6	An angry constrictor snake controlled by the GM appears wrapped around your waist.
7-8	For 10 rounds, a <i>gust of wind</i> blows out from you in all directions.
9-10	Three targets you can see within 60 feet chosen by you are targeted by a <i>ray of frost</i> .
11-12	You rise 30 feet into the air, where you hover until the start of your next turn, when you fall.
13-14	You grow a purple mustache 3d6 inches in length.
15-16	You are cloaked in shadow and reek of brimstone for 1 hour. During that time, you have advantage on Charisma (Intimidation) checks and disadvantage on Charisma (Persuasion) checks.
17-18	You summon a mule 100 feet above the target of your spell or ability. If you do not have a target, the mule appears above you. Both the mule and the creature it lands on take 10d6 bludgeoning damage from the inevitable fall, or the creature under the mule takes no damage with a successful Dexterity saving throw; the DC equals your spell save DC.
19-20	You cast <i>contact other plane</i> .
21-22	Rum rains from the sky in a 30-foot radius around you for 10 rounds.
23-24	You regain your highest-level expended spell slot.
25-26	You cast a hemispherical <i>wall of force</i> , centered on yourself.
27-28	All of your hair falls out. It grows back at the normal rate.
29-30	You gain resistance to one type of damage, determined randomly, for 1 hour.
31-32	Loud horns that can be heard for a mile sound for 1 hour. The sound moves with you.
33-34	Until you complete a long rest, every word you utter sounds normal to you but is heard by others as incomprehensible babbling. This doesn't impair your ability to cast spells.

35-36	Three targets within 30 feet that you can see are targeted by a bolt of light that does 1d8 radiant damage. Each individual target can negate the damage with a successful Constitution saving throw.
37-38	Every creature within 60 feet of you, except you, teleports 10 feet in a random direction. If the destination is a solid object or hazardous terrain, the creature doesn't move.
39-40	The sun (or moon if it is night) is eclipsed for 10 minutes.
41-42	You become immune to all damage for 1 round.
43-44	Until you complete a long rest, you leave burning footprints that smolder in your wake for 5 rounds. The flames are hot enough to ignite easily flammable material (leaves, paper, cloth).
45-46	You turn into a succulent cooked ham for 10 rounds. While a ham, you are incapacitated and are vulnerable to all damage. The gold plate that you appear upon can be sold for 5 gp.
47-48	For 30 feet around you, the ground turns into broken, uneven, difficult terrain.
49-50	For 1 hour, you gain a bonus to weapon damage equal to your spellcasting ability.
51-52	You open a portal to the Abyss that stays open for 10 rounds. Each round there is a 1 in 20 chance that a fiend or other Abyssal creature of the GM's choice walks through.
53-54	You cast <i>healing word</i> on a target of your choice.
55-56	Your eyes turn into potatoes and fall from their sockets. You are blinded until you receive a <i>remove curse</i> or <i>regenerate</i> spell.
57-58	You hear a thunderous sound and are stunned until the end of your next turn.
59-60	You cast <i>moonbeam</i> .
61-62	An item you hold is covered in <i>continual flame</i> . If you are not holding an item, the GM chooses an item within 30 feet of you to be the target.
63-64	You and two targets that you can see within 30 feet of you are affected by a <i>bane</i> spell.
65-66	You gain advantage on your next attack roll, ability check, or saving throw within 24 hours.
67-68	You suffer disadvantage on your next attack roll, ability check, or saving throw within 24 hours.
69-70	Choose a target that you can see within 60 feet other than yourself to gain temporary hit points equal to your level.
71-72	A barrel of lamp oil appears adjacent to you.
73-74	You are targeted by a <i>disguise self</i> spell making you appear as a dirt-covered human child of the opposite gender.
75-76	Dim pink light fills an area 30 feet around your target. If your spell or ability has no target, the light is centered on you.
77-78	You summon a boar to a space you can see within 30 feet. The boar follows your commands for 1 minute and then disappears. It is wearing a green dress.
79-80	You cast <i>flame strike</i> centered on yourself.
81-82	You gain 1d4 x 10 pounds of weight.
83-84	You gain a +2 bonus to your AC for a number of rounds equal to your spellcasting ability.
85-86	The ground beneath your target, or beneath you if your spell or ability has no target, sinks 1 foot. It also falls prone unless it makes a successful Dexterity saving throw.
87-88	Red silk scarves and origami cranes swirl through the air within 500 feet of you, causing light obscurement. The scarves are worth 100 gp in total if collected.
89-90	A table with a <i>heroes' feast</i> appears within 10 feet of you.
91-92	Three skeletons under the control of the GM claw their way out of the ground and attack random living creatures until they are destroyed.
93-94	You cast <i>barkskin</i> upon yourself. Your hair is permanently replaced with green leaves until you receive a <i>remove curse</i> or comparable magic.
95-96	Your teeth turn into moths and fly away.
97-98	You sprout insect wings, giving you a fly speed of 30 feet. The wings last for 1 minute.
99-100	A weapon you can see within 30 feet glows and becomes a <i>magic weapon</i> for 1 minute.



WIZARD ARCANE TRADITION: GEOMANCY

While any spellcaster can tap the potential coursing through ley lines, the tradition of geomancy teaches the art of becoming like a ley line and bonding with the great flow of power. Geomancy is sometimes looked down on by adherents of traditions that focus on individual magic schools because it eschews specialization in favor of molding any form of magic through the focused power of ley lines.

Geomancers have an increased facility for tapping into any ley line, but they also learn to bind themselves to a specific ley line. While other spellcasters must be within a ley line's area of influence to use it, the geomancer becomes a tributary of his or her chosen river of power, capable of siphoning its power anywhere.

Except as noted below, geomancers function as wizards and use the wizard spell list.

LEY LINE SAVANT

Beginning when you select this tradition at 2nd level, the gold and time you must spend to copy a ley line spell into your spellbook is halved.

When you gain a level, one of the two spells you learn for gaining a level can be a ley line magic spell, even if you've never encountered it before.

Additionally, you can sense the presence of nearby ley lines. As an action, you can discern the distance to the closest ley line within 1 mile, as well as the direction to every ley line within 1 mile.

CHANNEL LEY LINE

Starting at 2nd level, you learn to tap the power of ley lines to augment your spellcasting, as described in chapter 6.

Additionally, when you finish a short or long rest within 1 mile of a weak ley line, you can bind yourself to that ley line. You can be bound to only one ley line at a time. If you later bind yourself to a second ley line, you lose your connection to the previous one.

While you are bound to a ley line, you can channel the power of the line into your spellcasting from any distance, as long as you are on the same plane as the ley line. You can use this feature a number of times equal to your Intelligence modifier (a minimum of once). You regain all expended uses when you finish a long rest.

LEY LINE MANIPULATION

Beginning at 6th level, when you augment your magic with power from a ley line, you can reroll the effect of an unlocked ley line or the result of a backlash. You must use the rerolled result. After rerolling, you can't use a reaction until the end of your next turn.

LEY LINE ADEPT

Starting at 10th level, you can bind yourself to weak or strong ley lines with your Channel Ley Line feature.

In addition, you add your proficiency bonus to the ability check when tapping a ley line for power.

LEY LINE MASTERY

At 14th level, you can bind yourself to weak, strong, or titanic ley lines with your Channel Ley Line feature, and you have advantage on the ability check to tap the ley line.

As an action, you can lock or unlock a ley line within 30 feet of you. When you lock a ley line, choose one of its effects; the ley line will always have that effect for you while it remains locked. Once you use this feature to lock or unlock a ley line, you can't do so again until you finish a number of long rests depending on the intensity of the line: one for a weak ley line, two for strong, and three for titanic.

LEY MAGIC SPELL LIST

The following spells are normally available to geomancers (in addition to the wizard spell list), but they can also be used by druids, sorcerers, and warlocks who have a ley line feat (ley initiate or ley-bound). Ley magic spells can be learned only by discovering written versions of them, unless the GM allows otherwise.

1ST LEVEL

land bond

2ND LEVEL

ley disruption

3RD LEVEL

ley energy bolt

ley sense

4TH LEVEL

ray of life suppression

5TH LEVEL

amplify ley field

energy absorption

lesser ley pulse

ley leech

6TH LEVEL

ley whip

7TH LEVEL

greater ley pulse

volley shield

8TH LEVEL

disruptive aura

9TH LEVEL

ley storm

ley surge

WIZARD SCHOOL: ILLUMINATION

First created by the shadow Fey, the school of illumination blends observations of the heavens with the manipulation of light and shadow into an arcane tradition that's closely tied with the shadow plane. Many of its spells have much in common with divination, illusion, and necromancy. Unlike those schools, illumination magic is obscure and rarely practiced outside the shadow plane. Its practitioners have been likened to elementalists who manipulate shadow instead of fire, earth, air, or water. This school is not simply about controlling shadow,

however; its focus is simultaneously light and the absence of light. Starlight, in particular, holds special meaning within this school. Illumination mages study the ever-shifting alignment of the stars in their effort to read the road map of fate—a study that inevitably leads them out of the starless shadow plane and into contact with the mortal world.

Members of the School of Illumination, called illuminators, use the stars to predict when danger is near, and draw on the power of darkness to attack their foes. This school is popular with delvers into the underworld, because its spells work best where light is dim or absent. Except as noted below, illuminators function as wizards and use the wizard spell list.

ILLUMINATION SAVANT

Beginning when you select this school at 2nd level, the gold and time needed to copy illumination spells into your spellbook is halved.

OMEN OF WARNING

Starting at 2nd level, you can forecast danger for the next 24 hours by studying the stars for one hour. The stars must be visible to you for you to use this ability. Studying the stars this way gives you advantage on up to two initiative checks. The bonus remains available for 24 hours or until the end of your next long rest. Instead of using an omen yourself, you can grant advantage on an initiative check to one other creature you can see when initiative checks are being made, but this prevents you from using the benefit yourself in that combat. You can choose whether to use an omen at the moment when initiative is rolled, but you must make the decision before rolling the die.

MASTER OF THE ENDLESS NIGHT

At 6th level, the spell attack modifier and spell save DC for cantrips you cast in dim light or darkness increases by 1.

ILLUSIONS OF PERMANENCE

Beginning at 10th level, illusions cast by you that require concentration last for 1 round after you lose concentration or stop concentrating, provided the spell hasn't exceeded its maximum duration.

COMPREHENSION OF THE STARRY SKY

Starting at 14th level, during a long rest you can consult the stars and comprehend some meaning in a cosmic event. The stars must be visible to you for you to use this ability. The insight you gather is stored as a small reserve of magic inside an item that has meaning to you; a star chart or astrolabe is commonly used, but any item that can be held in your hand will suffice. When the item is in your hand, you can consume

that stored magic as a bonus action to invoke one of the following effects. The insight is expended by one use, and it's lost if it hasn't been used within 24 hours or by the start of your next long rest.

COMET: Comets are the harbingers of change and instability. You can change your appearance as if you'd cast an *alter self* spell, but the effect doesn't require concentration and lasts until you take a long rest.

CONJUNCTION: Planetary conjunctions destabilize minds and emotions. You can give one creature you can see disadvantage on a saving throw against one enchantment or illusion spell cast by you.

ECLIPSE: Eclipses plunge the world into darkness and strengthen connections to the shadow plane. When





you cast a spell of 5th level or lower that causes necrotic damage, you can reroll a number of damage dice up to your Intelligence modifier (minimum of one). You must use the new rolls.

Nova: The nova is a powerful aid to divination spells. You can treat one divination spell you cast as though you had used a spell slot one level higher than the slot actually used.

ILLUMINATION SPELL LIST

CANTRIPS

shadow bite
shadow blindness
silhouette
starburst

1ST LEVEL

cloak of shadow
guiding star
shadow hands

2ND LEVEL

orb of light
slither

3RD LEVEL

compelling fate
shadow trove
shield of star and shadow

4TH LEVEL

black hand
flickering fate

5TH LEVEL

starfall

6TH LEVEL

black well

7TH LEVEL

icy grasp of the void
last rays of the dying sun
starry vision

8TH LEVEL

summon star

9TH LEVEL

star's heart

WIZARD ARCANE TRADITION: NECROPHAGY

The necrophage tradition is similar to that of the necromancer, but with a much more grisly focus. Necrophages, sometimes called “death eaters,” consume the flesh of both the living and the recently deceased to steal those creatures’ knowledge and power.

Adherents of this tradition claim that it is the origin of all necromancy magic and necrotic energy. They view the Negative Plane as a cosmic necrophage all its own, devouring all matter, energy, and life and replacing it with necrotic energy and undead.

Except as noted below, necrophages function as wizards and use the wizard spell list.

NECROMANCY SAVANT

Beginning when you select this tradition at 2nd level, the gold and time you must spend to copy a necromancy spell into your spellbook is halved.

UNDEAD FAMILIAR

Starting at 2nd level, you add the *find familiar* spell to your spellbook if you don’t already have it. When you conjure a familiar, the creature is undead instead of celestial, fey, or fiend. The familiar gains the trait Undead Fortitude: If damage reduces the familiar to 0 hit points, it makes

a Constitution saving throw with a DC = 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the familiar drops to 1 hit point instead.

MEMORY OF FLESH

Beginning at 6th level, as an action you can consume the flesh of a living, undead, or recently slain (within 1 hour) creature with Intelligence 6 or greater. You gain temporary hit points equal to your wizard level, and if the creature was proficient in any Intelligence skills, you can pick one of them. You gain proficiency in that skill or, if you are already proficient, you can add double your normal proficiency bonus when using that skill. You can’t use this ability on the same creature again within 24 hours. If you are still under the effect of this ability when you use it on a different creature, the original effect ends. If your Undead Familiar is within 100 feet when you use this ability, it also gains the benefit.

The temporary hit points and absorbed skill proficiency last until you finish a long rest.

FRUIT OF THE MIND

Starting at 10th level, when you use Memory of Flesh, you can strip information from the creature as if you cast *speak with dead*, even if the creature is alive or undead. The creature has disadvantage on its saving throw. If the saving throw is successful, you can’t use this ability on the same creature again for 24 hours. You can use this ability on a single creature once for each point of its Constitution modifier (minimum of 1). Otherwise, its usage limits are the same as those for Memory of Flesh.

FEED ON LIFE

At 14th level, after using Memory of Flesh or Fruit of the Mind, you no longer require air, food, drink, or sleep; you gain immunity to disease, to being poisoned, and to poison and necrotic damage; and your hit point maximum can’t be reduced. These effects last for 24 hours.

WIZARD ARCANE TRADITION: RING WARDEN

The dwarves long ago discovered the means to imbue magic into metal rings, and the ring wardens were born. With a focus on the school of transmutation, they blend dwarven craftsmanship with arcane might. The ring wardens are rare outside dwarven nations, but they are easy to recognize thanks to their signature ring-staves.

Except as noted below, ring wardens function as wizards and use the wizard spell list.

TRANSMUTATION SAVANT

Beginning when you select this tradition at 2nd level, the gold and time you must spend to copy a transmutation spell into your spellbook is halved.

BONUS PROFICIENCY

At 2nd level, you gain proficiency in your choice of blacksmith's or jeweler's tools.

BONDED RING-STAFF

Starting at 2nd level, you create a special quarterstaff with two metal rings embedded in it or fastened around it. You can use your ring-staff as an arcane focus. Creating an additional ring takes 8 hours of work with blacksmith's or jeweler's tools and costs 5 gp in raw materials. Your ring-staff can incorporate a number of rings equal to your wizard level.

When you roll damage for a spell while holding your ring-staff, you can add your proficiency bonus to the result. If the spell generates multiple damage rolls against multiple targets (such as *scorching ray*), you must choose which roll gains the benefit before you roll it. You can use this ability a number of times equal to the number of metal rings fashioned into your ring-staff, up to a maximum of your Intelligence modifier (minimum of 1). You regain all expended uses when you finish a short or long rest.

MASTER METALSMITH

Beginning at 6th level, you can add double your normal proficiency bonus with the tools you chose at 2nd level. When using your chosen tools to craft mundane or magical items, you make double the normal progress each day.

Additionally, you learn the formula to craft a single type of magical ring chosen from the following list: *ring of jumping*, *ring of mind shielding*, *ring of protection*, *ring of the ram*, *ring of regeneration*, *ring of resistance*. At the GM's discretion, you can choose a ring not listed here. You must meet all the standard prerequisites for crafting the ring and pay the required gold as normal, along with any special materials or conditions set by the GM.

IMBUE RING

Starting at 10th level, you can imbue magic into the rings embedded in your ring-staff. When you cast a spell, you can choose to imbue the spell into one of the rings. As long as the spell is imbued, you can't regain the expended spell slot. As an action, you can remove an imbued ring from the staff and give it to another creature (or hold it yourself). A creature holding an imbued ring can release the imbued spell as an action. Attack rolls, saving throws, and damage are based on the caster who imbued the ring, but the creature holding the ring counts as the spell's caster for all other purposes.



An imbued ring is considered an ongoing spell for purposes of *dispel magic*. You can have a number of rings imbued at one time equal to your proficiency bonus.

RING BOND

At 14th level, with 1 hour of work (which can be done during a short rest), you can embed a single magical ring into your ring-staff. As long as you hold the ring-staff, you gain the effects of the embedded ring as if you were attuned to it and wearing it (including any negative effects of attuning to the item, such as curses). This ring doesn't count as one of your three attuned magic items.

You can remove an embedded ring (along with its attunement) with 1 hour of work, and you can replace it with a new one at the same time.

RING MAGIC SPELL LIST

The following spells are available to ring wardens in addition to those on the wizard spell list, but also to sorcerers and warlocks who have a ring magic feat (i.e., circle spellcaster or ring-bound).

CANTRIPS

hoarfrost

1ST LEVEL

circle of wind
ringstrike

2ND LEVEL

bitter chains
reverberate

3RD LEVEL

innocuous aspect

4TH LEVEL

spinning axes

5TH LEVEL

curse ring

6TH LEVEL

enchant ring

7TH LEVEL

ringward

8TH LEVEL

create ring servant

9TH LEVEL

circle of devastation

ARCANE OPTION: RUNE MAGIC

Rune spells are available to all magic-using classes, provided characters find the spells somehow. This usually takes the form of discovered or captured spellbooks or an NPC who can teach the spell. If the GM allows, it could also be no more than seeing the spell used by an NPC. Within that guideline, the following spells are added to each class's spell list. (Divine spellcasters are included here, instead of in chapter 3, for the sake of clarity.)

BARD RUNE SPELLS

1ST LEVEL

Loki's gift

2ND LEVEL

unluck on that
Wotan's rede

3RD LEVEL

hero's steel

4TH LEVEL

binding oath
cursed gift
jotun's jest

CLERIC RUNE SPELLS

1ST LEVEL

deep breath
flurry
freeze potion
Loki's gift



2ND LEVEL

snowblind stare
Wotan's rede

3RD LEVEL

hero's steel
spiteful weapon
thunderclap

4TH LEVEL

binding oath
blade of my brother

5TH LEVEL

grasp of the tupilak
Hod's gift
not this day!
rain of blades

6TH LEVEL

curse of Boreas

DRUID RUNE SPELLS

1ST LEVEL

deep breath
fire under the tongue
flurry
freeze potion
gliding step
goat's hoof charm
hearth charm
mosquito bane
wolfsong

2ND LEVEL

snowblind stare

3RD LEVEL

freezing fog
potency of the pack

4TH LEVEL

snow boulder

7TH LEVEL

triumph of ice

PALADIN RUNE SPELLS

3RD LEVEL

hero's steel

4TH LEVEL

binding oath
blade of my brother

5TH LEVEL

rain of blades

RANGER RUNE SPELLS

1ST LEVEL

fire under the tongue
flurry
gliding step
goat's hoof charm
hearth charm
wolfsong

2ND LEVEL

grudge match

3RD LEVEL

hero's steel
potency of the pack
spiteful weapon

4TH LEVEL

snow boulder

SORCERER RUNE SPELLS

1ST LEVEL

deep breath
freeze potion
goat's hoof charm
mosquito bane

2ND LEVEL

snowblind stare
unluck on that

3RD LEVEL

freezing fog
spiteful weapon
thunderclap

4TH LEVEL

cursed gift
jotun's jest

5TH LEVEL

grasp of the tupilak
Hod's gift
prismatic spray

6TH LEVEL

curse of Boreas

7TH LEVEL

triumph of ice

WARLOCK RUNE SPELLS

1ST LEVEL

fire under the tongue
flurry
freeze potion
hearth charm
Loki's gift
mosquito bane

2ND LEVEL

grudge match

3RD LEVEL

unluck on that
Wotan's rede
potency of the pack
spiteful weapon

4TH LEVEL

jotun's jest

5TH LEVEL

grasp of the tupilak
not this day!

WIZARD RUNE SPELLS

1ST LEVEL

deep breath
freeze potion
goat's hoof charm
mosquito bane

2ND LEVEL

snowblind stare
unluck on that

3RD LEVEL

freezing fog
spiteful weapon
thunderclap

4TH LEVEL

cursed gift
jotun's jest

5TH LEVEL

grasp of the tupilak
Hod's gift
prismatic spray

6TH LEVEL

curse of Boreas

7TH LEVEL

triumph of ice

FEATS AND BACKGROUNDS



5

Even if the optional rules for feats and backgrounds are in use in your campaign, check with your GM before adding these options to your character. The feats included here make some of the new magic spells (dragon, elemental, illumination, ley line, and ring magic) available to characters outside those magical traditions.



FEATS

The following feats offer options for characters to channel the power of ley lines, dragon magic, elemental magic, illumination magic, and ring magic. At the GM's discretion, a spellcaster who possesses an appropriate feat can learn dragon, ley line, illumination, and ring magic spells without finding them in written form.

If the option to gain feats isn't being used in your campaign but you want to include the forms of magic that are based on them, then these feats can be gained in place of level-based ability score improvement, if your GM approves. Alternatively, characters might need to accomplish other, story-related tasks determined by the GM to acquire one or more of these feats.

DRAGON MAGIC FEATS

The depth and breadth of dragon magic gives its practitioners unique talents and capabilities unavailable to other wizards or sorcerers. Anyone might be touched by dragon magic, however, and these gifts are represented by the following feats.

CAREFUL DRAGON MASK

PREREQUISITE: The ability to invoke a dragon mask
You've mastered the ability to cast spells while wearing your dragon mask. With this feat, you no longer have disadvantage on attack rolls with spells and cantrips, and the targets of your spells don't have advantage on saving throws, while you're under the effect of your dragon mask.

DRAGONRIDER

PREREQUISITE: Strength or Dexterity of 15 or higher
You have trained to climb atop an opponent much larger than yourself, giving you an advantage in combat against enormous foes. You gain the following benefits.

- During your movement, you can try to enter the space of a creature at least two size categories larger than you. To do so, conduct a contest between your Strength (Athletics) or Dexterity (Acrobatics) opposed by the creature's Dexterity (Acrobatics). If you win, you enter the creature's space and are considered to be riding it. If you lose, you don't enter the creature's space and your movement ends.
- While you're riding the creature, if it moves, you move with it. You also have advantage on your first melee attack against the creature on each of your turns.
- The creature's attacks against a rider are made with disadvantage.

- The creature can dislodge you by using an action to conduct a contest between its Dexterity (Acrobatics) and your Dexterity (Acrobatics) or Strength (Athletics), whichever you prefer. If it wins the contest, you are flung off the creature and land on your feet, unharmed, in an adjacent space of your choice.

DRAGONSMITH

You have studied the craft of turning components from a dragon's body into weapons and armor. Working in conjunction with a master weaponsmith or armorsmith, you can create weapons and armor from the teeth, bones, scales, hide, or other parts of a dragon. The cost to create these items is ten times the normal cost of the item. The number and type of items that can be made from a particular dragon's corpse is up to the GM, but considering how much violence must be inflicted on a dragon to bring it down, the amount of salvageable raw material is low; dragons don't die from superficial damage.

Any type of melee weapon or bow can be made. The resulting weapon, in the hands of a proficient wielder, does an additional 1d6 damage of a type appropriate to the dragon whose body was used to create the weapon. For example, a blue dragon dagger does 1d4 piercing damage plus 1d6 lightning damage.





Any type of armor can be made except padded or chain (shirt or mail). The resulting armor or shield, in the panoply of a proficient user, provides resistance to the damage type appropriate to the source dragon. For example, black dragon scale mail gives its wearer resistance to acid damage.

DUAL DRAGON ASPECT

PREREQUISITE: The ability to invoke dragon wings
You've mastered the difficult ability to wear two different dragon aspects at the same time. When you switch from one aspect to another, the aspect you remove lingers for 1 round, provided its maximum duration hasn't expired. During this 1 round of overlap, both aspects are visible and you have full access to the benefits and drawbacks of both aspects simultaneously.

FEARSOME DRAGON MASK

PREREQUISITE: The ability to invoke a dragon mask
You can manipulate the visage of your dragon mask to be a terrifying sight to your foes. Any target struck by your mask's bite attack must make a successful Wisdom saving throw against your spell save DC or be frightened of you until the end of your next turn. If you augmented the attack with a spell slot, the frightened condition lasts an additional number of rounds = the level of the expended spell slot.

FIND THE TITAN'S WEAKNESS

You can spot the weaknesses in a foe's defenses. You gain the following benefits.

- Increase your Wisdom score by 1, to a maximum of 20.
- As an action, you analyze the defenses of one Large or larger creature you can see. Your next attack against that creature is made with advantage, and the attack scores a critical hit on a natural roll of 18, 19, or 20.

FORTIFYING HEALER

PREREQUISITE: The ability to cast at least one spell
Your healing magic is augmented by the fortifying magic of resolute bravery. If you target one or more allies with a spell that allows them to regain hit points, those allies are immune to being frightened for a number of rounds = the level of the healing spell. In addition, one ally who healed hit points (your choice) gains inspiration. You must complete a short or long rest before you can grant inspiration again.

RADIANT DRAGON HEART

PREREQUISITE: The ability to invoke a dragon heart
You can link radiant power to your dragon heart. In addition to the damage type done by your dragon heart's breath attack, the damage is also considered radiant. A creature that fails its saving throw against the breath weapon is also blinded until the end of your next turn.

UNTHREATENING

PREREQUISITE: Charisma 13 or higher

You're adept at making yourself seem to be less of a threat than you actually are. You gain the following benefits.

- Increase your Charisma score by 1, to a maximum of 20.
- When a creature two or more size categories larger than you targets you with a melee weapon attack, you can use your reaction to make yourself seem pathetic and unthreatening. The creature must redirect its attack against a different target; if no alternative target is within the attacker's reach or range, it can still attack you. Until the end of your next turn, your next melee or ranged attack against that creature is made with advantage. You must complete a short or long rest before using this ability again.

ELEMENTAL MAGIC FEATS

With these feats, any character can touch the power of elemental magic. A would-be practitioner is wise to bear in mind the destructive potential of the elements unleashed.

NEGOTIATOR

You have honed the knack of the deal and counter-deal, perhaps by crossing words with creatures accustomed to getting the upper hand in any negotiation. You gain the following benefits.

- Increase your Charisma score by 1, to a maximum of 20.
- When you try to persuade a creature to engage in a course of action or to change its attitude with a Charisma (Persuasion) check and fail, you can retry the check on your next turn with disadvantage.
- When you purchase a good or service, you can make a Charisma (Persuasion) check opposed by the seller's Wisdom (Insight). If you win the contest, you secure a 10 percent discount on the transaction. Once you use this feature on a given individual, you can't use it on them again for one week.
- During downtime, when you pay for lifestyle expenses, they are halved.

SURVIVOR

You are well-versed in surviving in hostile environments, even thriving where others are sure to perish. You gain the following benefits.

- Increase your Constitution or Wisdom score by 1, to a maximum of 20.
- You require only half the food and water normally required for a creature of your size.
- You can withstand extreme temperatures indefinitely and automatically succeed on saving throws against extreme heat and cold for a number of days equal to your Constitution or Wisdom modifier, whichever is

lower. After this time, you must make saving throws as normal, until you spend 24 hours in a comfortable temperature.

ILLUMINATION MAGIC FEAT

Illuminators mine the movements of the heavens to extract valuable insights. A person who understands the patterns can discern information about one thing by studying another.

STAR AND SHADOW CASTING

PREREQUISITE: The ability to cast at least one spell.

By tracking the movements of the heavens, you gain the following benefits.

- When you gain this feat, choose either radiant or necrotic damage. Spells you cast ignore resistance (but not vulnerability) to the type of damage you chose.
- You can cast *augury* once between each of your long rests without expending a spell slot.
- You gain darkvision to a distance of 15 feet. If you already have darkvision, increase its range by 15 feet.

LEY MAGIC FEATS

Ley lines crisscross most of the world, carrying magical power to all corners of the land. Great knowledge is needed to harness their power.

LEY INITIATE

PREREQUISITE: Intelligence or Wisdom 13 or higher

You see ley lines and can draw on their power. You gain the following benefits:

- Increase your Intelligence or Wisdom score by 1, to a maximum of 20.
- You can sense the presence of every ley line within 1 mile of your location. If you have line of sight to the line itself, it's visible to you in some obviously magical fashion.
- You can tap ley lines for their inherent powers.
- When you finish a short rest within 1 mile of a ley line, you can regain one expended spell slot whose level is no higher than your Intelligence or Wisdom modifier (your choice, minimum of 1st level). You can't use this ability again until you finish a long rest.

LEY-BOUND

PREREQUISITE: The ability to cast at least one spell.

You instinctively feel the flow of ley line energy and draw insight from it. You gain the following benefits.

- Increase your Wisdom score by 1, to a maximum of 20.
- You have advantage on Wisdom (Survival) checks made to track a creature overland or forage for food and water.
- When you finish a long rest within 1 mile of a ley line, you gain inspiration. If unused, this inspiration fades away after your next long rest.

- When you finish a long rest within 1 mile of a ley line, you can infuse ley energy into a token in your possession. If you make a saving throw while you have the infused token in your possession, you can use your reaction to roll a d4 and add the result to your saving throw. You can trigger this ability after rolling the d20 but before success or failure is revealed. You can't use this ability again until you finish a long rest.

RING MAGIC FEATS

The ring is a powerful shape, with no beginning and no end, and potent ties to life. These feats allow any character to touch the power of ring magic.

CIRCLE SPELLCASTER

PREREQUISITE: The ability to cast at least one spell.

You have learned to create a circular flow of magic between yourself and an allied spellcaster to bolster your spells. You gain the following benefits.

- Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.
- You can spend 2 hours (including during a long rest) creating a mystical bond with another spellcaster. Both of you must spend this time in meditation, and you must remain within 10 feet of each other. Once the bond is formed, you can work together to bolster one another's magic. When one of you casts a spell that requires concentration, the other can use their reaction to help maintain the spell. If the caster must make a Constitution saving throw to maintain concentration on the spell, both of you make the saving throw. If either of you succeeds, concentration is unbroken. If both saving throws fail, you both lose concentration on any spells you are currently maintaining and you both take 2d6 psychic damage from the strain. You can maintain this bond with only one spellcaster at a time. If you create a new bond, the previous bond breaks. Otherwise, it lasts until the end of your next long rest.

RING-BOUND

PREREQUISITE: The ability to cast at least one spell.

You have acquired a ring-magic-imbued ring as a token of respect. You gain the following benefits.

- You have advantage on saving throws against transmutation spells.
- You can physically bind your ring token to a weapon with 1 hour of work that can be completed during a short rest. While the ring is attached to the weapon, you can use a bonus action to make the weapon magical until the start of your next turn. After activating this ability twice, you must complete a short or long rest before using it again.
- Ring wardens and others who respect the traditions of ring magic are favorably disposed toward you. Their starting attitude toward you automatically improves by

one step, and you have advantage on Charisma checks related to social interaction with such creatures.

RUNE MAGIC FEATS

Accessing the magic inherent within runes requires the Rune Knowledge feat. The runes and their effects are described in chapter 6.

RUNE KNOWLEDGE

PREREQUISITE: Wisdom 12 or higher

You are wise in the lore of two runes of your choice. You always have access to their rune bonuses. In addition, every day you can invoke one rune power for each rune you've learned, provided you meet any other requirements such as a minimum level.

You can select this feat multiple times. Each time you do, you gain the bonus and powers of two additional runes of your choice.

RUNE MASTERY

PREREQUISITE: Rune Mastery

You have mastered the secret powers of one ancient rune. Choose one rune that you already learned through Rune Knowledge. Once per day, you can invoke one of its Rune Mastery powers.

You can select this feat multiple times. Each time you do, you learn the Rune Mastery powers of a different rune from your repertoire.

BACKGROUNDS

Two of these (tinker and beggar, presented at the end) are variants on backgrounds described in the fifth edition rules, the artisan and the urchin. Those two use the standard tables but have an alternative feature. The other twenty backgrounds are adapted from other Kobold Press publications or are presented here for the first time.

AMAZON OF PERUNALIA

A strong daughter of a mighty nation, you are among the most elite warriors of matriarchal Perunalia. All amazons of Perunalia are female, and all train in the art of archery first and foremost. Regardless of your chief profession, you are trusted to defend the nation in time of need and you enjoy the respect and esteem you earn through service to the Duchy.

SKILL PROFICIENCIES: History, Intimidation

TOOL PROFICIENCIES: Woodworker's tools, one gaming set of your choice

EQUIPMENT: A set of woodworker's tools, a quiver with 20 arrows, a set of traveler's clothes, and a pouch containing 15 gp

FEATURE: Bred to the Bow

The care you show to your bow and arrows is unsurpassed. If you spend 1 hour maintaining your weapons and ammunition, for the next 24 hours you can recover all arrows that miss their target by spending 1 minute searching at the end of an encounter. Further, you decorate your arrows with colored fletching that denotes your rank among the amazons. You begin at the lowest rank with white fletching. Every 4 levels, you advance to the next color: green, blue, black, and finally red. You can expect deference and respect from any amazon you outrank, just as you are expected to defer to an amazon who outranks you.

SUGGESTED CHARACTERISTICS

Amazons of Perunalia are universally confident and well-educated, but they hold a default assumption of men as the weaker sex with manifest mental and behavioral faults. Amazons are disdainful of men in power because of the long, sad history of patriarchal nations and armies. Beyond their particular assumptions, amazons tend to be shrewd and proud of their skill.



D8 PERSONALITY TRAITS

- 1 I live for the thrill of victory.
- 2 I admire other cultures with traditions of archery.
- 3 Anyone who fights with skill deserves my respect, men and women alike.
- 4 The care I take in maintaining my bow and fashioning my arrows is an important part of archery, and archery is the core of who I am.
- 5 When I display my bow skill well, I always offer thanks to Perun for his teachings.
- 6 Men in positions of authority must work hard to earn my trust.
- 7 I dislike frivolity and nonsense.
- 8 My nerve is as steady as an arrow's flight.

D6 IDEAL

- 1 **Service.** The greatest expression of skill is defending the good of one's fellows. (Good)
- 2 **Fairness.** I treat everyone in an even-handed manner until they prove themselves unworthy. (Neutral)
- 3 **Dedication.** I adhere to my duty above all. (Any)
- 4 **Glory.** I'll show everyone that I'm the best there ever was. (Chaotic)
- 5 **Rulership.** The strongest are meant to rule, and no one is stronger than I. (Evil)
- 6 **Tradition.** Our nation thrives because of our strict ways. (Lawful)

D6 BOND

- 1 I will win the tournament at the Duchess's Fair to make my mark on the nation.
- 2 When I best a worthy foe, I retrieve an arrowhead from the battle and wear it as a trophy.
- 3 My bow is a family heirloom and a symbol of my house.
- 4 All knowledge is power, and I'll go out of my way to preserve it.
- 5 I never would have passed my training if not for my closest friend in school.
- 6 My family fled to Perunalia to escape a powerful enemy. One day I will see that enemy defeated.

D6 FLAW

- 1 I secretly resent the Duchess's policies, and I'm sympathetic to others that might seek to take control of the Duchy.
- 2 There is a piece of lore forbidden to me, but I'm obsessed with obtaining it.
- 3 I can't let them know how much I resent all the years I've sacrificed on my archery training instead of doing what I love.
- 4 I look down on anyone who lacks skill with a bow.
- 5 I'm unswerving in my devotion to upholding the Duchess' law, no matter who broke it.
- 6 I'll never admit a fault to a man, and only rarely to another woman.

ARBONESSE EXILE

You are from the River Court of Arbonesse or one of its far-flung thorpes. Most exiles are elf-blooded or gnomes, but the occasional foundling of another race taken in by exiles is not unheard of. You are fiercely proud of your home and its legacy, despite its declining prominence. At the same time, the exiles are a canny people whose elders pass down lore of the mysterious fey and shadow roads. They are always wary of those strange places where the boundary between worlds grows thin.

SKILL PROFICIENCIES: Arcana, Survival

TOOL PROFICIENCIES: One set of artisan's tools

LANGUAGES: One of your choice

EQUIPMENT: A set of cook's utensils, a carved humanoid bone totem, a set of traveler's clothes, a hunting trap, and a pouch containing 5 gp

FEATURE: Arbonesse Heritage

An elder of Arbonesse passed some of their secret knowledge down to you. You know of one relatively safe fey road that begins in the Arbonesse and leads elsewhere in Midgard, as well as the means to open the way. Work with your GM to determine the road's destination and possible obstacles.

SUGGESTED CHARACTERISTICS

Arbonesse exiles refuse to give up their identity, even in areas where the wider influence of the River Court is nonexistent. Proud and hardy, exiles maintain the traditions passed by their elders and take grave offense to any who try to stifle them.



D8 PERSONALITY TRAITS

- 1 I can always keep a cheerful disposition, no matter what's going on.
- 2 Magic of all kinds is a source of constant fascination to me.
- 3 I'm most at home near large bodies of water, or under the cover of dense tree canopy.
- 4 I work hard to do any job right the first time.
- 5 Outsiders aren't to be trusted.
- 6 I prefer to do for myself rather than relying on others.
- 7 I'm leery of places steeped in shadow or darkness.
- 8 I grow resentful of people who come from thriving settlements.

D6 IDEAL

- 1 **Revenge.** My people will rise again, climbing the bodies of our enemies if necessary. (Evil)
- 2 **Survival.** As long as I live to fight another day, there's hope. (Any)
- 3 **Ancient Law.** The law of the River Court endures, even if others fail to recognize it. (Lawful)
- 4 **Community.** My survival depends on the efforts of my fellows, and their survival depends on me. (Good)
- 5 **Tradition.** We should be guided by the knowledge and experience of our forebears whenever practical. (Neutral)
- 6 **Independence.** Remain loyal to oneself before all else. (Chaotic)

D6 BOND

- 1 An ancient Arbonesse elf looks after me and my family. There's no one I respect more.
- 2 I'm searching for a specific ruin with ancient power.
- 3 I love learning new stories of shadow roads and other magical tales.
- 4 I hold the fey folk in high regard and avoid offending them.
- 5 I'll protect my homestead from any threat.
- 6 I want to amass wealth and influence, and to rise above my beginnings.

D6 FLAW

- 1 Raiders destroyed my home, and I harbor deep hatred for their kind.
- 2 My village protected an ancient secret, and that secret has been stolen.
- 3 I'm quick to think sophisticated people are talking down to me. Nothing angers me faster.
- 4 I'll do anything to unlock an ancient or magical secret.
- 5 I have no respect for people who don't pull their own weight.
- 6 Places that might border on other worlds terrify me, and I hate spending time near them.

BEMMEAN SCHOLAR

Bemmea, capital city of the Magocracy of Allain, is the jewel of magical study in Midgard. You walked its ley-infused streets and studied among the gleaming spires that touch the sky. During your time in the arcane city, you ate, drank, slept, and breathed magic, and now you carry that legacy into the world. Students with no arcane aptitude are rare, but nonmagical scholars do arise from Bemmea's crackling skyline.

SKILL PROFICIENCIES: Arcana, Investigation

LANGUAGES: Two of your choice

EQUIPMENT: A book of lore, a set of fine clothes, five sheets of parchment, a quill and inkwell, and a pouch containing 15 gp

FOCUS OF STUDY

Years of study at one of the many prestigious academies in Bemmea has earned you specialized knowledge of one exotic subject. You can work with your GM to determine the exact nature of your focus or choose one from the table below.

D8 FOCUS OF STUDY

- 1 A creature type or tag (such as aberration or shapechanger)
- 2 Magic items
- 3 A school of magic
- 4 Shadow Realm
- 5 Fey roads
- 6 Ley lines
- 7 Runes and glyphs
- 8 Gods and masks

FEATURE: ESOTERIC EDUCATION

When you encounter an example of your focus, you automatically recall some useful fact about it. Even subtle phenomena or hidden creatures don't escape your notice for long. If you spend 8 hours in the vicinity of your focus of study, you pick up on telltale clues and signs that reveal its general presence. This doesn't pierce disguises or reveal its exact location, and you must investigate by normal or magical means to pinpoint it.

SUGGESTED CHARACTERISTICS

The citizens of Bemmea are fiercely proud of their accumulated knowledge, and many are reluctant to share their hard-won prize with outsiders. Bemmeans are keenly aware of laws and often exhibit strange quirks of behavior or speech that seem almost superstitious but have an actual, legal basis in their home.

D8 PERSONALITY TRAITS

- 1 I won't drink healing potions at dusk unless it's a matter of life or death.
- 2 Those with no magical talent aren't worth my time, and divine spellcasters only slightly less so.
- 3 I'm most at home while studying or lecturing others, and I'm horribly uncomfortable anywhere else.
- 4 I never pass up the chance to share some scrap of trivia regarding my focused studies. If a good opportunity doesn't present itself, I'll make one.
- 5 I take time every day to cleanse foreign influences from spellbooks, holy symbols, or magical items.
- 6 I constantly note the surrounding terrain or the layout of construction, looking for magical significance.
- 7 When I encounter a new creature, I get lost in gathering information and noting observations.
- 8 I sometimes take strange, roundabout routes when I travel from place to place.

D6 IDEAL

- 1 **Compliance.** Rules exist for a reason. We must follow them, and punish those that don't. (Lawful)
- 2 **Greater Good.** Sometimes we must sacrifice personal convenience for the good of others. (Good)
- 3 **Stability.** The world constantly veers toward extremes; the knowledge exists to keep it on an even keel. (Neutral)
- 4 **Preservation.** We enjoy great knowledge because those who came before passed it down. We must follow their example. (Any)
- 5 **Forbidden Knowledge.** Proscribed lore hides the key to true power. (Evil)
- 6 **Free Information.** Secrets are destructive; knowledge is the birthright of all. (Chaotic)

D6 BOND

- 1 I unleashed something during my time studying, and I know I must face it some day.
- 2 The academy is the only real home I've ever known.
- 3 I learned a terrible secret while studying, and I'm searching for a way to defeat it before it's too late.
- 4 One day the mighty mages of Bemmea will look up to me in awe.
- 5 One teacher at the academy where I studied saw my potential and gave me a second chance. Some day I'll repay the favor.
- 6 When I'm ready, I'll take students of my own and pass on what I've learned.



D6 FLAW

- 1 While studying, I broke an esoteric law that seemed harmless at the time. If anyone finds out, there will be hell to pay.
- 2 I brought ruin upon my mentor so I could escape with a piece of secret lore.
- 3 My curiosity quashes my fear. One day that'll be the death of me.
- 4 I stole the identity and position of another to enter the academy.
- 5 No matter how hard I study or how much I achieve, my family never seems satisfied.
- 6 I become intensely jealous of anyone who commands stronger magic than I can.

BLOOD SISTER

You were brought up in the service of the Red Goddess Marena in one of her temples, likely from a young age. As a member of the Blood Sisters, you were accorded respect and often fear on account of your status if your temple was located within the Principalities. Beyond Morgau's borders, however, the goddess' worship would have been forbidden and you would have honored her in secret.

You are not necessarily a cleric—the Red Sisterhood contains plenty of lay worshippers too—but you are adept at performing bloody sacrifices in Marena's honor and are well-versed in her Scarlet Commandments and other holy texts. You are no stranger to orgiastic rites honoring her as the goddess of lust, and if you served in Cantri Abbey, you may have learned the art of midwifery from working in the Cradle. From time to time you may have been called upon to mete out punishment to those who transgressed against the goddess' rules or the laws of the Blood Kingdom.

Now you have left your temple to strike out on your own. Perhaps you have tired of the endless bloodshed the Red Goddess demands and have abandoned her worship? Or maybe you were sent forth by your temple's high priestess to evangelise in Marena's name and bring new converts into the fold?

SKILL PROFICIENCIES: Medicine, Religion

TOOL PROFICIENCIES: Disguise Kit

LANGUAGES: One of your choice

EQUIPMENT: Holy symbol of Marena, a copy of the Book of Holy Lust or the Scarlet Commandments, blood red vestments, a human skull stained with ochre, a set of common clothes, a sacrificial knife, and a belt pouch containing 15 gp.

FEATURE: Fearful Respect

When you travel openly as a Blood Sister within the Principalities, you will be afforded hospitality by the local people who both fear and respect you. You will be offered a decent meal, wine or beer, and a warm bed for the night at the village inn, and you will be granted an audience with the local ruler if you need one. Outside Morgau, you can give the secret hand signals and pass phrases needed to be granted safe haven and free healing at the Red Goddess' hidden temple in the city.

SUGGESTED CHARACTERISTICS

Blood Sisters have a dark past as servants of the Red Goddess and this is often reflected in their personalities. Ideals and bonds will be shaped by whether or not a Sister is still a member of the cult, or has renounced the Red Goddess' teachings. A Blood Sister's flaws are sometimes linked to the tenets and practices of Marena's worship; sometimes a ritual act becomes a vice in which she takes twisted pleasure, or an obsession over which she has little control.



D8 PERSONALITY TRAITS

- 1 When you have seen as many terrible things as I have, you make the most of every happy moment.
- 2 I am afforded respect wherever I go, and rightly so.
- 3 Being part of the Sisterhood has made it hard for me to connect with people in the outside world.
- 4 I flirt with others shamelessly to get what I want.
- 5 It is hard to win my trust, but once you have it, I will stick by you through thick and thin.
- 6 I take pleasure in inflicting pain on others.
- 7 Creatures of the night hold no fear for me. It's people I am wary of.
- 8 I often prefer my own company to that of others.

D6 IDEAL

- 1 **Might.** The Elders are our rightful rulers. The common folk are but cattle to feed our dark masters. (Evil)
- 2 **Greater Good.** I will do whatever I can to stop more innocent blood being spilt. (Good)
- 3 **Tradition.** The Scarlet Commandments show us the one true path. (Lawful)
- 4 **Free Will.** My time of taking orders is over—I'm in control of my own life now. (Chaotic)
- 5 **People.** I care more about my friends and family than the teachings of the Goddess. (Neutral)
- 6 **Faith.** The Red Goddess guides my actions and grants me ever-increasing strength and magical power. (Evil)

D6 BOND

- 1 Someday I will return home to be with my vampire lover.
- 2 I have turned my back on the Red Sisterhood and seek redemption.
- 3 I will do anything to keep my family safe from harm.
- 4 I owe a debt to Lord Fandorin, Baron of Doresh, which must be repaid by the Winter Solstice.
- 5 I have a duty to the high priestess of my temple to spread the word of the Red Goddess wherever I go.
- 6 I have an ancient copy of the Song of Blood and Winter that reveals the true words of Marena before they were corrupted by heretical priestesses. I must keep it safe.

D6 FLAW

- 1 The sight of blood is abhorrent to me.
- 2 I am addicted to sex and get easily distracted when I'm with people I find physically attractive.
- 3 I yearn to feel a vampire's teeth sink into my neck.
- 4 I am a sinner and must punish myself constantly. My back is covered with a lattice of scars.
- 5 I worry that I cannot hold my dark urges back forever.
- 6 I live in fear that one day the Mother Abbess will track me down and punish me.

DANCING BEAR GUIDE

The Lodge of the Dancing Bear is a loose, widespread organization that stretches from Bjeornheim to the northern coast of the Grand Duchy. Members of the lodge—known as guides—are a rough and tumble lot. As a dancing bear guide, you are at home in the wilds of Midgard, but you make forays into civilization for the express purpose of exposing city-dwellers to the freedom of the wilds. Closed-off streets strewn with garbage and filth mask the truth the wider world has to offer. You'll show them what they've forgotten, and when they see, they'll understand. Wilderness guides, trappers, teamsters, and smugglers, the guides take any job that involves dragging civilized folk through the brambles to expand their horizons.

SKILL PROFICIENCIES: Persuasion, Survival

TOOL PROFICIENCIES: vehicles (land)

LANGUAGES: One of your choice

EQUIPMENT: A set of traveler's clothes, a map of the region around your home marked with shortcuts and secluded hideaways, a hunting trap, and a pouch containing 10 gp.

FEATURE: Two-World Stride

You walk between the wilderness and settlements with carefree ease. As a dancing bear guide, the value of your services is known to all. You can pass freely through city gates where travelers are typically scrutinized or taxed, and you can cross disputed land or through the territory of warring tribes without harassment by making your affiliation known; no one wants to alienate the guides without a compelling reason. You lose this consideration in a given city if you earn a reputation there as a criminal or as a trouble-maker, at the GM's discretion.

SUGGESTED CHARACTERISTICS

Dancing bear guides might appear gruff and unapproachable when they're in towns, but that has more to do with their discomfort in urban settings than with their personalities. In the wilderness they love, most dancing bear guides are personable and friendly, and they even have an endearing if rough sense of humor. They'll

form connections with anyone who displays a love for the wilderness or a sincere desire to learn its ways. Guides offer their services readily.

D8 PERSONALITY TRAITS

- 1 Gates are meant to keep city folk in, not keep me out.
- 2 I enjoy the discomfort of fancy folk when they slog through the mud.
- 3 No trails, no problem!
- 4 My clothes are stained and my hair is tangled, but I'm well-spoken and polite.
- 5 No sense getting bent out of shape when things don't go your way; it's better to laugh at misfortune and then show it who's boss.
- 6 I tolerate cities, but I thrive in the wild.
- 7 I don't waste nature's bounty, and I dislike those who do.
- 8 I use few words. Actions matter more.



D6 IDEAL

- 1 **Protection.** Until you know what's out there, the wild can be deadly. I've got your back. (Good)
- 2 **Honesty.** My word is my bond. (Lawful)
- 3 **Freedom.** Walls and fences make a person shrink. (Chaotic)
- 4 **Strength.** I revel in flaunting my might to cow the weak. (Evil)
- 5 **Service.** I ply my skills in the service of any who lack them. (Neutral)
- 6 **Nature.** It's easy to lose sight of the beauty and importance of the world outside the cities. I'll remind those who forget. (Any)

D6 BOND

- 1 I have a good relationship with a particular city, and I'll come to its aid whenever it needs me.
- 2 I lost someone I loved in the trackless wild. No one else should know that pain.
- 3 I'm keeping something safe in my wanderings by always keeping it moving from place to place.
- 4 Anyone threatening those under my charge will reap death and ruin.
- 5 Good will between neighboring cities must be maintained.
- 6 I'm always watching for threats to my homeland during my time on the road.

D6 FLAW

- 1 If there's a choice between the easy way and the hard way, the hard way is always best. Easy is for the weak and incompetent.
- 2 There's bad blood between me and someone, or something, out beyond the city lights. It's just a matter of time until the reckoning.
- 3 People died because of my mistakes, and I'll do anything to keep that secret.
- 4 Locked gates are a challenge, and I never back down.
- 5 There's a certain type of client I hate, and I have a hard time keeping that hidden.
- 6 I get too used to creature comforts when I'm in town, and sometimes I get lost in drink, soft beds, and company.

DHAMPIR OF MORGAU

The Principalities of Morgau and Doresh burst at the seams with miserable specimens of humanity, or deluded wretches who seek undeath to elevate their station. Your lot is greater, thanks to your noble blood—you were born to one of the vampire houses, the spawn of a vampire lord and a mortal mother. Unlike dhampir who desperately eke out a living from a world that rejects them, you were raised with opportunity and privilege.

SKILL PROFICIENCIES: Intimidation, Persuasion

TOOL PROFICIENCIES: One musical instrument of your choice

LANGUAGES: One of your choice

EQUIPMENT: A signet ring, a musical instrument, a riding horse, a set of fine clothes, and a pouch containing 10 gp.

FEATURE: Lord of the Night

You give off a mien of lordship that undead, and those who venerate them, can't ignore. Within the Principalities you are treated according to your high station; your presence is rarely challenged, and you can demand lodging and hospitality for yourself and your companions (equivalent to a common lifestyle for yourself, and a poor lifestyle for non-dhampir companions). Outside Morgau and Doresh, undead creatures are disposed to hear your words instead of leaping directly to battle. Mindless or simple undead such as skeletons and zombies don't recognize you for what you are, but more intelligent undead may be willing to treat instead of fight, if you approach them correctly.

SUGGESTED CHARACTERISTICS

The highborn blood of Morgau are often vain, haughty, and cruel. Most revel in their dominion over the lesser breathing races that comprise the peasantry, but not all. Some recognize the darkness and decay that surrounds their station, and develop a conscience and empathy.

D8 PERSONALITY TRAITS

- 1 I'm better than you. You know. I know it.
- 2 My enemies deserve no mercy.
- 3 I hide my station unless I need to pull rank.
- 4 I use my title and power to improve the lot of those around me.
- 5 I'm kind to those less fortunate or powerful than myself; the world is cruel enough already.
- 6 I'm always wary of treachery.
- 7 I'm uncomfortable around the undead; they remind me too much of my split heritage.
- 8 Living creatures disgust me.

D6 IDEAL

- 1 **Dominion.** Mine is the blood of kings, and all shall bow before me. (Evil)
- 2 **Challenge.** I care only for the next test. (Any)
- 3 **Duty.** With station comes responsibility for those beneath me. I never forget that. (Good)
- 4 **Obligation.** I must obey the laws and traditions that govern my lineage. (Lawful)
- 5 **Endurance.** The survival of myself, and my line, is all that matters. (Neutral)
- 6 **Autonomy.** I make my own choices, and guide my own destiny. (Chaotic)

D6 BOND

- 1 The vampire patron of my family isn't like most of his kind. I respect his wisdom and compassion.
- 2 I will prove the nobility of my house outside of our lands.
- 3 I'm searching for a way to manage, or cure, my bloodthirst.
- 4 My house is in a feud with a rival, and I will see us emerge victorious.
- 5 My station gives me insight into a great evil that must be overthrown.
- 6 I'm in love with a member of a rival house.

D6 FLAW

- 1 No matter how hard I try to connect, living creatures are ultimately just food.
- 2 My thirst for blood threatens to consume me every second, and with every drop spilled in battle.
- 3 I secretly loathe my family and what I must do to remain in their good graces.
- 4 I dismiss the opinions of others quickly.
- 5 I'm terrified of becoming fully undead, and I'll do anything to avoid that fate.
- 6 Life means little to me, and I'm quick to execute those who cross or fail me.



EXILE OF THE BLACK CITY

Misto Chernó, also known as the Black City, is the traveling fortress that serves as capital to the villains and bandits of the plains. The size of the city changes to match the overall health of the Rothenian lands. In times of strife, turmoil, and war, the city grows, adding wagons and walls to accommodate the increase. During times of peace, the city's population shrinks. It is said that once Misto Chernó consisted of just four walled wagons. As long as there are those with few scruples, the Black City rolls.

You are from this villainous place. Your story before finding a home among the Khazzak and Kariv bandits is yours to decide. What events led you to take a place by the fires of Misto Chernó? What choice did you have? Were you born inside the wooden walls? Perhaps you were a captive, taken in a raid by foul-tempered centaurs who thought to sell you to slavers—or worse.

Now, and perhaps just this very hour, you have been exiled from Misto Chernó. Whether your exile was self-imposed or decreed by the lord herself, you are no longer welcome in the city of bandits. Perhaps you felt called to some other purpose. Perhaps you found a god in the smoke and the callous laughter of thieves. What has changed your heart, such that banditry no longer suits it?

This road will be long. Many will not trust you. The dark and twisting tendrils from your time in Misto Chernó will always seek you.

SKILL PROFICIENCIES: Deception, Survival

TOOL PROFICIENCIES: Thieves' tools, vehicles (land)

EQUIPMENT: a set of traveler's clothes, a mule, two sacks containing a set of thieves' tools and 10 gp

FEATURE: Know Evil

Your time in the Black City left a mark on your spirit and your flesh. Dark deeds lie in your past, and you have a keen insight into the motivations of evil-aligned beings. Unless a creature's alignment is obscured by magical means, you know whether a creature's alignment is evil after interacting with it or for a minute or more. Also, you must choose the location on your body where the five-spoked wheel was branded into your flesh. Showing the mark to bandits, criminals, burglars, thieves, and other unsavory types (GM's discretion) grants you advantage on Charisma checks when dealing with them, but good folk are likely to turn against you if your past is revealed.

SUGGESTED CHARACTERISTICS

Exiles of the Black City have rejected their nefarious past. They strive toward redemption or anonymity in the general population.

D6 PERSONALITY TRAITS

- | | |
|---|--|
| 1 | I don't often judge. |
| 2 | I am patient with those who express regret for their wrongdoing. |
| 3 | I am guarded and keep my feelings to myself. |
| 4 | I have a gallows' sense of humor, and respect the choices of others. |
| 5 | I am slow to express sympathy for the suffering of others. |
| 6 | My heart is hard, and little love is found in it. |

D6 IDEAL

- | | |
|---|---|
| 1 | Forgiveness. I seek forgiveness for the wrongs I have done, and support others who do the same (Good). |
| 2 | Social Contract. Too late did I see the value of organized society, but I now value the unspoken rules of civilized folk (Lawful). |
| 3 | Might. In dark times, strength is the only important quality. (Evil). |
| 4 | Privacy. I value my right to privacy and keep out of other people's business (any). |
| 5 | Nihilism. I have seen the dark heart of mortals and have little regard for their plans and intentions (Chaotic). |
| 6 | Purpose. I have found a greater purpose in my life and pursue it at any cost (any). |

D6 BOND

- | | |
|---|---|
| 1 | I will have revenge upon those who organized my exile. Misto Chernó will burn. |
| 2 | I reject villainy—so long as I am present, none will be bullied or oppressed. |
| 3 | Power and riches will be mine; I will rise in station and tower over those who betrayed me. |
| 4 | My exile is a blessing and a gift. I will cleanse others of their evil so that they too might be delivered. |
| 5 | I must flee the Rothenian Plain, and abandon my former self, becoming an entirely different person. |
| 6 | One day, I will return to Misto Chernó and take over its rulership. |

D6 FLAW

- 1 I overcompensate for my evil past.
- 2 I almost never trust others, even those who are close and deserving.
- 3 I am prone to bouts of extreme violence when stressed—these displays may shock others.
- 4 I am often tempted by the quick rewards of criminal behavior.
- 5 Money is often enough to earn my allegiance.
- 6 I have trouble working in a team, and struggle to form relationships.

GHOST KNIGHT

You joined the Ghost Knights of Morgau, also known as the Order of the Knights Incorporeal, either willingly or as a result of being conscripted, and were bound in service to an officer in the order—most likely a vampire, darakhul, or priestess of the Red Goddess. As a humble foot soldier, you almost certainly took part in the brief and bloody war to seize the Electoral Kingdom of Krakova for the Principalities, fighting alongside both undead troops and living warrior-priests of Mavros and Marena.

Your bravery in battle and loyal service mean you are next in line to enter the ranks of the undead, joining the Order of the Red Shield as an Initiate Brother or Sister. But unlike as a ghoul or vampire spawn doesn't appeal to you, so you've decided to strike out on your own and leave the Order behind. Perhaps you were given an honorable discharge in recognition of your diligent service and released from your obligations, or maybe you simply deserted. Either way, your time in the ghost knights taught you much about the undead and the art of war in Morgau.

SKILL PROFICIENCIES: Athletics, Intimidation

TOOL PROFICIENCIES: One type of gaming set

LANGUAGES: One of your choice

EQUIPMENT: A tabard displaying the Order's insignia (a skull on a red background), a battle trophy (perhaps a Krakovan banner or a broken shield), a gaming set of your choice, and a pouch containing 10 gp.

FEATURE: When the Going Gets Tough
Keeping up with fast-moving ghoul soldiers taught you how to march at a brisk pace without losing awareness of your surroundings and to keep going for longer. You can move at a fast travel pace outdoors without suffering a penalty to your passive Wisdom (Perception) score, and you can travel for up to 10 hours per day before risking exhaustion.

SUGGESTED CHARACTERISTICS

Ghost knights have been through a lot while serving in the armies of Morgau—the horror of what they see while fighting among the undead leaves a lasting impression on their personalities. It's hard not to become scarred by what they've experienced, but many ghost knights go on to develop strong ideals or form long-lasting bonds as a result of their time in the order.

D8 PERSONALITY TRAITS

- 1 Before going into battle, I always make sure my sword is sharp and my armor has been polished until it gleams.
- 2 What I saw on the battlefields of Krakova still haunts me to this day.
- 3 However grim the situation, I try and find the humor in it to keep my comrades' spirits up.
- 4 Ever since I joined the Ghost Knights, I prefer to sleep all day and be active during the night.
- 5 I swear a lot. It keeps me fucking sane.
- 6 Only an idiot blindly follows orders.
- 7 I like to tell stories of my military exploits and am not afraid to embellish my tales to make them more exciting.
- 8 If in doubt, stab first and ask questions later.

D6 IDEAL

- 1 **Greater Good.** I once fought on the side of the vampires and the ghouls. Now I fight on the side of the innocent and the righteous. (Good)
- 2 **Responsibility.** I have the utmost respect for my commanders and would never question their orders on the battlefield. (Lawful)
- 3 **Glory.** Even if I am unsure of the cause I fight for, I always fight bravely and well. (Neutral)
- 4 **Might.** Only the foolish would stand against the armies of Prince Lucan and the shroud-eaters. (Evil)
- 5 **Independence.** It is time for the common folk to rise up against their oppressors. (Chaotic)
- 6 **Nation.** The Principalities and the people living in them are what matter to me. (Any)

D6 BOND

- 1 I stand firm as the champion of the poor and downtrodden common folk of Morgau.
- 2 My trusty weapon saved my life in Krakova and is my most treasured possession.
- 3 If Grand Marshall Princess Hristina gave me the command, I would gladly lay down my life for her.
- 4 I would do anything for the men and women who fought alongside me on the battlefield.
- 5 One day my parents will be proud of me and what I've achieved.
- 6 I watched a darakhul eat a little boy—someday I will track him down and make him pay.

D6 FLAW

- 1 My sleep is still disturbed by terrible nightmares of ghouls feasting on the dead.
- 2 I will not run from a fight, whatever the odds.
- 3 I enjoy the company of the undead more than the living.
- 4 Being on a losing streak makes me all the more determined to win my money back.
- 5 I did something terrible during my time in the Order and will stop at nothing to keep it secret.
- 6 I sometimes think dark, murderous thoughts about those close to me.

GNOLL CARAVAN RAIDER

Gnolls are found in large numbers throughout the Southlands. While many are civilized (more or less) and join local armies to fight as shock troops, their savage cousins roam the deserts and wilderness preying on caravans. Gnolls are accomplished raiders, attacking with stealth, creating chaos and panic, and then slipping away with the plunder before the merchants and their guards know what's hit them. While some gnoll raiders follow Bastet or her jackal-headed husband Anu-Akma, the worst of them have turned to the dark god Laughing Nkishi or have joined the vile Doomspeakers cult.

Gnoll raiders like throwing alchemist's fire, smoke bombs, and other homemade concoctions to wreak havoc when they raid a caravan. They favor giant hyenas as mounts.

SKILL PROFICIENCIES: Acrobatics, Intimidation

TOOL PROFICIENCIES: Alchemist's supplies

LANGUAGES: One of your choice

EQUIPMENT: A flask of alchemist's fire, an annotated map of the desert showing the most popular caravan routes, a trophy from a successful raid, a set of traveler's clothes, and a belt pouch containing 10 gp

FEATURE: Desert Rat

You know the caravan routes and oases of the Southlands like the back of your hand and can move at a fast travel pace through the desert without taking the usual –5 penalty to your passive Wisdom (Perception) score. Your



experience in stealing from caravans allows you to quickly search through trade goods and other plunder. You gain advantage on Intelligence (Investigation) checks to work out which are the most valuable items.

SUGGESTED CHARACTERISTICS

While gnoll raiders are all robbers and few could be considered kind-hearted, some are more savage and bloodthirsty than others, who may possess one—maybe even two—redeeming features. Gnolls are bullies, preying on those weaker than themselves and grudgingly obeying those that are stronger. Ideals and bonds are often shaped by the god the raider follows.

D8 PERSONALITY TRAITS

- 1 I just need one more big score, then I can give up raiding caravans for good.
- 2 It's a good idea to scout first, charge second.
- 3 I could never live in the city. I only sleep well under the desert stars.
- 4 I try not to leave any witnesses alive.
- 5 I have no time for weak-minded fools.
- 6 These fat, oily merchants need the money much less than I do.
- 7 Biting off a finger or two usually gets them to tell me where they've hidden the loot.
- 8 I love the smell of freshly spilled blood on the sand.

D6 IDEAL

- 1 **Cunning.** I like to stay at least two steps ahead of my allies, and three steps ahead of my enemies. (Any)
- 2 **Hedonism.** Have a good time, all the time. (Chaotic)
- 3 **Greed.** I see what I want, and I take it. (Evil)
- 4 **Family.** I raid caravans to make sure my family doesn't starve. (Neutral)
- 5 **Independence.** No one tells me what to do. (Chaotic)
- 6 **Might.** Nkishi rewards the strong and punishes the weak. (Evil)

D6 BOND

- 1 I lost my father's scimitar on a raid and will not rest until I win it back.
- 2 Soon, I will be considered worthy to read the Book of Nine Dooms.
- 3 I would gladly lay down my life for my packmates.
- 4 My daughter is living somewhere in the city of Per-Bastet, and I need to find her to tell her I'm sorry.
- 5 One day I will travel south to Dabu and pledge my service to the Ama of the Gnolls.
- 6 I took part in a bloody raid on a caravan of peaceful pilgrims and still feel guilty to this day.

D6 FLAW

- 1 I like to feast on the entrails of my enemies. Mmmm, tasty!
- 2 I abhor senseless violence.
- 3 I try to get away with doing as little as possible.
- 4 If I hear music, I can't help myself—I have to howl along.
- 5 If the odds are stacked against me, I don't stick around.
- 6 I'm incapable of sticking to a plan.

HAUNTED VILLAGER

Life is bleak and relentless under vampire rule for the common folk of the Blood Kingdom. You were a hard-working peasant or craftsman living in one of the villages or small towns in Morgau, Doresh, or Krakova. The days were long and only fleeting moments of joy punctuated your miserable existence. What little money you made was barely enough to keep your family clothed and fed, and the menacing presence of the elders and the priestesses of the Red Goddess made true happiness elusive.

Then one day, things took a sudden turn for the worse when a traumatic incident changed your life forever. In the aftermath of the tragedy, you turned your back on your village and headed out into the wider world to begin your adventuring career. Perhaps you felt your destiny lay elsewhere, or maybe you needed to escape from a place filled with bad memories.

TERRIBLE INCIDENT

What was the tragic event that led you to leave home and take up a life of adventure? Come up with your own or roll on the table below.

D8 EVENT

- 1 You were living in the Electoral Kingdom of Krakova when the vampires of Morgau and Doresh invaded, and you watched your spouse get eaten by a pack of ghouls.
- 2 Your son was bitten by a werewolf in the forest and claimed the wound was from a bear. When he turned on the night of the full moon and attacked your spouse, you killed him, only realising what you'd done when his body reverted to human form.
- 3 Your father joined the Order of the Knights Incorporeal and willingly submitted to ghoul fever to become one of the undead.
- 4 Your sister was chosen by lot to be sacrificed by the local priestess on the altar of the Red Goddess when the harvest failed.
- 5 Slavers seized your spouse and daughter when they went to visit the neighboring village and took them to Hengksburg to be sold in the Meat Market.
- 6 Evil fey stole your newborn child and replaced him or her with a changeling.
- 7 Your closest childhood friend served the local Elder in his castle. Yearning to escape the tortures of the living, he asked his master to drain his blood and now serves him as a vampire spawn.
- 8 The loathsome hag who lives deep in the forest kidnapped and cooked your children in her cauldron.

SKILL PROFICIENCIES: Nature, Survival

TOOL PROFICIENCIES: One type of artisan's tools

LANGUAGES: One of your choice

EQUIPMENT: A set of artisan's tools (one of your choice), a token from a deceased family member, a set of common clothes, and a belt pouch containing 10 gp.

FEATURE: Born of the Soil

You are familiar with the fields, forests, and mountains of the Blood Kingdom and have no problem finding your way in the countryside, with or without a map. When you arrive at a village in the Principalities, you receive a warm welcome from the local peasants and can readily find someone willing to give you a good meal and a bed for the night.

SUGGESTED CHARACTERISTICS

Haunted villagers are shaped by dark events in their past, and the loved ones they lost still haunt their dreams every night. Sometimes the tragedy they experienced leads them to seek revenge on the vampires and other dark forces that cause so much misery, and to fight for freedom and for the common people against oppression. Family, friends, home, and village are most often important bonds to haunted villagers.

D8 PERSONALITY TRAITS

- 1 I'm a survivor. Nothing life throws at me now can be worse than what I've already endured.
- 2 I speak my mind, and that sometimes causes offense.
- 3 I'm not cutting my hair or shaving my beard until I've avenged my family.
- 4 I eat heartily and belch loudly afterward in appreciation. You never know where your next meal is coming from.
- 5 I don't trust people who don't work with their hands.
- 6 I may never be a hero, but I'll never be a coward.
- 7 I am driven by wanderlust and always feel compelled to move on after a day or two in one place.
- 8 I'm always picking up odds and ends that I come across in my travels. You never know what might come in handy.



D6 IDEAL

- 1 Greater Good. It is our duty to make things better for those who are suffering. (Good)
- 2 Freedom. I stand ready to take action against the elders and help the populace throw off the yoke of oppression. (Chaotic)
- 3 Community. We need to look out for each other and keep our community safe from harm. (Lawful)
- 4 People. I care about my family and my friends from the village, and have little interest in high ideals. (Neutral)
- 5 Retribution. I will have my bloody revenge. The end justifies the means. (Evil)
- 6 Destiny. I am following a higher calling and nothing can sway me from the path. (Any)

D6 BOND

- 1 I'll make sure no one else in my family dies a violent death.
- 2 The tools of my trade are my last connection to my previous life. I keep them to remind me of what I once was.
- 3 I will return to free the people of my village from the baron's tyranny.
- 4 I carry my loved one's journal in my breast pocket and read it every night.
- 5 I will make those who hurt my family suffer.
- 6 It should have been me that died that night and not my loved one. Their sacrifice drives me forward.

D6 FLAW

- 1 My dreams are sometimes so terrifying I wake up screaming.
- 2 I feel guilty for abandoning my family and my home, but I couldn't stay there a moment longer.
- 3 When I think about what I will do to the creature that killed my family, my fury is all-consuming.
- 4 I cannot trust anyone until they prove themselves worthy beyond all doubt.
- 5 I drink heavily to forget the bad things that happened.
- 6 I secretly yearn to become an elder.

KRAKOVAN REBEL

You were a loyal citizen and supporter of King Eynryk, rightful ruler of the Electoral Kingdom of Krakova, when the undead army of the Principalities invaded. Still living within the borders of the Province of Krakovar, your loyalties now lie with the exiled Queen Urzula, and you despise the vampires who conquered your homeland.

You have joined the ranks of the resistance to Morgau's rule, taking part in ambushes and small acts of sabotage against the undead. You may have rescued innocents enslaved as thralls or due to be sacrificed on the altars of the Blood Goddess, and smuggled them over the border into New Wolfheim or Dornig. Perhaps you denounced the government during a service to Mavros or stole coins from the tax man's coffers to buy weapons for the struggle. You know the undead rulers are outnumbered nearly eight to one and are beset by enemies on all sides, so you are hopeful that they can be overthrown.

ORIGIN

All sorts of Krakovans have joined the resistance and thrown their lot in with Queen Urzula. Choose your origin or roll on the table below.

D8 ORIGIN

- 1 Fisherman
- 2 Peasant
- 3 Artisan
- 4 Merchant
- 5 Priest of Wotan or Sif
- 6 Hussar or knight of the Order of the Storm
- 7 Member of the "mice", the Krakovan spy network
- 8 Noble member of the Slahta

SKILL PROFICIENCIES: Deception, Stealth

TOOL PROFICIENCIES: Forgery kit, Thieves' tools

EQUIPMENT: A bag of ball bearings, 50 feet of silk rope, a set of dark common clothes including a hood, and a belt pouch containing 10 gp.

FEATURE: Rebel Network

You have secret resistance connections throughout Krakovar that you can call upon for assistance when you identify yourself to them with the correct code word. These agents and sympathisers will do their best to provide you with a safe house or other place to hide, keep you out of trouble with the authorities, and give you useful information, but they won't risk their own lives for you.

SUGGESTED CHARACTERISTICS

The rebel numbers include a mixed bag of diverse personalities and character traits. Some fighters experienced the horror of seeing their families killed by the undead and have sworn to carry out swift and violent

revenge. Others adopt a more considered approach, acting with subtlety and only after careful planning. Resistance fighters are dedicated to the overthrow of the vampires and the restoration of the Electoral Kingdom, and this is nearly always reflected in their ideals and bonds.

D8 PERSONALITY TRAIT

- 1 I pray to Wotan every night to free our land from the eternal night that has fallen upon it.
- 2 I love the smell of alchemist's fire in the morning.
- 3 I'm happy to talk to people from all walks of life, as long as they share my belief in freedom.
- 4 Now is the time for action, not words.
- 5 I prefer to think things through before acting.
- 6 I would gladly die for my comrades, just as Sister Adelind did at Yarosbirg.
- 7 However bleak things get, there is always hope.
- 8 I don't trust people I don't know well. They could be spying for the dead.

D6 IDEAL

- 1 **Greater Good.** We must help those who can't help themselves. (Good)
- 2 **Freedom.** The rule of the so-called Protector and her foul legions must be brought to an end. (Chaotic)
- 3 **Tradition.** The constitution of our great nation must be restored and power returned to the Slahta. (Lawful)
- 4 **Greed.** I want to make money, and the vampires are cramping my style. (Evil)
- 5 **Nation.** My kingdom and my queen are all that matter. (Any)
- 6 **People.** I joined the resistance to help the folks from my village, not a queen who handed the throne to a vampire. (Neutral)

D6 BOND

- 1 I must save my village from the terror of the Blood Sisters.
- 2 My sibling saved me when the darakhul soldiers attacked, and I cannot ever repay that debt.
- 3 I fight for the rightful Queen of Krakova.
- 4 I rescued my neighbor's young children from the undead army, and now I must keep them safe.
- 5 I have a notebook filled with the names of resistance cell leaders. It must not fall into enemy hands.
- 6 I will get my revenge on the shroud-eater who stole away my childhood sweetheart.

D6 FLAW

- 1 My hatred for the undead makes me reckless.
- 2 I feel much braver when I've had a few drinks.
- 3 I can get caught up in the excitement of the mission and lose track of our objective.
- 4 The end justifies the means. Sometimes that means a few innocent lives will be lost.
- 5 I'm a sucker for a pretty face.
- 6 I grew up poor and find it hard to resist the lure of a bag of shiny coins.

MHAROTI EMISSARY

You are an agent of the Dragon Empire abroad in the nations of Midgard. You might be traveling as a legitimate ambassador, or without displaying your allegiance. Wherever you go, you present a "true" version of history regarding the Mharoti empire and the kingdom you happen to be in. The details of this tale encourage sympathy toward the empire and dissent toward the local government.



SKILL PROFICIENCIES: Deception, History

LANGUAGES: Two of your choice

EQUIPMENT: A text of “accurate” history, propaganda pamphlets, a set of fine clothes, and a pouch containing 10 gp.

FEATURE: Underground Network

You have access to a network of safe houses set up by other Mharoti agents throughout Midgard. You can recognize a safe house by key phrases or symbols, and you know the password to gain entry. All major cities and most settlements of any significant size have at least one such safe house. Local agents and Mharoti sympathizers swayed by propaganda can have any number of useful rumors and tips.

SUGGESTED CHARACTERISTICS

Mharoti emissaries are split into two main groups: overt and subtle. Overt emissaries hide in plain sight and are often in some official guise, such as a merchant or diplomat. Subtle emissaries insinuate themselves into the local populace without attracting attention. In either case they are delicate in their approach, lest the local authorities discover them too quickly.

D8 PERSONALITY TRAIT

- 1 I can talk my way out of anything.
- 2 I always respect local customs and work hard not to buck them.
- 3 I never pass an opportunity to experience local customs.
- 4 I work some element of my message into every interaction.
- 5 I try to connect with the people I’m dealing with.
- 6 I exhibit some minor quirks of a type of great dragon.
- 7 I say just enough to get people interested, and then let them come to me.
- 8 I always have an escape route planned.

D6 IDEAL

- 1 **Loyalty.** Unity provides strength. (Any)
- 2 **Subversion.** Societal structures are stifling, and must be destroyed so people can thrive. (Chaotic)
- 3 **Fairness.** People deserve the opportunity to choose the course of their lives. (Neutral)
- 4 **Conquest.** I will overthrow those too weak to stand on their own. (Evil)
- 5 **Security.** Strong government and structure provides safety. (Lawful)
- 6 **Improvement.** I work to elevate the lot of others. (Good)

D6 BOND

- 1 The Empire annexed my home and my life changed for the better. I’ll bring the same fortune to others.
- 2 I live to serve my homeland.
- 3 I’ll bring down the nation that harbors my enemies.
- 4 I came to know the glory of the Empire only after fighting against it, and now I’m seeking to make up for that.
- 5 I am actually a double-agent, working against the Empire in secret.
- 6 I owe my life to the person who recruited me.

D6 FLAW

- 1 I resent the slightest scrutiny into my motives or origin.
- 2 I secretly hate the Empire and all it stands for, but I can’t let it show or I’ll be killed, or worse.
- 3 I set my sights high and push hard and fast to achieve my lofty goals.
- 4 I always leave some common detail behind, a calling card, even when my work is secret.
- 5 I dismiss other ideologies because mine is obviously superior.
- 6 I hate people who seem more secure or free than I feel.

MINER

You grew up in the Free Cantons of the Ironcrags, the kobold city of Lillefor, or the human mining communities of the Seven Cities. You learned how to dig deep beneath the surface of Midgard in search of iron, copper, silver, gold and rarer metals, or valuable minerals and gemstones. Whether you used clever technological innovations and magic to get at these prized ores and precious stones, or relied on your brute strength and dogged determination, it was an exciting and dangerous life. Hazards such as flooding, pockets of flammable and poisonous gas, cave-ins and red-hot magma were commonplace, and you sometimes needed to defend yourself against the hostile creatures of the realms below as you worked.

SKILL PROFICIENCIES: Athletics, Nature

TOOL PROFICIENCIES: One type of artisan’s tools

LANGUAGES: One of your choice

EQUIPMENT: A miner’s pick, a shovel, a lamp, a piece of chalk, a caged canary, a set of common clothes, and a gold nugget or uncut gemstone worth 25 gp



FEATURE: Underground Adept

Your experience in the mines has taught you how to survive in underground environments. You are accustomed to dim light and can make Wisdom (Perception) checks without disadvantage in shadowy areas. You also have a good memory for the twists and turns of underground tunnels and passages, allowing you to retrace your steps unerringly through tunnels you've traversed before and to estimate how deep below ground you are.

SUGGESTED CHARACTERISTICS

Miners come from tight-knit communities, so clan, family, and tradition are important to them. They value industriousness and persistence and have little time for feckless layabouts. Some are still driven by the pursuit of material wealth; others turn their backs on gold and greed.

D8 PERSONALITY TRAIT

- | | |
|---|--|
| 1 | I love the rhythm of the picks chipping away at the rock face. |
| 2 | Being a miner is tough. Digging through solid rock to find gold isn't a job for wimps. |
| 3 | I left my clanhold because it was time to see the world. |
| 4 | The lust for gold drove my father mad. I warn everyone I meet of its danger. |
| 5 | I am happiest wandering alone in dark places below the ground. |
| 6 | It's best to stick to the old ways and traditions that our tribal elders taught us. |
| 7 | I can tell you stories of things living beneath the earth that will make your hair stand on end. |
| 8 | I take pride in my work. Mining has taught me not to cut corners. |
-

D6 IDEAL

- 1 **Freedom.** I served ten years under the mountain before I saw the sun. No one should have to suffer as I did. (Chaotic)
- 2 **Dedication.** Hard work builds character. (Neutral)
- 3 **Community.** It's our responsibility to keep our families and friends safe from the dark creatures of the depths. (Lawful.)
- 4 **Beauty.** Gold and jewels are only worth seeking if they can be turned into wondrous works of art. (Any)
- 5 **Greed.** I won't stop until I've plundered ten times my weight in gold. (Evil)
- 6 **Generosity.** We should all share our wealth with those less fortunate than ourselves. (Good)

D6 BOND

- 1 My canton is my home and hearth.
- 2 When my father died, my mother gave me his miner's lamp. I keep it polished and bright, just like he did, in his memory.
- 3 I am a sworn and loyal member of the Fraternal Order of the Illuminated Brothers.
- 4 A rival miner cheated me out of my lucky strike and I lost out on a fortune. One day I'll get my revenge.
- 5 My sister saved me from a gas explosion. I owe her my life.
- 6 I'm adventuring to provide for my family. Their mine is exhausted.

D6 FLAW

- 1 Wide open spaces make me uncomfortable.
- 2 The sight of gold can send me wild with excitement and lust.
- 3 I ran from a cave-in and abandoned my comrades to their fate.
- 4 There are tentacled things in the dark that haunt my dreams. Sometimes I wake up screaming.
- 5 I stole gemstones from the family mine and gambled them away.
- 6 When I see someone idling, I give them a piece of my mind.

MOUNTAIN'S WITNESS

Dontrona Mountain, Sable Mountain, Demon Mountain; call it what you will, this spire of mystery and infernal plots looms large on both the horizon and in the dreams of Rothenians. You know more than most of this place, for you have made a bargain with its masters.

Once a dangerous wasteland occupied by long extinct people, the mountain at the southern edge of the Wormwood now hosts a scheming malevolence. The sorcerer known as the Master is a legendary figure on the plains. His children, born from unions both unholy and unspoken, spread themselves across Midgard. They work in favor of their father, that demon-binder and self-proclaimed descendent of Vael Turog. What machinations do his children fuel? The slate and stone of the mountain know; perhaps you do, too.

You have made a bargain with agents of the mountain. How did this bargain come to be? Did you seek the servants of the Master yourself in a bid for power or knowledge? Did they find you one night as you camped near the road, tempting you with promises and gold? Do you wish an audience with the Master? What did they ask you to burn in the fel-flames to seal the agreement? Their devilish faces grinned luridly and coaxed you, here is the fire, come make your mark. What must you do, having breathed the sulphuric smoke of the hells?

You walk the plains unmarked by your agreement. Others see you for what you appear to be: adventurer, scholar, devout, bandit, merchant. But the children of the Master and their servants know you by another name. They call you a witness. One day, you hope they call you knyaz, a lord of the infernal spire. Today, however, you have a missive to send. No detail is inconsequential.

SKILL PROFICIENCIES: Deception, Persuasion

LANGUAGES: Infernal

EQUIPMENT: varies (see the Bargain feature)

FEATURE: Bargain

You have made a contract with one of the demonic children of the Master. They may see and hear through you as though you were a familiar. This observation comes and goes depending on the patron. You are aware of when your actions are being monitored, but others are not. Your patron's observation of your life is magical and can be detected by spells such as *detect magic* while it's occurring. The observation only functions on the Material Plane. As a reward for being a witness, you are paid 25 gp per month for each level of experience you've gained. You start your adventuring career with either:

- A sustained comfortable lifestyle, a furnished home, two sets of noble's clothes, and 50 gp stored in a chest, or
- A riding horse with saddle, an explorer's pack, a set of traveler's clothes, and a belt pouch containing 25 gp.

SUGGESTED CHARACTERISTICS

Those who strike bargains with agents of the Master don't consider themselves reckless; they see themselves only as ambitious. If they take great chances, it's only to win great rewards in pursuit of that ambition—and in service to the Master.

D6 PERSONALITY TRAITS

- 1 I am confident and content.
- 2 The bargain has made me paranoid.
- 3 I love to see new things and meet new people.
- 4 I have no problem lying to others.
- 5 I love spending money.
- 6 I show my teeth when I smile.

D6 IDEAL

- 1 **Power.** All that matters is growing your influence. (Evil)
- 2 **Results.** If in the end your task is accomplished, why be concerned with your method. (Chaotic)
- 3 **Service.** I perform important work for those above me. This service is its own reward. (Lawful)
- 4 **Wealth.** Money moves mountains. (any)
- 5 **Bridge.** I have sacrificed my privacy so that dark powers might be transformed by seeing beauty and love. (Good)
- 6 **Knowledge.** Knowledge is the only true resource; I must give it to receive it. (any)

D6 BOND

- 1 I will do my time, then reap my reward.
- 2 This cursed bargain must be revoked by any means necessary.
- 3 I will see the world, meet with queens, slay my enemies, and be judged worthy of a place on the mountain.
- 4 I must slay the creature I made this bargain with.
- 5 Demon Mountain will fall, and my bargain is a necessary price to get close to its rulers.
- 6 I will deceive another creature into replacing me in this bargain.

D6 FLAW

- 1 When my patron watches through me, I grow bitter and cruel.
- 2 I cannot rest properly for a day after being an active witness.
- 3 Visions of the Eleven Hells appear before me at inopportune times.
- 4 If I let someone too close, they will discover my secret.
- 5 I am terrible with money.
- 6 I seek greater and greater danger to impress my patron.

MYSTIC OF BABA YAGA

*"...I met a man upon the road, (a wanderin' was I wonderin')
He said he bore a heavy load,
I saw no pack upon his back,
He said look close inside this sack,
I saw an egg with two clawed toes! (a reelin' now a reelin')
He said, SHE COMES FOR ME AND WHAT I STOLE!
I swore I'd never say a thing (a fearin' now a fearin')
Now I got no tongue for which to sing (she found me, aye she found me)..."*

—Excerpt from a Kharivian Jig (author unknown)

The buzz of bees drunk on pollen, the cracks left by footsteps on a frozen puddle, the whispering of pines on windless nights: the signs of Grandmother are everywhere. You see them, you see them all.

Baba Yaga, as changing as the Sands of Sorrows, as steady as the placement of the stars. Grandmother she is called, though she has only daughters. The legends of this powerful witch are known far beyond the Rothenian Plain. You carry the stories of her in your heart, memorized and trotted out too often in conversation. You have been called odd, ill-fated, and worse, but you take comfort in your surety that she is watching you.

You have spent time in study of her. What was it that drew you to her? Did you have a vision while riding to Bjornshafen? Did you hear a raspy voice inside Kariv singing that only you could hear? The fog condensed on the window from the breath of tavern-goers in Vidim; did it show you the shape of your future? Magic has always drawn you. The ley lines call to you, ask for you. You see the cairns built upon the Rothenian Plain, where the ley lines cross and knot. You know it is perilous to invoke her and deadly to seek her company, but there, just now, you saw the way the sparrow took flight. Its flapping was portentous. She watches, she knows, she is here.

SKILL PROFICIENCIES: Arcana, Insight

LANGUAGE PROFICIENCIES: Two of your choice

EQUIPMENT: A staff with an old lantern affixed to it, an herbalism kit, a set of traveler's clothes, a belt pouch with 10 gp.

FEATURE: Grandmother's Touch

Your obsession with Grandmother Yaga has, for better or worse, drawn her attention to you. You may spend a day locating and interpreting the signs of the great witch (counts as downtime). After doing so, you may choose one of the following:

Locate Veela: The location of the nearest Veela appears to you in a vision.

Baleful Eye: One of your eyes becomes yellow and milky for a day. The eye allows you to see into the souls of nearby creatures and detect any lies they tell. Good-hearted folk who see the clouded eye treat you with suspicion or outright hostility.

Sustained by Dust: Your food and water requirement for the next day are met by eating one pound of any organic matter.



SUGGESTED CHARACTERISTICS

Mystics of Baba Yaga are never free of her whispering in their minds. Even when they can't hear the voice, when its faint gibbering is drowned out by groans of pain or cries of terror—even then, they know the whispers are still there.

D6 PERSONALITY TRAITS

- 1 Do not fret or be sullen, all signs point to success.
- 2 I enjoy knocking people off their high places.
- 3 My mood shifts with the wind.
- 4 I dance with abandon when in gravest danger.
- 5 Laughter is its own spell.
- 6 My wrath is unwavering and cruel; my enemies will fear me.

D6 IDEAL

- 1 **Enlightenment.** The truth of the world is an unending series of silken veils which I must pull back. (any)
- 2 **Her Bidding.** I believe my actions are directed by Grandmother, so they are infallible and right. (Lawful)
- 3 **Madness.** Erratic behavior and esoteric pronouncements destabilize the convictions of others, allowing their minds to be free. (Chaotic)
- 4 **Euphoria.** The state of mind provided by this special tea is all I need to see the truth. (any)
- 5 **Harbinger: Doom.** The end comes soon, and Grandmother works to hasten it. Nothing matters but impressing her. (Evil)
- 6 **Harbinger: Freedom.** By unifying her magic and the will of the gods, we will all know freedom from tyranny. (Good)

D6 BOND

- 1 I will meet Baba Yaga one day, and she will grant me a boon as payment for my affection and hard work.
- 2 The ley lines of Midgard will one day be mine to control.
- 3 I will find a magical artifact that grants me access to Grandmother's hut.
- 4 I must take the mystery and magic of Grandmother beyond these plains, working on her behalf across this world.
- 5 I will wed a Veela; our child shall bring the end of things.
- 6 Baba Yaga and I will rule Midgard together.



D6 FLAW

- 1 My belief in signs and portents sometimes leads me astray.
- 2 My behavior is often erratic and off-putting to others.
- 3 I am haunted by nightmares of Grandmother and sometimes cannot sleep.
- 4 Having been rejected as eccentric, I am slow to trust and warm to others.
- 5 Butterflies and moths terrify me to the point of paralysis.
- 6 I am mad.

NEIMHEIM GNOME

You hail from the gnomish kingdom of Neimheim: a place of skilled craftsmen, close families, and blood stains so deep they'll never wash out. Your homeland labors under a generations-old curse laid by Baba Yaga. Today, your people exist because of a pact struck with a great devil from the Eleven Hells. The pine forests of your home survive because of blood sacrifice paid to the forces of Hell, so the devils hold Baba Yaga's wrath at bay. You are no stranger to the necessity of keeping up appearances to cover your desperate situation.

SKILL PROFICIENCIES: Arcana, Deception

TOOL PROFICIENCIES: One set of artisan's tools of your choice

LANGUAGES: Infernal

EQUIPMENT: A set of artisan's tools (matching your chosen proficiency), a roll of remarkably fine vellum, a set of traveler's clothes, five candles, and a pouch containing 5 gp

FEATURE: "Special" Leather

Growing up in Neimheim, you have learned not to waste any useful resources. After all, there's always a market for fine leather, new candles, carved bone jewelry, or soap. You can spend 2 hours salvaging useful materials from a dead humanoid. A Medium humanoid yields enough materials to make 5 pieces of soap, 10 candles, 1 sheet of parchment, or a delicious meat pie that can sustain up to a Medium creature for one day (1 sp worth of goods). With your GM's permission, you can also create small goods such as belts, pouches, and shoes.

SUGGESTED CHARACTERISTICS

Gnomes of Neimheim are jovial, gregarious, and hospitable—at least on the surface. While many are genuinely bright individuals, their cultural darkness runs deep. Even the best among them know they must spill blood to survive. Some embrace this harsh truth, putting on a friendly face only to lure strangers under the knife to spare their families. Others reject the infernal darkness clouding their home.

D8 PERSONALITY TRAIT

- 1 I can't resist double entendres that hint at the dark truth of my upbringing.
- 2 I keep my lucky skinning knife close and sharpen it often.
- 3 I can stay cheerful in the most dire situations.
- 4 New people and new places are my favorite things.
- 5 I size people up like they're livestock.
- 6 Riddles are the highest form of entertainment.
- 7 Music and good food are the best ways to melt a cold heart.
- 8 I love to haggle with merchants and to debate with friends.

D6 IDEAL

- 1 **Duty.** A sacrifice in time saves nine. (Lawful)
- 2 **Revolution.** The systems that bind us must be broken. (Chaotic)
- 3 **Hospitality.** I love to share what I have with those who need it. (Good)
- 4 **Perfection.** Anything worth doing, is worth doing right. (Any)
- 5 **Expression.** Tales must live on so that we are never forgotten. (Neutral)
- 6 **Envy.** They don't know how good they have it, so they deserve to die to keep Baba Yaga at bay. (Evil)

D6 BOND

- 1 The devils that protect my village demand a specific sacrifice. I must find someone who fits the bill, or it will be me.
- 2 My lover fled our village to avoid being sacrificed, and I won't rest until we find each other again.
- 3 I'm searching for a way to lift Baba Yaga's curse so we no longer need the devils.
- 4 The old artisan who taught me is closer to me than family.
- 5 I was set to be sacrificed to our village devils, so I ran. I'm still running.
- 6 My father had to sell his prized possession to a foreign merchant, and now I'm off to recover it.

D6 FLAW

- 1 I have a hard time fitting in outside the forest, and I struggle to keep my secrets.
- 2 I used to sacrifice out of necessity, but now I'm tempted to do it for power.
- 3 I am terrified of devils and feel compelled to obey them.
- 4 I become violently jealous of anyone who is a better craftsman than me.
- 5 I'll only bathe using soap that I made myself.
- 6 Helpful people make me immediately suspicious.

D8 PERSONALITY TRAIT

- 1 I drink. I sing. I fight. I live.
- 2 I long for the next test against a worthy opponent.
- 3 I come alive on the sea and pine for the salt air when I must leave it behind.
- 4 I never lay my most trusted weapon aside.
- 5 I love to tell stories of my great deeds. Some of them aren't exactly true—at least, not yet—but that doesn't matter.
- 6 I see omens in everyday occurrences.
- 7 I never back down from a challenge.
- 8 I quote the ancient songs for wisdom.

NORTHLANDS REAVER

The Northland's brutal winters breed harsh people; perhaps none more so than the reavers. Your life is a series of challenges to be overcome, spoils to be taken, and honor to be earned. You have sailed the icy northern seas in the dead of winter and the black of night, and you have put your enemies to the blade and the flame. Your name is fear on the lips of your foes and glory in the songs of your comrades.

SKILL PROFICIENCIES: Intimidation, Survival

TOOL PROFICIENCIES: Vehicles (water)

LANGUAGES: Giant

EQUIPMENT: A plundered memento from a past raid, a coil of hemp rope, a set of traveler's clothes, and a pouch containing 5 gp.

FEATURE: *Reaver's Journey*

Many sailors fear to sail far from charted water and familiar shores. Some balk at steering into the teeth of a gale in the dead of night. They are not you. As long as you aren't traveling at a fast pace, you can't lose your way under normal conditions. Inclement weather, lack of tools, or magic might impose penalties or steer you awry at the GMs discretion. Additionally, if you don't undertake any other activity while traveling on a rowed vessel, you can drive the rowers to push beyond their ordinary limits. The rowers can crew the ship for 1 additional hour before risking exhaustion.

SUGGESTED CHARACTERISTICS

Northlands reavers live by a strict code of behavior and honor that seems paradoxical to outsiders. Though you are brutal in battle, you are also fearless, honorable, and hospitable. This even applies to your enemies outside of battle, so long as they return the courtesy. Bloodthirsty reavers are common, though, and those who reject honor and become outlaws are among the most feared brigands in all of Midgard.





D6 IDEAL

- 1 **Honor.** I am generous in hospitality, fair in judgment, and fearless in battle. (Any)
- 2 **Greed.** What others have is mine for the taking. (Evil)
- 3 **Tradition.** Our ways are the legacy of the gods. Who are you to say differently? (Lawful)
- 4 **Provision.** I'll provide for my people and keep them safe. (Good)
- 5 **Freedom.** We take what we need and go where we please. (Chaotic)
- 6 **Survival.** The world is harsh, and I'll do what must be done to survive. (Neutral)

D6 BOND

- 1 My ship is worth more to me than all the mead in Bjeornheim.
- 2 Those who fight beside me earn my respect.
- 3 Even a hated enemy who shows me honor can expect the same in return.
- 4 My father's axe bears a strange rune. I know it holds the key to my destiny.
- 5 My mother's ship was lost at sea, but she's still out there. I'll find her.
- 6 My clan's home is sacred ground. I'll do anything to protect it.

D6 FLAW

- 1 I lose myself in the heat and blood of battle. Orders and plans become a distant blur.
- 2 Alliances are all well and good, but gold is gold.
- 3 A slight demands blood. No other payment will do.
- 4 I ran from battle once. I'm running from the shame still.
- 5 Everything I have, I took from the one I betrayed.
- 6 I chafe under the expectations of honor.

NURIAN THEURGE

The Southlands kingdom of Nuria-Natal is steeped in the magic of life and death. The greatest keeper of this knowledge is the theurge. As a theurge, you study the flow of the River Nuria that gives life to the desert, both physically as a source of fresh water, and magically as one of the largest ley lines in the world. You are the keeper of life and preserver of the dead for the next world. Most theurges are either clerics or wizards, but all have a working knowledge of both divine and arcane magic.

SKILL PROFICIENCIES: Arcana, Religion

TOOL PROFICIENCIES: Calligrapher's tools

LANGUAGES: One of your choice between Ancient Nurian and Celestial

EQUIPMENT: A roll of linen strips, sacred texts and diagrams, a set of common clothes, a small packet of spices, and a pouch containing 5 gp.

FEATURE: Preservation

The first theurges venerated Anu-Akma and learned the secrets of mummification. By applying those teachings, you can prepare a body for the final journey or even for the return to life. With 8 hours of work and access to proper materials such as linen and spices (25 gp cost), you can preserve a dead creature's body. This preservation slows decay, allowing a body to remain intact for potentially thousands of years if undisturbed. A preserved body counts as 1 day dead for every month that passes for purposes of spells or other magical effects.

SUGGESTED CHARACTERISTICS

Theurges are somber, solemn individuals. Many of them serve a god such as Aten or Anu-Akma. All are studious individuals who hold knowledge of the past in high regard. Theurges range from compassionate keepers of the dead, to dour souls who seek the darkness of preservation through undeath.

D8 PERSONALITY TRAIT

- 1 Scriptures of the gods give us insight into any situation, and I quote them often.
- 2 I show great respect for any place of burial.
- 3 I am quiet and contemplative. Others tell me I am unnerving, but I don't see it.
- 4 I smell of spices and oils.
- 5 My clothing always bears some seal of the gods of the dead.
- 6 Desecration of the dead drives me to righteous rage.
- 7 I always carry a supply of fresh, potable water.
- 8 I enjoy learning about other people's lives.

D6 IDEAL

- 1 **Comfort.** Fear is defeated by compassion and by easing the suffering of others. (Good)
- 2 **Equality.** Ultimately everyone, regardless of station, will know the gods' peace. (Neutral)
- 3 **Aspiration.** Skill and knowledge lead toward self-improvement. (Any)
- 4 **Power.** Knowledge of life and death yields mastery over both. (Evil)
- 5 **Duty.** The gods set down expectations that must be followed. (Lawful)
- 6 **Whim.** I choose when and how to exercise my power. (Chaotic)

D6 BOND

- 1 I conduct at least minor funerary rites for all slain creatures, even my hated foes.
- 2 Death will not claim me; I will rise above it.
- 3 I'll go out of my way to defend burial sites.
- 4 I can't return to my home temple until I recover something of great value to my faith.
- 5 I will amass the world's greatest collection of necromantic lore and magic.
- 6 An ancient figure of great power has risen as undead, and I must see it returned to rest.





D6 FLAW

- | | |
|---|--|
| 1 | I have a disturbing obsession with the undead. |
| 2 | I'm terrified of necromantic magic. I avoid it at all costs. |
| 3 | I will trade anything or anyone to secure eternal life. |
| 4 | I take a fatalistic view of life and death, often dismissing the deaths of those who aren't close to me. |
| 5 | I resent the gods for their greed, and I want to undermine their power. |
| 6 | My understanding of the world is unshakable. |

PROPHET

Truth rings throughout the multiverse, and sometimes it finds a place to resonate loud and clear. You are one such point. There is a greater power at work in the world, and you can see pieces of its design. Unlike the faint glimpses of a fortuneteller or the twisted lies of a charlatan, your words stir something in those who hear your message. From the doomsday ravings of a filthy derelict on the street corner to the polished words of an urbane and refined cult mistress, a prophet is the servant of a higher power, setting the truth of that power into motion.

SKILL PROFICIENCIES: Persuasion, Religion

LANGUAGES: One of your choice from the following list appropriate to the power that grants your revelations: Abyssal, Celestial, Deep Speech, Draconic, Elemental (one dialect), Infernal, or Sylvan

TOOL PROFICIENCY: One of your choice between calligrapher's supplies or painter's supplies

EQUIPMENT: A holy symbol or idol representing the higher power that grants your revelations, a set of common clothes, a collection of your recorded thoughts and philosophy, and a belt pouch containing 5 gp

FEATURE: Words from on High

You have seen the truth, and your word brings that truth into the world. More important, that truth stirs others to action. People who hear and accept your words are moved to action. Such individuals will lend aid and offer their services toward your cause, whether that involves building a new temple, clearing storm damage, or feeding the hungry. They won't take undue risk, however. Temples and other religious organizations commonly accept prophets of their faith, but noble houses, merchants, trade guilds, and any other organization might share their resources. Additionally, you can secure audiences with powerful individuals or invitations to events that normally exist above your station. From those who fear or oppose your vision you can expect social hostility, though some might fear to act directly against you.

Work with the GM to determine the source and subject of your revelations, and what sorts of people they appeal to or offend.

SUGGESTED CHARACTERISTICS

Prophets all have one trait in common—conviction. Whether they gleefully spread the good word of a benevolent deity or dire tidings of a coming darkness, the prophet knows in her bones that what she sees, and says, is true. Some may fear this internal certainty. They might attempt to hide their light beneath a bushel and deny the calling. It may take years for a prophet to accept herself, but in the end she can't deny the truth.

D8 PERSONALITY TRAIT

- | | |
|---|--|
| 1 | I am usually soft-spoken, but I become invigorated when spreading my word. |
| 2 | My followers are like my family. |
| 3 | I enjoy debating the finer points of my revelations, especially with nonbelievers. |
| 4 | Nonbelievers sadden me when they deny my words. |
| 5 | I see the truth of my words at work in everyday things. |
| 6 | I am uncomfortable outside the confines of a place devoted to my faith. |
| 7 | My temper is short when my visions are challenged. |
| 8 | Those who refuse to believe in higher powers that govern the world confuse me. |

D6 IDEAL

- | | |
|---|--|
| 1 | Tenacity. The truth must ring throughout the world. (Any) |
| 2 | Revolution. The word brings change that can't be denied. (Chaotic) |
| 3 | Dominion. Mine is the voice that speaks truth, and mine is the word all shall heed. (Evil) |
| 4 | Stability. My teachings offer the promise of a better life, and I seek to build that life for those who share my belief. (Lawful) |
| 5 | Hope. My revelations bring light to the dark corners of the world. (Good) |
| 6 | Fortitude. The message I bear upsets me, but I trust in my higher power. (Neutral) |

D6 BOND

- 1 I must protect the scrap of ancient writing that first revealed the truth to me at all costs.
- 2 The person who stood by my side when the truth first came upon me is the person I hold most dear in this world.
- 3 I will have revenge on the rival who turned my church against my revelation.
- 4 I was a sinner before my revelation, and I work tirelessly to make up for my dark past.
- 5 I know that a rival faith is based on lies, and I seek to enlighten its believers through my revelation.
- 6 An entire order within my faith once preached the truth of my revelation, but I am the last of them.

D6 FLAW

- 1 In the depths of my soul I am wracked with doubt. If I can't reconcile my beliefs, my following will suffer.
- 2 My devotion to my revelations overrides all else, even to the point of jeopardizing my own safety.
- 3 I have done something terrible in defense of my revelations that remains secret. For now.
- 4 I am completely dismissive of anyone who doesn't accept my revelations.
- 5 I secretly hope that someone will silence me before the dread truth I speak comes to pass.
- 6 A rival of my faith speaks out against my revelations with a contradictory prophecy and hunts me across the land.

SEER

The stars guide all footsteps on the path. Seers are rare individuals endowed with the gift to see beyond the mundane veil cloaking the world to the truth illuminated by those stars. Cause and effect run in scattered lines to a seer's eyes, linking individuals and events seemingly unrelated to the casual observer. Only a fool discounts the word of one who sees the twists of fate.

SKILL PROFICIENCIES: Arcana, Perception

TOOL PROFICIENCIES: One gaming set of your choice (cards, dice, or some other divination tool)

LANGUAGES: One of your choice

EQUIPMENT: A gaming set of your choice, a token of appreciation from a past client, a set of common clothes, and a belt pouch containing 5 gp

FEATURE: Glimpse of Fortune

Using a minor method of divination, you are able to see glimpses of a target's future. You must spend one hour in conversation with the subject and consultation with your divination method. At the end of this time you can offer insight into the subject's possible future. These details are always vague, but the reading affords you the chance to gain insight into your subject and possibly enter their good graces. After giving a reading, you can expect a client to be more relaxed and willing to favorably consider any proposal you make (treat them as one category more favorable for purposes of social interaction).

Additionally, you can receive minor favors or consideration from past subjects in a variety of locations. Assume you can find at least one friendly contact in a city that you have spent at least some time in the past.



SUGGESTED CHARACTERISTICS

Seers are a disparate lot. Some embrace their gift and seek to share their knowledge, while others fear the unbidden insights they receive. Seers are resigned to the whim of happenstance, and they see design where others would see coincidence.

D8 PERSONALITY TRAIT

- 1 I see signs in every little detail of life.
- 2 Unexpected events rarely faze me and sometimes feel oddly familiar.
- 3 I try to ensure that everyone around me pays attention to what I see.
- 4 I compulsively play with a card, coin, or other tool of my trade.
- 5 My optimism never wavers. I've seen that things will turn out well in the end, one way or another.
- 6 While I enjoy sharing my insights, I never give them away for free.
- 7 My glimpses of the future frighten me and I try to avoid them at all costs.
- 8 When a vision is upon me, I have little control over what I say.

D6 IDEAL

- 1 **Aspiration.** I've seen a hint of greatness in my future, and I work hard to achieve it. (Any)
- 2 **Manipulation.** My gifts give me the perfect leverage to move others to my tune. (Evil)
- 3 **Freedom.** Knowledge of what may come allows for greater choice. (Chaotic)
- 4 **Serenity.** I seek fulfillment with whatever I see in the future. (Neutral)
- 5 **Truth.** I am a servant of the truth, and I will share it for good or ill. (Lawful)
- 6 **Compassion.** My gifts can bring comfort to the suffering and peace to the troubled. (Good)

D6 BOND

- 1 I told the fortune of the man who then destroyed my family, but I ignored the warning. I must find him and put it right.
- 2 My grandmother passed a token to me when she explained our gift of the sight. It's my most prized possession.
- 3 I told one fortune whose meaning I still can't understand, but I know it has great importance.
- 4 My family travels the land, and I send most of the money I earn to them.
- 5 I told the fortune of the person I loved, and that led them to the arms of another.
- 6 I'm driven to read the fortune of powerful people.

D6 FLAW

- 1 I saw a truth once that I refused to speak, and tragedy was the result. It haunts me to this day.
- 2 I have terrible nightmares about the dark futures I've glimpsed.
- 3 No matter how I try, no one ever believes my fortunes.
- 4 I can't resist embellishing a fortune to try to earn a few more coins.
- 5 I loathe charlatans and tricksters who take advantage of those who seek their fortunes, and I do what I can to discredit them.
- 6 I'm terribly jealous of any positive fortune I read, since I can read any palm but my own.

VARIANT GUILD ARTISAN: TINKER

You are a crafter who focuses on repairing a wide variety of items rather than specializing in a specific trade. You are familiar with a wide variety of tools and techniques, enough to get by at just about any crafting trade at an apprentice level. Tinkers are much beloved by people who aren't wealthy enough to outright replace anything that breaks, and smaller settlements rejoice when a tinker rolls into town.

VARIANT FEATURE: JURY RIG

Your experience fixing odds and ends as well as your familiarity with a wide variety of tools grants you the ability to make quick repairs on damaged equipment. You can spend two hours during a long rest or downtime working on a damaged object using tinker's tools. Once you've finished, anyone using the object for its intended purpose can ignore any penalties that arise from damage to the object. These repairs are temporary and last a

number of days equal to your Intelligence modifier (minimum of 1). You can repair the item again after the first repairs wear off, but each additional time you jury rig the object reduces the number of days the repairs last by 1. Eventually the object must be replaced or professionally repaired by a skilled craftsman with the appropriate tools.

Additionally, you can jury rig minor mechanical objects such as locks or simple traps. It takes two hours of work with tinker's tools, and you need access to a supply of materials. Any such object you create is of fair quality at best and doesn't last forever. A jury rigged object functions for a number of days equal to your Intelligence modifier (minimum of 1) before it jams, falls apart, or otherwise ceases to function.

Tinkers are welcomed in rustic communities. You can trade work for food and lodging by doing odd jobs and minor repairs for people.



VARIANT URCHIN: BEGGAR

Wherever people thrive in a civilization, there are always some who exist on the fringes of society—a lower caste trapped by poverty. These poor souls fade into the background even as they desperately seek compassion from the more prosperous citizens around them. You spent a significant portion of your life living in the lowest station of your home city, dependent on the charity of others to survive. You've learned to fade into the background, and you know how to use the proper expression and tone of voice to leverage a mark into letting go of a few coins. Use the following variant skill proficiencies and features in place of those normally granted by the urchin background.

VARIANT SKILL PROFICIENCIES: Deception, Persuasion

VARIANT FEATURE: ANYTHING YOU CAN SPARE

Having spent much of your life with no home, money, or real possessions to your name, you learned to stretch a meager amount of money much further than it should normally go. By spending several hours a day seeking out alms from affluent, or at least comfortable citizens, you can maintain a living while within an urban setting. You can maintain a poor lifestyle without spending the required coin. This lifestyle represents earning a few meager coins through begging and spending that money on “bargain” staples.

Additionally, you know several places where you can acquire food, lodging, and basic equipment (GM's discretion as to what equipment is available at any given time) for 75% of their normal price. You can't leverage these sources frequently, and it might be several days or weeks before you can make another discounted purchase.

SPELLCASTING RULES



6

Geomancy and runecasting involve unique rules that don't apply to other types of magic. If your character follows one of those arcane traditions, you'll need to understand this chapter. Ring magic has a section here, too, because the school takes an unusual approach to magic that needs to be understood by players and GMs who include that form of magic.



LEY LINES AND GEOMANCY

Magic exists in countless forms, from the barely detectable to the massively obvious. Ley lines naturally bridge the gap between the subtle but pervasive source of magic and the concrete, applied force that moves mountains. Ley “lines” are actually channels where magical power flows like an invisible river wending across the landscape. They are called lines because length is their only measurement that has meaning in this dimension. Scholars and sages hotly debate the origin of ley lines, but their effects are undeniable.

Ley lines fuel both arcane and divine magic. The lines themselves are invisible to normal sight, but divination magic quickly reveals their presence. To spellcasters trained to find them, ley lines stand out as glowing torrents of energy, pulsing bands of light akin to aurorae, or glittering strings.

Ley lines are neither homogenous nor ubiquitous. Some geographic regions are rich in ley lines while others have none to speak of. They course through air, water, and solid earth with equal ease, but some environments, such as stone and narrow caverns, make them difficult to find and to trace.

POWER OF THE LAND

Ley lines tend to follow the contours of the land they flow across. At the same time, the terrain also reacts to the magical current. Learned spellcasters, most notably geomancer wizards, can study the features of an area to determine whether ley lines are present and to gain insight into what effects they might produce. Creatures with close ties to the land can tell the difference between an area graced with a ley line and one without. Druids, rangers, woodsmen, farmers, even miners and architects have been known to learn the telltale signs of a ley line’s presence and use them to their advantage.

Natural pathways through the terrain (regardless of foliage) are easy channels for ley lines to follow. Like water, the magical power of ley lines follows an arcane path of

least resistance; it’s not uncommon for ley lines to follow or closely parallel waterways. Enterprising rulers and bold wizards sometimes manipulate the land to alter a ley line’s path—or at least, try to do so. Such meddling is delicate work, and it can have disastrous consequences if the job is botched. The benefits are tempting enough to outweigh the risk. Specific magical effects or even spectacular marvels such as chunks of rock or earth held aloft by the flowing power can be engineered via expertly channeled ley lines.

USING LEY LINES

Spellcasters can tap ley lines to fill their spells with sudden bursts of power. While this can be dangerous, a skilled caster can create fantastic effects with extra power.

Ley lines vary in intensity from weak trickles to titanic torrents of mystical power. In general, the more intense the ley line, the more potent its effect on magic and the more difficult it is to tap into.

They are also classified as either unlocked or locked. These two categories are subjective; a ley line is locked only to individual spellcasters who’ve locked it, while it remains unlocked to all others. Locked ley lines produce predictable, repeatable benefits when worked into magic. Unlocked ley lines are no more difficult to tap into than locked ones (of the same intensity), but they are unpredictable and dangerous to use. They also bleed magical energy into the surrounding environment, which can cause strange, unnatural effects in the neighborhood.

To tap the potential of a ley line requires specialized knowledge, represented by either the Ley Initiate feat or the Geomancy arcane tradition. If your game doesn’t utilize optional feats, you can instead allow a spellcaster who has a geomancer tutor or who has access to ample research material to learn the technique for tapping ley lines via training as a downtime activity.

Once a spellcaster understands how to access the energy of a ley line, the procedure is straightforward. When a spell is cast within 30 feet of a ley line, the spellcaster



LEY LINES IN MIDGARD

Ley lines are an inextricable fixture in the *Midgard Campaign Setting*. They crisscross most of the surface world, sometimes tunneling through it or arcing above it, carrying magical power to all corners of the land.

Most importantly, ley lines flow along mystical passages that traverse the planes. These passages are known as shadow roads or fey roads. Shadow roads allow

impossibly swift travel across Midgard, and those who know the secrets of their use guard them jealously.

Ley lines have a particularly important place to the ramag of the Southlands. A chaotic network of atypically unstable ley lines ravages the Abandoned Lands where the ramag live, and the ramag work diligently to keep them at least somewhat under control.





can tap the line's power to augment his or her magic. This requires a successful ability check using the caster's spellcasting ability but without including any proficiency bonus. The DC of the check equals 10 + the level of the spell being cast. A successful check harnesses the power of the ley line, and the spell is modified according to the line's intensity (weak, strong, or titanic). If the check fails but the result is within 4 of the DC, the spell is cast normally with no bonus effect and no penalty. If the check fails by 5 or more, the spell is cast normally but the spellcaster suffers backlash (see below).

When a ley line is tapped successfully, the effect depends on whether the line is locked or unlocked. A locked ley line always has the same effect for the spellcaster who locked it. An unlocked ley line is unpredictable; every time it's tapped, the player rolls 1d10 and consults the table corresponding to the ley line's intensity (weak, strong, or titanic).

WEAK LEY LINE EFFECTS

DIO EFFECT

- | | |
|----|--|
| 1 | If your spell attack misses or if the target makes a successful saving throw, you can choose a new target within 10 feet of the original target and within range. Make a new attack roll with disadvantage, or the new target makes a saving throw with advantage. |
| 2 | You can delay the effect of your spell for up to 5 rounds. Choose how many rounds you want the spell to delay at the moment it's cast. The spell takes effect at the start of your turn that many rounds later. All parameters regarding the spell's targeting, area, color, etc., must be set when the spell is cast, not when it takes effect. |
| 3 | If your spell deals acid, cold, fire, lightning, or thunder damage, you can change the damage to one of the other listed types. |
| 4 | If your spell affects multiple creatures, choose one. That creature has disadvantage on any saving throw it makes against the spell. |
| 5 | Double the range of your spell. |
| 6 | A creature that takes cold damage from your spell is restrained until the end of its next turn. |
| 7 | Creatures damaged by your spell are also deafened for 1 minute. A deafened creature makes a Constitution saving throw at the end of its turn to end the deafness effect. |
| 8 | Cast your spell without verbal components. |
| 9 | A creature damaged by your spell is also knocked prone unless it makes a successful Strength saving throw. |
| 10 | Roll twice on this table (treat duplicate results as "no additional effect"), or roll once on the Strong Ley Line Effects table. |

STRONG LEY LINE EFFECTS

DIO EFFECT

- | | |
|----|---|
| 1 | You can reroll a number of damage dice up to your spellcasting ability modifier (minimum of 1). |
| 2 | Treat your spell as if it were cast with a spell slot one level higher. |
| 3 | Creatures damaged by your spell are also poisoned for 1 minute. A poisoned creature makes a Constitution saving throw at the end of its turn to end the poisoning effect. |
| 4 | You regain 1d6 hit points per level of the spell. |
| 5 | Your spell ignores damage resistance. |
| 6 | A creature that takes acid or fire damage from your spell takes an additional 3d6 damage of the same type at the start of its next turn. |
| 7 | Targets of your spell have disadvantage on their saving throws against it. |
| 8 | You can choose to exclude any creature you can see from the area of your spell. |
| 9 | If your spell has a range of self, you can cast it as a touch spell instead. |
| 10 | Roll twice on this table (treat duplicate results as "no additional effect"), or roll once on the Titanic Ley Line Effects table. |

TITANTIC LEY LINE EFFECTS

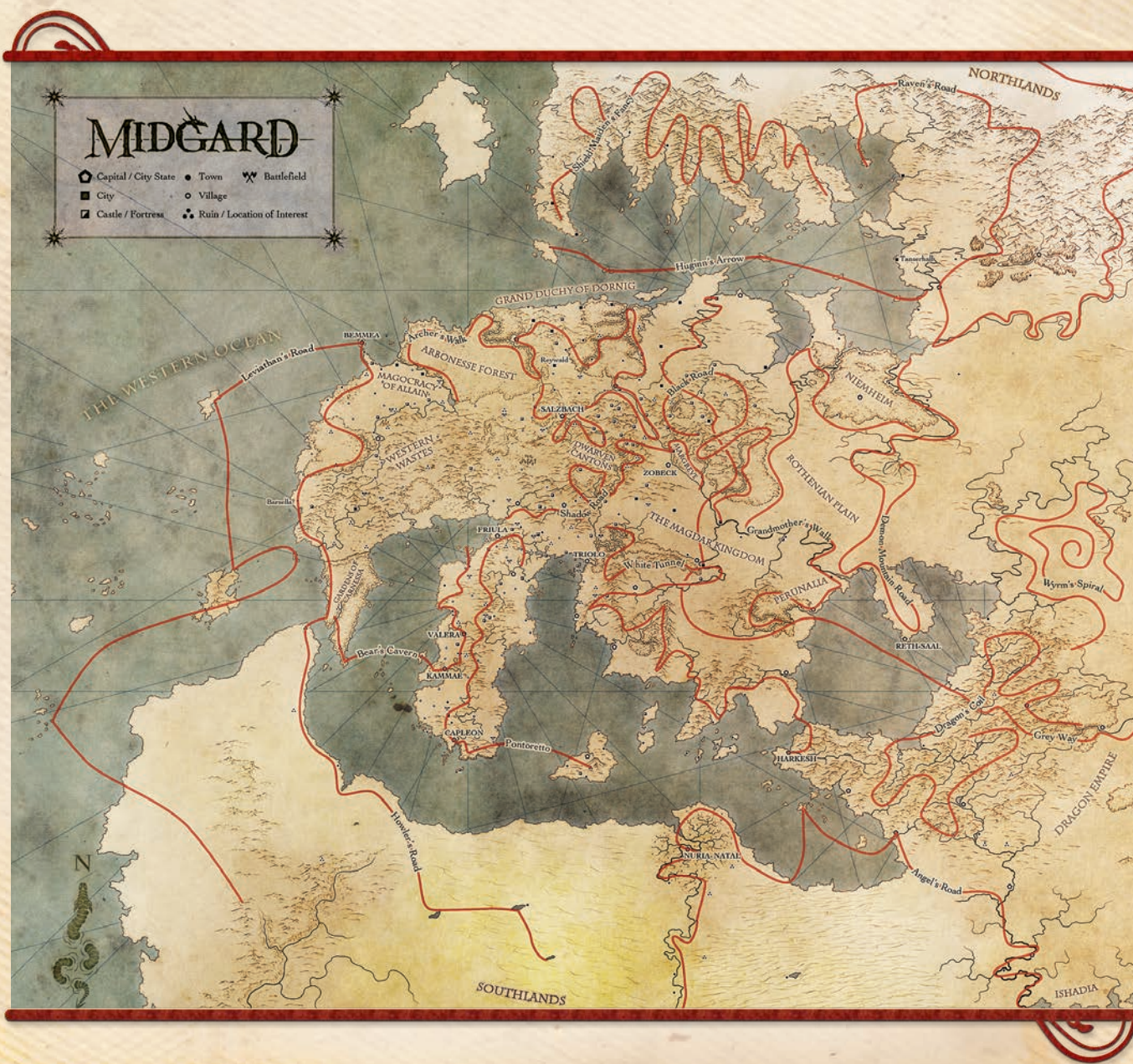
DIO EFFECT

- | | |
|----|---|
| 1 | If your spell affects only one target, it instead affects up to six targets of your choice. |
| 2 | If your spell affects an area, double the area's size. |
| 3 | Creatures affected by your spell are incapacitated for 1 minute. An incapacitated creature makes a Wisdom saving throw at the end of its turn to end the incapacitation effect. |
| 4 | You gain a +5 bonus to your AC until the start of your next turn. |
| 5 | Casting your spell this turn uses only a bonus action; you still have an action to use. |
| 6 | Creatures immune to the damage of your spell take half damage instead. |
| 7 | Treat your spell as if it were cast with a spell slot two levels higher. |
| 8 | Concentration on your spell can't be broken by damage. |
| 9 | A creature damaged by your spell is pushed 10 feet away from you and knocked prone. Its speed is reduced to 0 until it makes a successful Constitution saving throw at the start of its turn. |
| 10 | Choose one effect listed above. |

LEY LINE BACKLASH

DIO RESULT

- 1 The spell produces only a harmless display of bright color and loud noise.
- 2 You are incapacitated until the end of your next turn.
- 3 You fall unconscious for 1 minute. You awake if you take damage or if another creature uses an action to shake you.
- 4 The next spell you cast fails, and the spell slot is wasted.
- 5 Targets have advantage on saving throws against your spells for 1 hour.
- 6 For 1 hour, you must make a DC 10 Constitution saving throw every time you cast a spell. If the saving throw fails, the spell fails and the spell slot is wasted.
- 7 You take 2d6 force damage per level of the spell that caused the backlash (cantrips cause 1d6 damage).
- 8 You lose one spell slot of your highest available level, and all charged magic items in your possession lose 1d4 charges.
- 9 Your spell fails, and you unleash a random burst of magic as if you'd used a *wand of wonder*.
- 10 You lose all your remaining spell slots, the ley line disappears for 24 hours, and all charged magic items in your possession fully recharge. You must make a successful DC 20 Charisma saving throw or fall unconscious; you awaken after 1 hour, if you take damage, or if another creature uses an action to shake you awake.



RING MAGIC

Dwarves are renowned shapers of the physical world. Earth, stone, and even metal bend to the will of dwarven hammers. It's easy to assume that because dwarves have such tremendous skill at shaping material, they must lack the time and interest to become masters of the arcane, too—but that assumption is dead wrong. Taking unformed matter and shaping it minutely to conform to one's will is the perfect arena for blending the physical and arcane arts. The dwarves' greatest magic has been bound to this arena, as evidenced by the legendary weapons, armor, and implements of war that emerge from their mountain stronghold forges. Comparatively few dwarves pursue the study of magic outside the act of creation or of devotion to their deities, but one discipline bridges the gap between creation and spellcasting: ring magic.

Ring magic is the dwarven art of forging metal into rings, usually with powerful runes inscribed on their surface, and using those rings to shape magic.

Practitioners channel their magic through specially prepared rings, increasing the devastation wreaked upon their foes, and they can even imbue spells into a ring that someone else can unleash later.

Rings created for this purpose are more than decorative jewelry. They more often take the form of precious-metal rings large enough to adorn a weapon, a staff, or a suit of armor. Wizards who devote themselves to ring magic are rare outside dwarf lands, but they're instantly recognizable by the ring-adorned staves they carry.

LINKING MAGIC AND THE MATERIAL

The ring is a strange shape to the dwarven mindset, which is firmly rooted in the angles and planes they see constantly in the mineral formations around their underground homes. Dwarf architecture is filled with corners, precise angles, saw-toothed runes, patterns of regular and irregular polygons, adornments of gold laid out in precise geometric forms, and stacked blocks or slabs. These aren't just cultural fashions; such shapes reflect how dwarves think and how they prefer to see the world. Curves are seldom seen, and



a circle—devoid of angles and planes, with no beginning and no end—is a foreign shape that denies boundaries and evokes eternity. It is a construct of the mind and spirit but not the chisel; it evokes the sun and moon, raindrops, flowers, and the cycle of the seasons—things that are seen on the surface world but have no place in the hard, subterranean realm of the dwarves. Dwarves make sense of this alien concept by shaping metal into its likeness. Once they can hold this ephemeral concept in their calloused hands, feel its weight and heft, they can better understand.

Yet because it has no beginning and no end, because of its powerful symbolic ties to life, the ring is uniquely suited to be a receptacle for magic.

The first practitioners of ring magic gleaned the secrets from visions granted by their gods. The seeds of ring magic were subtle, woven in dreamlike metaphor that was lost on many but needed the dwarves' mastery of craftsmanship to reach fruition. For generations, it was practiced in such isolation that no one recognized ring magic as a growing craft. Over time the dwarves realized that within their long-held techniques, the ore of another secret awaited excavation. These enlightened dwarves retreated deep under the mountains, to a place where molten rock flowed freely. There they carved great halls and forges fueled by the earth's fire. They worked tirelessly in their delve to perfect their new art, and their efforts were rewarded.

Glyphs and sigils decorate every inch of this legendary stronghold's walls, revealing the secrets of ring magic and its signature spells to those who can read them. Ring wardens understand these writings as well as if they were their own spellbooks. In fact, a gathering of wizards at the walls, preparing their spells to the sound of ringing

hammers, is a common scene. But this is a secretive community. The number of outsiders who have seen the halls of the ring wardens can be counted on one hand, and those few are bound to secrecy by oaths sworn on adamantine rings they can never remove. The molten fire forges still ring under dwarven hammers to this day. While it isn't a requirement to study here for a wizard to become a ring warden, it is a pilgrimage all dwarf ring wardens make at least once.

RUNE MAGIC

Accessing the magic inherent within runes requires the Rune Knowledge feat (see chapter 5). If the option to gain feats isn't being used in your campaign, then Rune Knowledge can be gained in place of level-based ability score improvement, if your GM approves. Alternatively, characters might need to accomplish other, story-related tasks determined by the GM to gain Rune Knowledge. Once those obstacles are cleared, all characters who meet the prerequisites can gain Rune Knowledge and Rune Mastery. Once a character acquires the Rune Knowledge feat, he or she can begin making use of the runes described here.

Where a rune calls for a saving throw, the DC equals (8 + the rune maker's ability bonus + the rune maker's proficiency bonus). The rune maker's applicable ability is the same as the ability being used for the saving throw unless a different one is specified; e.g., if a rune calls for a Charisma saving throw, the rune maker's Charisma modifies the DC.

ALGIZ

Elk and reindeer, evading danger; the god Heimdall

RUNE BONUS: You can make an *elk horn rod* (see the appendix) in 6 hours, and you gain a +1 bonus on initiative checks.

RUNE POWER (5TH LEVEL): Living creatures that are within 10 feet of an algiz rune when it is etched on the ground or on a wall gain a +2 bonus on Wisdom (Perception) checks and have advantage on saving throws against *sleep* and other magical effects that cause unconsciousness. Both effects last for 8 hours. Scribing the rune takes 15 minutes.

RUNE MASTERY POWER (8TH LEVEL): Marking a willing creature with the algiz rune transforms the creature into an elk or reindeer, as per *polymorph*. Drawing the rune on the creature takes 1 action and the change lasts while you concentrate, for up to 1 hour.



RING MAGIC IN MIDGARD

In the *Midgard Campaign Setting*, ring magic is the province of the Reaver dwarves of the Northlands. Reaver sorcerers and wizards imbue metal rings with their spells and give the rings to their comrades to unleash in battle. Even in Midgard, ring wardens are rare outside their home culture, and they can easily become the object of fear when they're encountered by outsiders who aren't familiar with ring magic. All dwellers in the Northlands, however, know the tales of the ring-bedecked dwarves marauding from their longships.

The seat of these ring wardens is hidden deep beneath the northern mountains of Midgard. This delving, known as the Foundry of the Fathers, is where the reaver ring wardens craft the rings that are the root of their magic and contemplate the secrets the rings still hold.



ANSUZ

Gods and outsiders

RUNE BONUS: You get a +1 bonus on Intelligence (Arcana) checks made to identify the type, powers, or weaknesses of aberrations, celestials, fey, and fiends. Once per day, the ansuz rune can be sketched on an object to ward off giants and fey hostile to the Aesir. The rune must be presented boldly toward such creatures, each of which makes a Charisma saving throw. Creatures that fail the saving throw must stay at least 5 feet away from the rune and cannot touch or make melee attacks against the creature presenting it, as long as the symbol is boldly and aggressively presented (which requires an action each round). Sketching the rune takes 1 action, and the marked object remains effective for 1 hour.

RUNE POWER (7TH LEVEL): Sketching ansuz on the floor or a wall allows all worshippers of the Aesir within 10 feet of it to add 1d4 to each of their attack rolls, similar to a *bless* spell. Sketching the rune takes 2 actions, and it remains effective while you concentrate, for up to 1 minute.

RUNE MASTERY POWER (11TH LEVEL): When traced on the forehead of a willing creature, ansuz sends the creature into a trance during which it receives a message from the gods, identical in effect to a *divination* spell. A creature can experience only one such trance per week. Tracing the rune takes 10 minutes, and the trance lasts 1 round.

BERKANAN

Birch tree, love, new beginnings; the Bear Maiden

RUNE BONUS: You get a +1 bonus on Charisma (Diplomacy) checks.

RUNE POWERS: When traced on a living creature, this rune grants that creature advantage on a single Charisma (Diplomacy) of its choosing. Tracing the rune takes 10 minutes, and it remains effective for up to 24 hours. This benefit can be granted only once per day.

When berkanan is traced on a living plant, an effect identical to *spike growth* erupts in a 20-foot radius around the rune. Tracing the rune on a plant takes 1 action, and the effect lasts while you concentrate, for up to 10 minutes.

RUNE MASTERY POWER (8th level): You can create a *philter of love* once per week.

DAGAZ

Day and laying the dead to rest

RUNE BONUS: You always know exactly how long it will be until the next sunset or sunrise.

RUNE POWER (4TH LEVEL): Spending 10 minutes tracing dagaz onto a creature cures it of magical blindness.

RUNE POWER (6TH LEVEL): Tracing dagaz onto an object makes it glow brightly in a 60-foot radius and dimly out to



120 feet. Magical darkness of 3rd level or lower is dispelled if this light overlaps it. The light is blocked normally by opaque objects or structures. Tracing the rune this way takes 1 action, and the light lasts while you concentrate, for up to 1 hour.

RUNE MASTERY POWER (13TH LEVEL): Once per week, dagaz can be sketched onto the ground or a wall to create an instantaneous effect identical to a cleric's Channel Divinity: Turn Undead class ability. Sketching the rune takes 1 action, and it affects undead within 30 feet that can see it at the moment of its completion.

EHWAZ

Horses, freedom, the Nithing Pole

RUNE BONUS: You get a +1 bonus to Wisdom (Animal Handling) checks made to control a mount, and to Dexterity checks made to wriggle free of bonds.

RUNE POWER (5TH LEVEL): Spending 1 action to trace ehwaz onto a lock or shackles has the same effect as a *knock* spell but without the loud knocking sound.

RUNE MASTERY POWER (8TH LEVEL): When sketched on the ground, ehwaz summons a *phantom steed*. Sketching the rune takes 5 minutes, and the summoned steed remains for 1 hour.

RUNE MASTERY POWER (9TH LEVEL): You can create a *nothing pole* (see the appendix) once per month. The process can only be performed during a new moon, takes 12 hours, and requires bloodletting that leaves a permanent scar in the shape of the ehwaz rune on the rune maker's left hand. Each creation of a *nothing pole* creates a new scar; those after the first don't need to be on the hand, but they must be on the hands or arms.

EIWAZ

Yew tree, Yggdrasil

RUNE BONUS: You have proficiency on Intelligence (Arcana) checks.

RUNE POWER (4TH LEVEL): Spending 1 action to trace eiwaz onto a suitably-sized piece of wood transforms it into a shillelagh for 1 minute.

RUNE MASTERY POWER (8TH LEVEL): Sleeping for at least 10 minutes under a tracing of eiwaz on a blanket, a wall, or the ceiling causes the rune maker to dream of the Nine Worlds. These dreams produce answers the same as *contact other plane* (including possible side effects).

RUNE MASTERY POWER (11TH LEVEL): When carved on the bark of a living tree, eiwaz allows the rune master to travel between that tree and another tree within 500 feet also marked with eiwaz, as if under the effect of *tree stride*. Each carving takes 1 action, and the effect lasts while you concentrate, for up to 1 minute after the second carving is done.



FEHU

Cattle, livestock, and wealth

RUNE BONUS: You have advantage on Wisdom (Animal Handling) checks made on domesticated animals that aren't used as riding mounts.

RUNE POWER: Sketching fehu on an object makes that item easier to lift or drag, as if it weighed only half its actual weight. Sketching the rune takes 1 minute, and the effect lasts while you concentrate, for up to 1 hour. This works equally well on a single object, such as a block of stone, or on a collection of objects that are bundled together, such as a large chest stuffed with coins.

RUNE MASTERY POWER (8th level): By spending 1 minute tracing fehu onto your own skin, you can cast *dominate beast* as though from a 6th-level spell slot. The spell must be cast within 10 minutes of completing the rune or the rune's power fades.



within 150 feet. Sketching the rune takes 4 rounds and the storm lasts while you concentrate, for up to 2 minutes.

RUNE MASTERY POWER (14th level): When sketched on the ground within the area of a magical storm caused by *sleet storm*, *ice storm*, *control weather* (hail and blizzard only), or comparable magic, haglaz acts as a *dispel magic* spell cast with a 7th-level slot. If the storm being dispelled is from 8th or 9th level magic, the rune maker uses Charisma as his or her spellcasting ability to test the rune's effectiveness. Sketching the rune takes 2 rounds.

RUNE MASTERY POWER (14th level): When sketched on the ground within the area of a natural (nonmagical) storm, haglaz has the effect of a *control weather* spell. Sketching the rune takes 1 hour and the control lasts while you concentrate, for up to 8 hours.

GEBU

Generosity and hospitality, and gifts

RUNE BONUS: You have advantage on Intelligence checks to estimate an item's value.

RUNE POWERS: When 1 minute is spent carefully examining an item while tracing gebu on it, you learn the item's name and magical properties the same as if you'd cast an *identify* spell. Alternatively, if 1 action is spent tracing gebu on a willing creature, that creature gains *sanctuary* as if affected by the spell. The rune maker can't invoke *sanctuary* on him or her self. The sanctuary effect lasts while you concentrate, for up to 1 minute.

RUNE MASTERY POWER (8th level): Gebu can be rapidly (1 action) scratched or sketched onto a wall, floor, or other surface of an enclosed space in a way that makes it clearly visible. For up to 1 minute, the rune maker can activate the rune with a command word, provided he or she is within 20 feet of it. All creatures within 20 feet of the rune and with a clear line of sight to it (regardless of whether they can actually see it) must make a Charisma saving throw. Those that fail are affected as if by a *calm emotions* spell that lasts while you concentrate, for up to 1 minute.



INGWAZ

Ancestors, Northmen; the god Wotan or Odin

RUNE BONUS: You have proficiency on Intelligence (History) checks.

RUNE POWER (4th level): When 1 action is spent tracing ingwaz on a spear, the rune gains favor from the Aesir for the first character who throws the spear over the heads of an enemy force consisting of nine or more opponents; the spear thrower adds 1d4 radiant damage to his or her weapon attacks. The bonus can be gained up to 8 hours after the rune is traced, and once triggered it lasts 1 minute.

RUNE POWER (5th level): When ingwaz is traced on the face of a willing creature, it turns the creature into a berserker, granting it the benefits of a barbarian's Rage class feature as though the recipient were a barbarian of the rune master's level. Tracing the rune takes 2 rounds, and the effect lasts 1 minute.

RUNE POWER (7th level): You learn the *calling to the vaettir* ritual (see Rune Rituals).

RUNE MASTERY POWER (8th level): When traced on the nails and flesh of a corpse, this rune acts as a *speak with dead* spell. Tracing the rune takes 1 minute and the effect lasts while you concentrate, for up to 10 minutes.



HAGLAZ

Hail and winter weather

RUNE BONUS: You have advantage on Wisdom (Survival) checks made to accurately predict weather conditions for the next 24 hours in your vicinity.

RUNE POWER: Spending 1 action tracing haglaz on a willing creature grants it *protection from energy* (cold) while you concentrate, for up to 1 hour.

RUNE MASTERY POWER (9th level): When sketched on the ground under the open sky, haglaz conjures a *sleet storm* centered on a point of the rune maker's choosing



ISAZ

Ice, imprisonment, and paralysis; the gods Boreas and Mara

RUNE BONUS: When you take cold damage, you take 1 point less than normal.

RUNE POWER (4th level): When 1 action is spent tracing isaz on the ground, slick ice spreads out to cover an area of 225 square feet. The iced area can have any shape the rune maker wants; if you use a grid of 5-foot squares, the ice covers 9 squares. Every square of ice must be connected to at least one other along one or more sides. Ice-filled squares are difficult terrain, and the difficulty of Dexterity



(Acrobatics) checks in the area increases by five. The ice is nonmagical and melts normally.

RUNE POWER (5th level): When the isaz rune is traced on a weapon, the weapon sheds bright light in a 10-foot radius and dim light for an additional 10 feet, and it does an extra 1d4 cold damage on a hit. Tracing the rune takes 1 action and the effect lasts while you concentrate, for up to 1 hour.

RUNE POWER (7th level): A shield marked with this rune glitters like frost in the morning sun. As an action, a wielder of the shield who is in direct sunlight can focus its reflection on a single enemy within 30 feet; the target must make a successful Constitution saving throw or be affected by the first stage of snow blindness (see the appendix). The DC for the saving throw equals 8 + your Dexterity bonus + your proficiency bonus. If the target creature is already affected by the first stage of snow blindness, a failed Constitution saving throw brings on the second stage of snow blindness. Marking the shield takes 1 action, and the rune remains effective while you concentrate, for up to 1 hour.

RUNE MASTERY POWER (8th level): You learn the *ccreate tupilak* ritual (see Rune Rituals).

JERA

Abundant harvest; the gods Freyr and Freyja

RUNE BONUS: You have proficiency on Intelligence (Nature) checks.

RUNE POWER (4th level): When traced on the belly of a living creature, the jera rune guarantees that any sexual union involving that creature in the next 24 hours proves fruitful. If traced on a pregnant creature at least once per month during its pregnancy, the rune guarantees a successful birth and healthy baby or babies. Tracing the rune takes 1 action.

RUNE POWER (6th level): When jera is traced on a wooden table, plate, or platter, all food and drink that's spoiled, rotten, diseased, poisonous, or otherwise contaminated within 20 feet becomes pure and safe for consumption. Tracing the rune takes 1 action.

RUNE MASTERY POWER (8th level): When marked in the earth among living plants, the rune has the effect of a localized (100-foot radius) *plant growth* spell. Sketching the rune takes 1 action.

KAUNEN

Flaming torch, enlightenment, and ulcers

RUNE BONUS: You gain darkvision (30 feet). If you already have darkvision, you gain proficiency on Wisdom (Perception) checks.

RUNE POWER (4th level): When 1 minute is spent tracing kaunen on the ground, it burns like a campfire for up to 8 hours. The fire is 2 feet in diameter and the flames

are magical, causing 2d6 fire damage per round to any creature in the fire. Neither the rune nor the fire can be moved once created, but the fire can spread normally to inflammable materials.

RUNE POWER (5th level): Tracing kaunen onto a weapon causes that weapon to shed bright light in a 10-foot radius plus dim light for another 10 feet, and the weapon does an extra 1d6 fire damage on a hit. Tracing the rune takes 1 action and the effect lasts while you concentrate, for up to 1 hour.

RUNE MASTERY POWER (8th level): When traced on a living creature, kaunan burns away illness and ailments the same as a *remove disease* spell. Invoking the rune takes 1 action.

LAUKAZ

Water, the sea; the god Njord

RUNE BONUS: You gain Aquan as a bonus language. If you already know this language, you have advantage on Charisma (Diplomacy) checks with creatures from the elemental plane of water.

RUNE POWER (4th level): When you spend 1 action tracing laukaz on an object, it becomes more bouyant. Anyone grasping the object has advantage on Strength (Athletics) checks to swim or to stay afloat. The effect lasts 24 hours.

RUNE POWER (7th level): When you trace laukaz on a living creature's chest, it grants them *water breathing*. Tracing the rune takes 1 action, and the effect lasts 24 hours.

RUNE MASTERY POWER (11th level): When the rune is sketched on a lakebed, riverbed, or sea bottom, laukaz allows the rune maker to control nearby water as a *control water* spell. Sketching the rune takes 1 action and the effect lasts while you concentrate, for up to 10 minutes.

MANNAZ

Humanoids, especially humans and dwarves

RUNE BONUS: You get a +1 bonus on saving throws against petrification and effects that alter your form such as lycanthropy, *polymorph*, or *flesh to stone*.

RUNE POWER (5th level): When traced on the ground, a boulder, or a wall, mannaz produces an effect identical to a *calm emotions* spell on all living creatures within 20 feet of the rune. Tracing the rune takes 1 action and the effect lasts while you concentrate, for up to 1 minute.

RUNE MASTERY POWER (8th level): When traced on the flesh of a creature, mannaz returns a lycanthrope to its humanoid form or dispels (as *dispel magic*) a polymorph effect the target is currently under. Unwilling creatures resist this with a Charisma saving throw; use your Wisdom modifier to set the DC. Tracing the rune takes 1 action.



RUNE MASTERY POWER (9th level): Invoking mannaz upon a plant or animal awakens it, per the *awaken* spell. Invoking the rune this way takes 8 hours, and the effect is permanent.

NAUDIZ

Necessity and need

RUNE BONUS: Once per day, you can cast *spare the dying*.

RUNE POWER (4th level): By spending 1 action to trace naudiz on an item, you grant *guidance* or *resistance* to any creature that touches it (the creature chooses which). A number of creatures equal to your proficiency bonus can benefit from this effect. Both the rune and the effect last while you concentrate, for up to 1 minute.

RUNE POWER (5th level): Naudiz can be traced in the air in such a way that five creatures within 10 feet of you have their hit point maximums increased by 5, and they gain 5 hit points. Tracing the rune takes 1 action, and the effect lasts 8 hours.

RUNE MASTERY POWER (15th level): When naudiz is traced on an object weighing no more than 20 lb., for the next 24 hours you can call that item to you. The item teleports into your hand instantly when you spend an action calling it. The maximum range is 400 feet. If another creature is holding the object, that creature prevents it from teleporting with a successful Charisma saving throw; use your Wisdom modifier to set the DC. Tracing the rune takes just 1 action, and it remains until it's used or for 24 hours.

NYKÖPING

The passage of time, the seasons, and the phases of the moon

RUNE BONUS: You have proficiency with Wisdom (Survival) checks.

RUNE POWER (5th level): When the rune is sketched on the ground, nyköping allows up to six creatures of your choice to each regain hit points equal to 2d8 + your wisdom modifier. You must be able to see the creatures, and they must be within 30 feet of you. Invoking the rune this way takes 10 minutes.

RUNE POWER (6th level): When 1 action is spent tracing the rune on the ground under open sky, nyköping creates a *gust of wind*. The wind lasts while you concentrate, for up to 1 minute.

RUNE MASTERY POWER (9th level): Tracing nyköping on a creature grants it *haste*, per the spell. Creating the rune takes 1 action and the effect lasts while you concentrate, for up to 1 minute.

RUNE MASTERY POWER (11th level): You learn the curse of the wild moon ritual (see Rune Rituals).

RUNE MASTERY POWER (13th level): When nyköping is sketched on the ground beneath open sky, the weather in the area improves toward clear skies, the same as if you'd cast *control weather*. The rune can only improve the weather, not make it more severe. Sketching the rune takes 1 hour, and the effect lasts 8 hours.

OTALAN

Property, inheritance, and family

RUNE BONUS: You gain proficiency on Charisma (Persuasion) checks.

RUNE POWER (7th level): When traced on a reflective surface (for example, on a mirror, a polished shield, or even on still water), otalan lets you scry on an object that you've possessed for at least one week, or on any member of your immediate family within three generations of you, per the *scrying* spell. Tracing the rune takes 10 minutes and the effect lasts while you concentrate, for up to 10 minutes.

RUNE MASTERY POWER (13th level): When otalan is invoked on an object, the rune's power lingers harmlessly in the item until the death of the item's owner. The moment that creature dies, the object teleports into the hands of another individual whose identity was specified when the rune was created. This person can be identified by name, by a title, or by relationship (for example, "the king of Noatun" or "my firstborn son"). This power functions over any range as long as the object and target are on the same plane. If another creature holds the object when its owner dies, that creature can try to prevent the object from teleporting by making a Charisma saving throw; use your Wisdom modifier to set the DC. The rune remains effective until it's triggered, but it ends when the rune maker uses this power to invoke the rune on a different object. Creating the rune takes 10 minutes.

PERTO

Things are not as they seem; the god Loki

RUNE BONUS: You have a +1 bonus on Wisdom ability checks to solve riddles or puzzles, and on Wisdom saving throws against illusions.

RUNE POWER (4th level): When you spend 1 action tracing perto on a creature, you can change the creature's appearance, following the guidelines for *disguise self*. If the creature has Intelligence 3 or higher, it can change its own appearance. The rune remains effective for 1 hour.

RUNE MASTERY POWER (8th level): Spending 1 action to trace perto on the ground causes all objects within 10 feet of the rune to be undetectable through divination magic or scrying sensors. The effect lasts for 8 hours.

RAIDO

Travel

RUNE BONUS: Your speed increases by 5 feet, and you always know which way is north.

RUNE POWER (4th level): The possessor of an object that's had raido sketched onto it has advantage on Dexterity (Acrobatics) checks made to ski, skate, or control a sled. Sketching the rune takes 1 minute and the effect lasts while you concentrate, up to 1 hour.

RUNE POWER (5th level): A living creature with raido traced on its skin gains the benefit of *water walk* for 1 minute. Tracing the rune takes 1 action.

RUNE POWER (7th level): A living creature with raido traced on its skin can undertake a forced march for an additional 4 hours before suffering exhaustion penalties. Invoking the rune takes 10 minutes, and the effect lasts 4 hours.

SOWILO

The sun; the god Baldur

RUNE BONUS: You gain immunity to snow blindness (see the appendix).

RUNE POWER (5th level): When invoked on a creature, the rune grants it magical confidence and charisma, enabling it to *enthral* an audience, per the spell. Tracing the rune takes 1 action, and the effect lasts 1 minute.

RUNE POWER (7th level): Spending 1 action tracing sowilo onto an object makes it glow as if with the *daylight* spell for 1 hour.

RUNE MASTERY POWER (13th level): Spending 1 action invoking sowilo on the brow of a creature causes its eyes to emit a *sunbeam*, per the spell. The creature is immune to blindness for the duration of the effect, which lasts while you concentrate, for up to 1 minute.

TEWAZ

Fearlessness, assemblies or councils, the god Tyr

RUNE BONUS: You have advantage on saving throws against the frightened condition.

RUNE POWER (4th level): Tewaz can be sketched on an object to ward off wolves, worgs, werewolves, and other lupine creatures. The rune must be presented boldly toward such creatures, each of which makes a Charisma saving throw. Creatures that fail the saving throw must stay at least 5 feet away from the rune and cannot touch or make melee attacks against the creature presenting it, as long as the symbol is boldly and aggressively presented (which requires an action each round). Sketching the rune takes 1 action, and the marked object remains effective for 1 hour.



RUNE POWER (4th level): If you spend 1 action tracing tewaz onto a shield, it gains the properties of a *shield of missile attraction* for 10 minutes.

RUNE POWER (5th level): When tewaz is sketched somewhere clearly visible, it acts as a *calm emotions* spell on all creatures that can see it within a 20-foot radius. Sketching the rune takes 1 action and the effect lasts while you concentrate, for up to 1 minute.

RUNE MASTERY POWER (9th level): You learn the *Tyr's peace* ritual (see Rune Rituals).

TURISAZ

Giants; thunder and lightning

RUNE BONUS: You gain Giant as a bonus language. If you already know this language, you have advantage on Wisdom (Insight) checks involving giants.

RUNE POWER (4th level): A weapon marked with turisaz does an extra 1d4 lightning damage with each hit. Marking the weapon takes 1 action, and the effect lasts until it's been triggered five times or up to 1 hour.

RUNE POWER (5th level): Armor marked with turisaz has resistance to lightning damage and applies a +2 bonus to the wearer's Strength score. Marking the armor takes 1 action and the effect lasts while you concentrate, for up to 1 hour.

RUNE MASTERY POWER (8th level): When inscribed on a surface, the turisaz rune acts as a *glyph of warding*. Sketching the rune takes 1 hour, and the effect lasts until it's triggered or dispelled (as a 4th-level spell effect).

URUZ

Wild ox, sacrifice to the gods, and strength

RUNE BONUS: For the purposes of carrying capacity, treat your Strength score as if it were 2 points higher.

RUNE POWER (4th level): The wielder of a shield that's been inscribed with uruz gains the benefits of the Charger feat. Tracing the rune takes 1 minute, and the effect lasts 1 hour.

RUNE POWER (5th level): When uruz is traced on the flesh of a living creature, the creature's carrying capacity doubles and it has advantage on Strength checks. Tracing the rune takes 1 action and the effect lasts while you concentrate, up to 1 hour.

RUNE POWER (7th level): You learn the *sscourage of hateful nettles* ritual (see Rune Rituals).

RUNE MASTERY POWER (8th level): When invoked on an appropriate sacrifice (food, a symbolic weapon, an animal), this rune assures the sacrifice will amend any offenses the sacrifice giver has made against the gods



(treat as *remove curse*). Drawing the gods' attention this way isn't always entirely beneficial; they may also place a *geas* or some other effect on an especially bold or interesting person, at the GM's discretion. Tracing the rune onto a sacrifice takes 1 hour, and the sacrifice must be offered within another hour.

WUNJO

Happiness and joy

RUNE BONUS: Whenever you receive Inspiration, you have a 20% chance to retain it (for a second use, but no more) after using it or gifting it to another character.

RUNE POWER (4th level): Tracing the wunjo rune on the ground or on a boulder acts as the *animal friendship* spell. Creating the rune takes 1 action, and the effect lasts 24 hours.

RUNE MASTERY POWER (8th level): If you spend 1 action sketching wunjo onto an object which you then hold aloft, your allies have advantage on saving throws against effects that cause fear, charm, or domination. The effect lasts while you concentrate, for up to 10 minutes.



RUNE RITUALS

These rituals are gained by learning and mastering individual runes, as noted above. Any character who learns to use a rune can eventually master its associated ritual.

CALLING TO THE VAETTIR

Necromancy ritual

CASTING TIME: 90 minutes

RANGE: within 20 feet of an appropriate burial place

COMPONENTS: V, S, M (wine or mead poured onto the ground, gifts for the vaettir worth 500 gp, 2d6 hit points of the caster's blood, and the wound can't be healed until an agreement is reached with the vaettir)

DURATION: up to 28 days

"Come forth from your mound, sleeping hero. Come forth for the honors I would bestow and the honor of those who dwell in your shadow. Come forth by the blood I spill and the gold I give you. Come forth and aid the children of your land."

You call for aid from a vaettir—one of the dead and undead ancestors or former occupants of the land. You must be related to the creature, must have lived nearby for at least a year, or must have a relative of the creature present at the ritual of their own free will. Entreaties can raise the vaettir from their barrows to protect, bestow blessings, or remove curses. The vaettir, however, are greedy and demanding allies. They're also difficult to send away once roused, requiring a successful Charisma (Persuasion) contest at the least, bribery or even a sacrifice at the most; the specific price is determined by the GM.

The ritual summons an undead creature from beneath the earth. Typically, a vaettir (*Tome of Beasts*) is summoned, but sometimes other undead answer the call, depending on the nature of the ancestor interred. You can ask the creature to perform one task, such as defending you against attack, bestowing or removing a curse, retrieving a stolen object, avenging an insult, providing information, or a similar favor. The undead will keep at the task until it's completed or until 28 days have elapsed. The task must be within the undead's power to accomplish or it simply ignores the request and returns to its repose. For example, a vaettir can't journey to the elemental planes to retrieve something.

Persuading the vaettir to undertake the task requires explaining why you need it done and how it also benefits the vaettir to help—blood relations are strong motivators here—followed by a successful Charisma (Persuasion) contest opposed by the vaettir's Charisma (or a Bluff contest if the caster lies). Vaettir usually awake with an indifferent attitude; disagreeable, but not outright hostile. If the vaettir is not persuaded to help or is offended, it's likely to attack. It may cast *bestow curse* or *geas* on you, or rise from its mound to demand tribute, or physically attack you and any associates nearby. At no time during this process is the vaettir under your control. The ritual simply gets it to listen to you, but it makes its own decisions.



The creature typically returns to its barrow or grave when the task is done and it's collected its payment, tribute, or praise. If anything has been stolen during its absence, it's certain to seek recompense or revenge against the person who called it out.

CREATE TUPILAK

Necromancy ritual

CASTING TIME: 9 hours per night for 9 consecutive nights

RANGE: touch

COMPONENTS: V, S, M (tupilak construct)

DURATION: until destroyed, or it destroys its creator

This infamous ritual was learned from the enigmatic skraeling of the farthest reaches of the Northlands. It creates a tupilak, a construct that tracks and kills a hated enemy, usually a rival.

First, a body must be constructed for the tupilak from the body parts of recently-dead animals and children. The body is wrapped in seaweed or vines and then encased in an outer shell made from bone treated with icy unguents and sealing salves worth 3,000 gp. The body can't be animated until a tupilak idol (with a material cost of 2,500 gp) is inserted, to serve as its heart. The verbal component is an ancient, hours-long song of revenge, sung over the construct's body during each night's ritual. This construction process consumes nine consecutive nights with a 9-hour ritual each night.

The final ritual captures a hungry spirit of Ginnungagap to animate the construct. These spirits are vengeful and mercenary; many intended victims of tupilaks have saved their own lives by figuring out how to turn a resentful, murderous construct against its creator.

CURSE OF THE WILD MOON

Transmutation ritual

CASTING TIME: 90 minutes

RANGE: 25 feet

COMPONENTS: V, S, M (animal of the kind you wish to create, which is killed during the ritual, plus powdered silver worth at least 500 gp).

DURATION: instantaneous

You trace runes in a circle around a sacrificial animal and a bound target, chanting a litany of courtesies and praise to the old ways and the wildness hidden in all, as a lunar eclipse signals that the witching hour approaches.

By creating a circle of arcane and wild natural glyphs from powdered silver, sacrificing an animal, and sprinkling its blood onto a target while imploring the spirits of the wild and old ways to heed your call, you transform a living creature into a lycanthrope. The type of lycanthrope matches the animal that was sacrificed (bear, wolf, boar, etc.). An unwilling target must be bound and helpless, and it still makes a Charisma saving throw; the

DC equals 8 + your Charisma modifier + your proficiency bonus. If the saving throw succeeds, the intended target resists the transformation and the curse descends on you instead!

The affected target transforms into its lycanthropic form 10 minutes after the ritual is completed.

An unwilling target afflicted with lycanthropy through this ritual is driven to hunt and slay the person who conducted the ritual. They can control their bloodlust when in human form, but when the beast takes control, they seek the one who cursed them. Because their rational mind and memories are suppressed in animal form, the hunt isn't organized or efficient, but sometimes they stumble onto a scent that puts them on the right trail. In their murderous rage, they'll kill anyone related to the target of their hate. A lycanthrope created by the ritual rebounding on its caster tends to be the most savage, unreasoning of all; they're known for slaughtering their own families, friends, and neighbors.

SCOURGE OF HATEFUL NETTLES

Necromancy ritual

CASTING TIME: 4 hours

RANGE: Self

COMPONENTS: V, S, M (a whip made from nettles; blood, hair, or other sympathetic object from the target, smeared or hung around your neck)

DURATION: 1 hour per check

How much are you willing to suffer to inflict pain on your enemy? Scourge your own flesh with a whip of nettles and briars, and as long as you can stand the flogging, the target suffers three times the pain you do. The target's flesh first itches uncontrollably, then turns raw and blistered, then bleeds freely. The slightest movement or weight on his back is agony.

The target of the ritual must be within 10 miles of the caster.

To represent the first hour of the ritual, the caster takes 1d6 psychic damage and the target and caster conduct a Constitution contest. The loser of the contest gains one level of exhaustion. The caster can continue the ritual for as long as he or she is willing to take the punishment. In practical terms, a caster is unlikely to continue the ritual after losing the first contest because exhaustion puts him or her at a disadvantage on subsequent Constitution checks.

Only living creatures that feel pain and injury can cast this ritual, which lasts as long as you continue scourging yourself. For each additional hour spent scourging, the caster takes another 1d6 psychic damage and the target and caster conduct another Constitution contest, with the loser gaining one level of exhaustion. The caster can recover from exhaustion normally through rest, but the target's exhaustion can be removed only by *limited wish*,

remove curse, *wish*, or comparable magic. If the caster's pain, damage, or exhaustion is treated in any way during the ritual, the ritual ends immediately. When the ritual ends, the caster takes another 1d6 psychic damage and gains a final level of exhaustion.

TYR'S PEACE

Necromancy ritual

CASTING TIME: 5 hours

RANGE: 35 feet

COMPONENTS: S, V (a promise of safe passage and an oath to do no unlawful violence; oaths need not be sincere but must be explicit)

DURATION: up to 9 days

You call upon Tyr to ward off treachery and violence at a meeting. At least nine men and/or women must swear the oath of amity, and they must include representatives of each faction (family, clan, nation, felag, etc.) being covered

by the ritual. The duration and area of effect (which can be as small as a single room or as large as 12 square miles—a radius of 2 miles around the ritual site) are set during the casting. Performing the ritual adds one level of exhaustion to the caster, and the blood offerings demanded by Tyr and the ancestors cause 1d6 slashing damage to each participant in the ritual.

Once it takes effect, the ritual punishes anyone from an affected faction who spills blood in the area. Legal executions, religious sacrifices, and sanctioned duels of honor are exempt. The ritual's protection covers only those factions that were invoked and swore the oath of peace in the casting, either as victims or as perpetrators. Anyone who kills or harms another is cursed (as the *bestow curse* spell), as is every intelligent creature complicit in the misdeed. The curse manifests as bloody hands (no amount of washing can clean away the blood) and disadvantage on Charisma checks. The curse can be lifted by *limited wish*, *wish*, *remove curse*, or comparable magic, but the curse must be lifted individually from each affected person.



SPELLS



7

Spells associated with the many new domains, circles, arcane traditions, patrons, and pacts introduced in previous chapters are detailed here. The spells are listed in alphabetical order, so you'll need to refer to specific spell lists to see which ones your character can use.



SPELL LISTS

The spell lists are organized by class. Each spell also indicates its school, tradition, domain, pact, or other origin. Check with your GM to find out which spells are allowed in your campaign. Some GMs might allow only spells associated with specific schools, domains, backgrounds, etc., or they might allow certain spells only to characters who have a feat associated with that spell's origin. On the other hand, some GMs may throw the doors wide open and allow everything. In any case, it's always best to ask first.

BARD SPELLS

CANTRIPS (0 LEVEL)

dragon roar (dragon)
encrypt / decrypt (hieroglyph)
scribe (hieroglyph)

1ST LEVEL

adjust positioning (battle)
analyze device (clockwork)
armored heart (clockwork)
auspicious warning (chaos)
beguiling gift (hieroglyph)
broken charge (labyrinth)
converse with dragon (dragon)
extract foyson (high elven)
find the flaw (clockwork)
guest of honor (high elven)
ill-fated word (chaos)
kobold's fury (dragon)
Loki's gift (rune)
machine speech (clockwork)
pendulum (clockwork)
tireless (clockwork)
trick question (hieroglyph)
undermine armor (chaos)

2ND LEVEL

bad timing (chaos)
Chaotic Vitality (chaos)
Detect Dragons (dragon)
Enhance Greed (dragon)
Frenzied Bolt (chaos)
Heartache (high elven)
Heartstop (clockwork)
Power Word Kneel (hieroglyph)
Shade (dragon)
Shadows Brought to Light (high elven)
Shifting the Odds (chaos)
Trench (battle)
Unluck On That (rune)

Warning Shout (battle)
Winding Key (clockwork)
Wotan's Rede (rune)

3RD LEVEL

Calm of the Storm (chaos)
Catch the Breath (dragon)
Curse of Incompetence (battle)
Dimensional Shove (labyrinth)
Entropic Damage Field (chaos)
Hero's Steel (rune)
Outflanking Boon (battle)
Overclock (clockwork)
Soul of the Machine (clockwork)
Surge Dampener (chaos)

5TH LEVEL

Eidetic Memory (hieroglyph)
Tongue Tied (high elven)

6TH LEVEL

Binding Oath (rune)
Chaotic Form (chaos)
Chaotic World (chaos)
Claws of the Earth Dragon (dragon)
Cursed Gift (rune)
Extract Knowledge (hieroglyph)
Fluctuating Alignment (chaos)
Inspiring Speech (battle)
Jotun's Jest (rune)
Labyrinth Mastery (labyrinth)
Mass Surge Dampener (chaos)
Raid the Lair (dragon)
Read Memory (clockwork)
Reposition (battle)
Scale Rot (dragon)
Wild Shield (chaos)
Write Memory (clockwork)

7TH LEVEL

Celebration (high elven)
Timeless Engine (clockwork)
Uncontrollable Transformation (chaos)

8TH LEVEL

Paragon of Chaos (chaos)
Time Jump (clockwork)

9TH LEVEL

Time in a Bottle (clockwork)

CLERIC SPELLS

CANTRIPS (0 LEVEL)

Benediction (angelic)
Bless the Dead (hieroglyph)
encrypt / decrypt (hieroglyph)
Fist of Iron (clockwork)
Misstep (labyrinth)
Scribe (hieroglyph)

1ST LEVEL

Adjust Positioning (battle)
Angelic Guardian (angelic)
Beguiling Gift (hieroglyph)
Converse with Dragon (dragon)
Deep Breath (rune)
Find Kin (Rothenian)
Flurry (rune)
Freeze Potion (rune)
Hobble Mount (battle)
Kobold's Fury (dragon)
Loki's Gift (rune)
Machine Speech (clockwork)
Machine's Load (clockwork)
Pendulum (clockwork)
Speak with Inanimate Object (hieroglyph)

2ND LEVEL

Blessed Halo (angelic)
Boreas's Breath (Rothenian)
By the Light of the Moon (labyrinth)
Conjure Scarab Swarm (hieroglyph)
Crushing Trample (labyrinth)
Enhance Greed (dragon)
Furious Hooves (labyrinth)



Heartstop (clockwork)
Power Word Kneel (hieroglyph)
Repair Metal (clockwork)
Shade (dragon)
Shadows Brought to Light (high elven)
Shared Sacrifice (battle)
Snowblind Stare (rune)
Trench (battle)
Warning Shout (battle)
Winding Key (clockwork)
Wotan's Rede (rune)

3RD LEVEL

Blade of Wrath (angelic)
Catch the Breath (dragon)
Confound Senses (labyrinth)
Curse of Incompetence (battle)
Gloomwrought Barrier (hieroglyph)
Hero's Steel (rune)
Mass Hobble Mount (battle)
Mire (hieroglyph)
Nightfall (battle)
Overclock (clockwork)
Soul of the Machine (clockwork)
Spiteful Weapon (rune)
Sudden Dawn (battle)
Thunderclap (rune)

4TH LEVEL

Binding Oath (rune)
Blade of My Brother (rune)
By the Light of the Watchful Moon (battle)
Desiccating Breath (hieroglyph)
Deva's Wings (angelic)
Hirvsth's Call (Rothenian)
Inspiring Speech (battle)
Moon Trap (labyrinth)
Power Word Pain (hieroglyph)
Read Memory (clockwork)
Scale Rot (dragon)
Shadowy Retribution (high elven)
Write Memory (clockwork)

5TH LEVEL

Blazing Chariot (angelic)
Chains of the Goddess (clockwork)
Claws of the Earth Dragon (dragon)
Eidetic Memory (hieroglyph)
Ensanguinate (Rothenian)
Grasp of the Tupilak (rune)
Hod's Gift (rune)
Holy Ground (battle)
Imbue Spell (clockwork)
Mass Repair Metal (clockwork)

Not This Day! (rune)
Rain of Blades (rune)
Tongue Tied (high elven)

6TH LEVEL

Curse of Boreas (rune)
Encroaching Shadows (high elven)
Extract Knowledge (hieroglyph)
Heavenly Crown (angelic)
Sphere of Order (clockwork)

7TH LEVEL

Curse of Dust (hieroglyph)
Hellforging (clockwork)
Molech's Blessing (clockwork)
Seal of Sanctuary (angelic)
Timeless Engine (clockwork)

8TH LEVEL

Bloom (high elven)
Call the Hunter (clockwork)
Costly Victory (battle)
Desolation (high elven)
Move the Cosmic Wheel (clockwork)
Power Word Restore (clockwork)
Quintessence (angelic)

9TH LEVEL

Afflict Line (high elven)
Form of the Gods (hieroglyph)
Greater Seal of Sanctuary (angelic)
Mammon's Due (Rothenian)
Time in a Bottle (clockwork)

DRUID SPELLS

CANTRIP

Bless the Dead (hieroglyph)

1ST LEVEL

Beguiling Gift (hieroglyph)
Deep Breath (rune)
Extract Foyson (high elven)
Fire Under the Tongue (rune)
Flurry (rune)
Freeze Potion (rune)
Gliding Step (rune)
Goat's Hoof Charm (rune)
Hearth Charm (rune)
Hobble Mount (battle)
Land Bond (ley line)
Mosquito Bane (rune)
Trick Question (hieroglyph)
Wolfsong (rune)

2ND LEVEL

Boreas's Breath (Rothenian)
By the Light of the Moon (labyrinth)
Clearing the Field (high elven)
Conjure Scarab Swarm (hieroglyph)
Crushing Trample (labyrinth)
Detect Dragons (dragon)
Elemental Horns (labyrinth)
Furious Hooves (labyrinth)
Ley Disruption (ley line)
Poisoned Volley (battle)
Snowblind Stare (rune)
Trench (battle)
Vine Trestle (high elven)
Wresting Wind (battle)

3RD LEVEL

Draconic Smite (dragon)
Freezing Fog (rune)
Ley Energy Bolt (ley line)
Ley Sense (ley line)
Mass Hobble Mount (battle)
Mire (hieroglyph)
Nightfall (battle)
Perun's Doom (Rothenian)
Phantom Dragon (dragon)
Potency of the Pack (rune)
Song of the Forest (high elven)
Sudden Dawn (battle)
Thunderous Wave (battle)

4TH LEVEL

Brittling (rune)
By the Light of the Watchful Moon (battle)
Desiccating Breath (hieroglyph)
Moon Trap (labyrinth)
Ray of Life Suppression (ley line)
Snow Boulder (rune)

5TH LEVEL

Amplify Ley Field (ley line)
Eidetic Memory (hieroglyph)
Energy Absorption (ley line)
Lesser Ley Pulse (ley line)
Ley Leech (ley line)

6TH LEVEL

Fault Line (battle)
Ley Whip (ley line)

7TH LEVEL

Curse of Dust (hieroglyph)
Greater Ley Pulse (ley line)
Triumph of Ice (rune)
Volley Shield (ley line)

8TH LEVEL

Bloom (high elven)
Desolation (high elven)
Disruptive Aura (ley line)
Harsh Light of Summer's Glare (high elven)

9TH LEVEL

Ley Storm (ley line)
Ley Surge (ley line)

PALADIN SPELLS

1ST LEVEL

Angelic Guardian (angelic)
Draconic Smite (dragon)
Find Kin (Rothenian)
Hobble Mount (battle)
Machine's Load (clockwork)
Pendulum (clockwork)
Spur Mount (battle)

2ND LEVEL

Blessed Halo (angelic)
Mass Blade Ward (battle)
Repair Metal (clockwork)
Shadows Brought to Light (high elven)
Shared Sacrifice (battle)
Trench (battle)
Warning Shout (battle)
Winding Key (clockwork)

3RD LEVEL

Blade of Wrath (angelic)
Hero's Steel (rune)
Mass Hobble Mount (battle)
Soul of the Machine (clockwork)

4TH LEVEL

Binding Oath (rune)
Blade of My Brother (rune)
By the Light of the Watchful Moon (battle)
Deva's Wings (angelic)
Hirvsth's Call (Rothenian)
Inspiring Speech (battle)

5TH LEVEL

Blazing Chariot (angelic)
Holy Ground (battle)
Rain of Blades (rune)

RANGER SPELLS

1ST LEVEL

Converse with Dragon (dragon)
Fire Under the Tongue (rune)

Flurry (rune)
Gliding Step (rune)
Goat's Hoof Charm (rune)
Hearth Charm (rune)
Hobble Mount (battle)
Spur Mount (battle)
Thunderous Charge (labyrinth)
Wolfsong (rune)

2ND LEVEL

Boreas's Breath (Rothenian)
By the Light of the Moon (labyrinth)
Clearing the Field (high elven)
Crushing Trample (labyrinth)
Elemental Horns (labyrinth)
Grudge Match (rune)
Poisoned Volley (battle)
Vine Trestle (high elven)
Wresting Wind (battle)

3RD LEVEL

Hero's Steel (rune)
Mass Hobble Mount (battle)
Potency of the Pack (rune)
Song of the Forest (high elven)
Spiteful Weapon (rune)

4TH LEVEL

By the Light of the Watchful Moon (battle)
Labyrinth Mastery (labyrinth)
Raid the Lair (dragon)
Scale Rot (dragon)
Snow Boulder (rune)

SORCERER SPELLS

CANTRIPS (0 LEVEL)

Claws of Darkness (shadow)
Douse Light (shadow)
dragon roar (dragon)
Encrypt/Decrypt (hieroglyph)
Fist of Iron (clockwork)
Hoarfrost (ring)
Misstep (labyrinth)
Puff of Smoke (dragon)
Pummelstone (elemental)
Thunder Bolt (dragon)
Tick Stop (clockwork)
Wind Lash (elemental)

1ST LEVEL

Armored Heart (clockwork)
Armored Shell (clockwork)
Auspicious Warning (chaos)
Beguiling Gift (hieroglyph)

Black Ribbons (shadow)
Circle of Wind (ring)
Cloying Darkness (shadow)
Converse with Dragon (dragon)
Deep Breath (rune)
Find the Flaw (clockwork)
Freeze Potion (rune)
Gear Shield (clockwork)
Goat's Hoof Charm (rune)
Ill-fated Word (chaos)
Kobold's Fury (dragon)
Land Bond (ley line)
Machine Speech (clockwork)
Machine's Load (clockwork)
Mosquito Bane (rune)
Pendulum (clockwork)
Ringstrike (ring)
Shadow Armor (shadow)
Thunderous Charge (labyrinth)
Tidal Barrier (elemental)
Tireless (clockwork)
Trick Question (hieroglyph)
Undermine Armor (chaos)
Waft (dragon)
Wind Tunnel (elemental)

2ND LEVEL

Bad Timing (chaos)
Bitter Chains (ring)
Black Swan Storm (high elven)
Boiling Oil (battle)
Chaotic Vitality (chaos)
Crushing Trample (labyrinth)
Dark Path (shadow)
Darkbolt (shadow)
Detect Dragons (dragon)
Elemental Horns (labyrinth)
Enhance Greed (dragon)
Frenzied Bolt (chaos)
Furious Hooves (labyrinth)
Heartache (high elven)
Heartstop (clockwork)
Ley Disruption (ley line)
Lock Armor (clockwork)
Negative Image (shadow)
Power Word Kneel (hieroglyph)
Reverberate (ring)
Rolling Thunder (elemental)
Shade (dragon)
Shadow Puppets (shadow)
Shifting the Odds (chaos)
Snowblind Stare (rune)
Spin (clockwork)
Spire of Stone (elemental)
Thunderous Stampede (labyrinth)



Treasure Chasm (dragon)
Trench (battle)
Unluck On That (rune)
Wresting Wind (battle)

3RD LEVEL

Calm of the Storm (chaos)
Confound Senses (labyrinth)
Entropic Damage Field (chaos)
Freezing Fog (rune)
Frozen Razors (elemental)
Gear Barrage (clockwork)
Gloomwrought Barrier (hieroglyph)
Innocuous Aspect (ring)
Ire of the Mountain (Rothenian)
Jeweled Fissure (dragon)
Call Shadow Mastiff (shadow)
Legion (shadow)
Ley Energy Bolt (ley line)
Ley Sense (ley line)
Maze, Lesser (labyrinth)
Outflanking Boon (battle)
Perun's Doom (Rothenian)
Phantom Dragon (dragon)
Riptide (elemental)
Spiteful Weapon (rune)
Surge Dampener (chaos)
Thousand Darts (clockwork)
Thunderclap (rune)
Thunderous Wave (battle)

4TH LEVEL

By the Light of the Watchful Moon (battle)
Chaotic Form (chaos)
Cursed Gift (rune)
Desiccating Breath (hieroglyph)
Earthskimmer (elemental)
Flame Wave (elemental)
Fluctuating Alignment (chaos)
Gremlins (clockwork)
Grinding Gears (clockwork)
Jotun's Jest (rune)
Labyrinth Mastery (labyrinth)
Night Terrors (shadow)
Power Word Pain (hieroglyph)
Ray of Life Suppression (ley line)
Reposition (battle)
Scale Rot (dragon)
Shadow Monsters (shadow)
Shadowy Retribution (high elven)
Spinning Axes (ring)
Steam Blast (clockwork)
Torrent of Fire (dragon)
Wild Shield (chaos)

5TH LEVEL

Acid Rain (elemental)
Amplify Ley Field (ley line)
Claws of the Earth Dragon (dragon)
Curse Ring (ring)
Dark Dementing (shadow)
Dragon Breath (dragon)
Energy Absorption (ley line)
Frostbite (elemental)
Grasp of the Tupilak (rune)
Hod's Gift (rune)
Labyrinthine Howl (labyrinth)
Lesser Ley Pulse (ley line)
Ley Leech (ley line)
Mass Surge Dampener (chaos)
Mechanical Union (clockwork)
Prismatic Ray (rune)
Shadow Realm Gateway (shadow)
Thunderstorm (dragon)

6TH LEVEL

Banshee Wail (shadow)
Become Nightwing (shadow)
Catapult (clockwork)
Chaotic World (chaos)
Curse of Boreas (rune)
Drown (elemental)
Enchant Ring (ring)
Encroaching Shadows (high elven)
Entomb (elemental)
Fault Line (battle)
Icy Manipulation (dragon)
Ley Whip (ley line)
Robe of Shards (clockwork)
Walk the Twisted Path (labyrinth)

7TH LEVEL

Aspect of the Dragon (dragon)
Blizzard (elemental)
Celebration (high elven)
Conjure Shadow Titan (shadow)
Greater Ley Pulse (ley line)
Legend Killer (dragon)
Ringward (ring)
Symbol of Sorcery (hieroglyph)
Timeless Engine (clockwork)
Triumph of Ice (rune)
Uncontrollable Transformation (chaos)
Volley Shield (ley line)
Walking Wall (battle)

8TH LEVEL

Arcane Sight (hieroglyph)
Caustic Torrent (elemental)

Create Ring Servant (ring)
Deadly Sting (dragon)
Disruptive Aura (ley line)
Glacial Cascade (dragon)
Harsh Light of Summer's Glare (high elven)
Machine Sacrifice (clockwork)
Malevolent Waves (shadow)
Paragon of Chaos (chaos)
Power Word Restore (clockwork)
Steam Whistle (clockwork)
Time Jump (clockwork)

9TH LEVEL

Circle of Devastation (ring)
Ley Storm (ley line)
Ley Surge (ley line)
Maze, Greater (labyrinth)
Time in a Bottle (clockwork)
Umbral Storm (shadow)

WARLOCK SPELLS

CANTRIPS (0 LEVEL)

Benediction (angelic)
Bless the Dead (hieroglyph)
Claws of Darkness (shadow)
Douse Light (shadow)
Encrypt/Decrypt (hieroglyph)
Extract Foyson (high elven)
Fist of Iron (clockwork)
Hoarfrost (ring)
Misstep (labyrinth)
Pummelstone (elemental)
Wind Lash (elemental)

1ST LEVEL

Adjust Positioning (battle)
Angelic Guardian (angelic)
Armored Heart (clockwork)
Armored Shell (clockwork)
Beguiling Gift (hieroglyph)
Black Ribbons (shadow)
Broken Charge (labyrinth)
Circle of Wind (ring)
Cloying Darkness (shadow)
Find the Flaw (clockwork)
Fire Under the Tongue (rune)
Flurry (rune)
Freeze Potion (rune)
Gear Shield (clockwork)
Hearth Charm (rune)
Hobble Mount (battle)
Kobold's Fury (dragon)
Land Bond (ley line)
Loki's Gift (rune)

Machine's Load (clockwork)
 Mosquito Bane (rune)
 Ringstrike (ring)
 Shadow Armor (shadow)
 Thunderous Charge (labyrinth)
 Tidal Barrier (elemental)
 Trick Question (hieroglyph)
 Wind Tunnel (elemental)

2ND LEVEL

Bitter Chains (ring)
 Black Swan Storm (high elven)
 Blessed Halo (angelic)
 Dark Path (shadow)
 Darkbolt (shadow)
 Gear Barrage (clockwork)
 Grudge Match (rune)
 Heartache (high elven)
 Heartstop (clockwork)
 Ley Disruption (ley line)
 Lock Armor (clockwork)
 Negative Image (shadow)
 Power Word Kneel (hieroglyph)
 Reverberate (ring)
 Rolling Thunder (elemental)
 Shade (dragon)
 Shadow Puppets (shadow)
 Shadows Brought to Light (high elven)
 Spin (clockwork)
 Spire of Stone (elemental)
 Thunderous Stampede (labyrinth)
 Unluck On That (rune)
 Wotan's Rede (rune)

3RD LEVEL

Blade of Wrath (angelic)
 Call Shadow Mastiff (shadow)
 Catch the Breath (dragon)
 Confound Senses (labyrinth)
 Curse of Incompetence (battle)
 Dimensional Shove (labyrinth)
 Frozen Razors (elemental)
 Gloomwrought Barrier (hieroglyph)
 Innocuous Aspect (ring)
 Ire of the Mountain (Rothenian)
 Legion (shadow)
 Ley Energy Bolt (ley line)
 Ley Sense (ley line)
 Mass Hobble Mount (battle)
 Maze, Lesser (labyrinth)
 Mire (hieroglyph)
 Nightfall (battle)
 Outflanking Boon (battle)

Potency of the Pack (rune)
 Riptide (elemental)
 Spiteful Weapon (rune)
 Sudden Dawn (battle)
 Thousand Darts (clockwork)

4TH LEVEL

Deva's Wings (angelic)
 Earthskimmer (elemental)
 Flame Wave (elemental)
 Gremlins (clockwork)
 Grinding Gears (clockwork)
 Jotun's Jest (rune)
 Labyrinth Mastery (labyrinth)
 Moon Trap (labyrinth)
 Night Terrors (shadow)
 Power Word Pain (hieroglyph)
 Ray of Life Suppression (ley line)
 Reposition (battle)
 Scale Rot (dragon)
 Shadow Monsters (shadow)
 Shadowy Retribution (high elven)
 Spinning Axes (ring)

Steam Blast (clockwork)

5TH LEVEL

Acid Rain (elemental)
 Amplify Ley Field (ley line)
 Blazing Chariot (angelic)
 Curse Ring (ring)
 Dark Dementing (shadow)
 Dragon Breath (dragon)
 Energy Absorption (ley line)
 Ensanguinate (Rothenian)
 Frostbite (elemental)
 Grasp of the Tupilak (rune)
 Lesser Ley Pulse (ley line)
 Ley Leech (ley line)
 Not This Day! (rune)
 Shadow Realm Gateway (shadow)
 Tongue Tied (high elven)



6TH LEVEL

Banshee Wail (shadow)
Become Nightwing (shadow)
Catapult (clockwork)
Drown (elemental)
Enchant Ring (ring)
Encroaching Shadows (high elven)
Entomb (elemental)
Extract Knowledge (hieroglyph)
Heavenly Crown (angelic)
Ley Whip (ley line)
Robe of Shards (clockwork)
Walk the Twisted Path (labyrinth)

7TH LEVEL

Blizzard (elemental)
Celebration (high elven)
Conjure Shadow Titan (shadow)
Curse of Dust (hieroglyph)
Greater Ley Pulse (ley line)
Ringward (ring)
Seal of Sanctuary (angelic)
Symbol of Sorcery (hieroglyph)
Volley Shield (ley line)

8TH LEVEL

Arcane Sight (hieroglyph)
Caustic Torrent (elemental)
Create Ring Servant (ring)
Disruptive Aura (ley line)
Malevolent Waves (shadow)
Quintessence (angelic)
Steam Whistle (clockwork)

9TH LEVEL

Afflict Line (high elven)
Circle of Devastation (ring)
Greater Seal of Sanctuary (angelic)
Ley Storm (ley line)
Ley Surge (ley line)
Mammon's Due (Rothenian)
Pyroclasm (elemental)
Umbral Storm (shadow)

WIZARD SPELLS

CANTRIPS (0 LEVEL)

Benediction (angelic)
Claws of Darkness (shadow)
Douse Light (shadow)
dragon roar (dragon)
Encrypt/Decrypt (hieroglyph)
Fist of Iron (clockwork)
Hoarfrost (ring)
Misstep (labyrinth)
Pummelstone (elemental)

scribe (hieroglyph)
Shadow Bite (illumination)
Shadow Blindness (illumination)
Silhouette (illumination)
Starburst (illumination)
Tick Stop (clockwork)
Wind Lash (elemental)

1ST LEVEL

Adjust Positioning (battle)
Analyze Device (clockwork)
Angelic Guardian (angelic)
Animate Construct (clockwork)
Armored Heart (clockwork)
Armored Shell (clockwork)
Auspicious Warning (chaos)
Beguiling Gift (hieroglyph)
Black Ribbons (shadow)
Broken Charge (labyrinth)
Circle of Wind (ring)
Cloak of Shadow (illumination)
Cloying Darkness (shadow)
Converse with Dragon (dragon)
Deep Breath (rune)
Extract Foyson (high elven)
Find the Flaw (clockwork)
Freeze Potion (rune)
Gear Shield (clockwork)
Goat's Hoof Charm (rune)
Guest of Honor (high elven)
Guiding Star (illumination)
Hobble Mount (battle)
Ill-fated Word (chaos)
Kobold's Fury (dragon)
Land Bond (ley line)
Machine Speech (clockwork)
Machine's Load (clockwork)
Mosquito Bane (rune)
Pendulum (clockwork)
Ringstrike (ring)
Shadow Armor (shadow)
Shadow Hands (illumination)
Speak with Inanimate Object (hieroglyph)

Thunderous Charge (labyrinth)
Tidal Barrier (elemental)
Tireless (clockwork)
Trick Question (hieroglyph)
Undermine Armor (chaos)
Wind Tunnel (elemental)

2ND LEVEL

Bad Timing (chaos)
Bitter Chains (ring)
Black Swan Storm (high elven)

Blessed Halo (angelic)
Boiling Oil (battle)
Boreas's Breath (Rothenian)
By the Light of the Moon (labyrinth)
Chaotic Vitality (chaos)
Clearing the Field (high elven)
Conjure Scarab Swarm (hieroglyph)
Dark Path (shadow)
Darkbolt (shadow)
Detect Dragons (dragon)
Elemental Horns (labyrinth)
Enhance Greed (dragon)
Frenzied Bolt (chaos)
Furious Hooves (labyrinth)
Gear Barrage (clockwork)
Heartache (high elven)
Heartstop (clockwork)
Lair Sense (dragon)
Ley Disruption (ley line)
Lock Armor (clockwork)
Mass Blade Ward (battle)
Negative Image (shadow)
Orb of Light (illumination)
Poisoned Volley (battle)
Power Word Kneel (hieroglyph)
Repair Metal (clockwork)
Reverberate (ring)
Rolling Thunder (elemental)
Shade (dragon)
Shadow Puppets (shadow)
Shadows Brought to Light (high elven)
Shifting the Odds (chaos)
Slither (illumination)
Snowblind Stare (rune)
Spin (clockwork)
Spire of Stone (elemental)
Thunderous Stampede (labyrinth)
Trench (battle)
Unluck On That (rune)
Vine Trestle (high elven)
Warning Shout (battle)
Winding Key (clockwork)

3RD LEVEL

Blade of Wrath (angelic)
Call Shadow Mastiff (shadow)
Calm of the Storm (chaos)
Catch the Breath (dragon)
Compelling Fate (illumination)
Confound Senses (labyrinth)
Curse of Incompetence (battle)
Dimensional Shove (labyrinth)
Entropic Damage Field (chaos)
Freezing Fog (rune)
Frozen Razors (elemental)

Gloomwrought Barrier (hieroglyph)
 Innocuous Aspect (ring)
 Ire of the Mountain (Rothenian)
 Legion (shadow)
 Ley Energy Bolt (ley line)
 Ley Sense (ley line)
 Mass Hobble Mount (battle)
 Maze, Lesser (labyrinth)
 Mire (hieroglyph)
 Nightfall (battle)
 Outflanking Boon (battle)
 Overclock (clockwork)
 Perun's Doom (Rothenian)
 Phantom Dragon (dragon)
 Riptide (elemental)
 Shadow Trove (illumination)
 Shield of Star and Shadow (illumination)
 Song of the Forest (high elven)
 Spiteful Weapon (rune)
 Sudden Dawn (battle)
 Surge Dampener (chaos)
 Thousand Darts (clockwork)
 Thunderclap (rune)
 Thunderous Wave (battle)

4TH LEVEL

Absolute Command (clockwork)
 Black Hand (illumination)
 Brittling (rune)
 By the Light of the Watchful Moon (battle)
 Chaotic Form (chaos)
 Cursed Gift (rune)
 Desiccating Breath (hieroglyph)
 Deva's Wings (angelic)
 Earthskimmer (elemental)
 Flame Wave (elemental)
 Flickering Fate (illumination)
 Fluctuating Alignment (chaos)
 Gremlins (clockwork)
 Grinding Gears (clockwork)
 Instant Siege Weapon (battle)
 Jotun's Jest (rune)
 Labyrinth Mastery (labyrinth)
 Moon Trap (labyrinth)
 Night Terrors (shadow)
 Power Word Pain (hieroglyph)
 Raid the Lair (dragon)
 Ray of Life Suppression (ley line)
 Read Memory (clockwork)
 Reposition (battle)
 Scale Rot (dragon)
 Shadow Monsters (shadow)
 Shadowy Retribution (high elven)

Spinning Axes (ring)
 Steam Blast (clockwork)
 Wild Shield (chaos)
 Write Memory (clockwork)

5TH LEVEL

Acid Rain (elemental)
 Amplify Ley Field (ley line)
 Blazing Chariot (angelic)
 Claws of the Earth Dragon (dragon)
 Curse Ring (ring)
 Dark Dementing (shadow)
 Dragon Breath (dragon)
 Eidetic Memory (hieroglyph)
 Energy Absorption (ley line)
 Ensanguinate (Rothenian)
 Frostbite (elemental)
 Grasp of the Tupilak (rune)
 Hod's Gift (rune)
 Imbue Spell (clockwork)
 Instant Fortification (battle)
 Labyrinthine Howl (labyrinth)
 Lesser Ley Pulse (ley line)
 Ley Leech (ley line)
 Mass Repair Metal (clockwork)
 Mass Surge Dampener (chaos)
 Mechanical Union (clockwork)
 Prismatic Ray (rune)
 Shadow Realm Gateway (shadow)
 Starfall (illumination)
 Tongue Tied (high elven)

6TH LEVEL

Banshee Wail (shadow)
 Become Nightwing (shadow)
 Black Well (illumination)
 Catapult (clockwork)
 Chaotic World (chaos)
 Curse of Boreas (rune)
 Drown (elemental)
 Enchant Ring (ring)
 Encroaching Shadows (high elven)
 Entomb (elemental)
 Extract Knowledge (hieroglyph)
 Heavenly Crown (angelic)
 Ley Whip (ley line)
 Robe of Shards (clockwork)
 Walk the Twisted Path (labyrinth)

7TH LEVEL

Blizzard (elemental)
 Celebration (high elven)
 Conjure Shadow Titan (shadow)
 Greater Ley Pulse (ley line)
 Hellforging (clockwork)

Icy Grasp of the Ether (illumination)
 Last Rays of the Dying Sun (illumination)
 Legend Killer (dragon)
 Ringward (ring)
 Seal of Sanctuary (angelic)
 Starry Vision (illumination)
 Symbol of Sorcery (hieroglyph)
 Timeless Engine (clockwork)
 Triumph of Ice (rune)
 Uncontrollable Transformation (chaos)
 Volley Shield (ley line)
 Walking Wall (battle)

8TH LEVEL

Arcane Sight (hieroglyph)
 Bloom (high elven)
 Caustic Torrent (elemental)
 Create Ring Servant (ring)
 Deadly Sting (dragon)
 Desolation (high elven)
 Disruptive Aura (ley line)
 Harsh Light of Summer's Glare (high elven)
 Machine Sacrifice (clockwork)
 Malevolent Waves (shadow)
 Move the Cosmic Wheel (clockwork)
 Paragon of Chaos (chaos)
 Power Word Restore (clockwork)
 Quintessence (angelic)
 Steam Whistle (clockwork)
 Summon Star (illumination)
 Time Jump (clockwork)

9TH LEVEL

Afflict Line (high elven)
 Circle of Devastation (ring)
 Cosmic Alignment (high elven)
 Greater Seal of Sanctuary (angelic)
 Ley Storm (ley line)
 Ley Surge (ley line)
 Mammon's Due (Rothenian)
 Maze, Greater (labyrinth)
 Pyroclasm (elemental)
 Star's Heart (illumination)
 Time in a Bottle (clockwork)
 Umbral Storm (shadow)



SPELL DESCRIPTIONS

All spells are listed in alphabetical order. Following each spell's level and type is a parenthetical notation indicating which new school, tradition, domain, pact, etc. the spell is associated with.

When a description refers to casting a spell "within the influence of a ley line" or uses words to that effect, it refers to instances when the caster must roll on one of the ley line effects tables or receives the fixed effect of a locked ley line, unless something different is specified. Usually this requires being within 30 feet of the ley line (see "Using Ley Lines" in chapter 6), but some spells allow greater ranges.

ABSOLUTE COMMAND

4th-level transmutation (clockwork)

CASTING TIME: 1 action

RANGE: Touch

COMPONENTS: V, S, M (a pair of small gloves fitted with a conduit and worth 100 gp)

DURATION: Concentration, up to 10 minutes

You can control a construct you have built with a challenge rating of 6 or less. You can manipulate objects with your construct as precisely as its construction allows, and you perceive its surroundings through its sensory inputs as if you inhabited its body.

The construct uses the caster's Proficiency bonus (modified by the construct's Strength and Dexterity scores). You can use the manipulators of the construct to perform any number of skill-based tasks, using the construct's Strength and Dexterity modifiers when using skills based on those particular abilities.

Your body remains immobile, as if paralyzed, for the duration of the spell. The construct must remain within 100 feet of you. If it moves beyond this distance, the spell immediately ends and the caster's mind returns to his body.

AT HIGHER LEVELS: When you cast this spell using higher-level spell slots, you may control a construct with a challenge rating 2 higher for each slot level you use above 4th. The construct's range also increases by 10 feet for each slot level.

ACID RAIN

5th-level conjuration (elemental)

CASTING TIME: 1 action

RANGE: 150 feet

COMPONENTS: V, S, M (a drop of acid)

DURATION: Concentration, up to 1 minute

You unleash a storm of swirling acid in a cylinder 20 feet wide and 30 feet high centered on a point you can see. The area is heavily obscured by the driving acidfall. A creature that starts its turn in the area or that enters the

area for the first time on its turn takes 6d6 acid damage, or half damage with a successful Dexterity saving throw. A creature takes half damage from the acid (as if it had made a successful saving throw) automatically at the start of its first turn after leaving the affected area.

AT HIGHER LEVELS. When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d6 for every slot level above 5th.

ADJUST POSITIONING

1st-level transmutation (battle)

CASTING TIME: 1 bonus action

RANGE: 30 feet

COMPONENTS: V

DURATION: Instantaneous

You adjust the location of an ally to a better tactical position. You move one willing creature 5 feet. This movement does not provoke opportunity attacks. The creature moves bodily through the intervening space (as opposed to teleporting or gating), so there can be no physical blockage (wall, door) between them.

AT HIGHER LEVELS. When you cast this spell using a spell slot of 2nd level or higher, you can target an additional willing creature for each slot level above 1st.

AFFLICT LINE

9th-level necromancy (ritual; high elven)

CASTING TIME: 1 hour

RANGE: 1 mile

COMPONENTS: V, S, M (a statuette carved in the likeness of the victim worth 1,250 gp)

DURATION: Permanent; one generation

You invoke the darkest curses upon your victim and his or her descendants. This spell does not require that you have a clear path to your target, only that your target is within range. Your target must make a successful Wisdom saving throw or be cursed until the magic is dispelled. The victim has disadvantage on ability checks and saving throws made with the ability score that you choose when you cast the spell. In addition, the target's firstborn offspring is also targeted by the curse. The firstborn is allowed a saving throw of their own if they currently live, or they make one upon their birth if they're not yet born when the spell is cast. If the target's firstborn has already died, the curse passes to their next oldest offspring.

RITUAL FOCUS. If you expend your ritual focus, the curse becomes hereditary, passing from firstborn to firstborn for the entire length of the family's lineage until one of them successfully saves against the curse and throws off your dark magic.

AMPLIFY LEY FIELD

5th-level evocation (ley line)

CASTING TIME: 1 action

RANGE: Self (10-foot-radius sphere)

COMPONENTS: V, S

DURATION: Concentration, up to 10 minutes

You create a faintly shimmering field of charged energy around yourself. Within that area, the intensity of ley lines you're able to draw on increases from weak to strong, or from strong to titanic.

If no ley lines are near enough for you to draw on, you can treat the area of the spell itself as an unlocked, weak ley line.

ANALYZE DEVICE

1st-level divination (clockwork)

CASTING TIME: 1 hour

RANGE: Touch

COMPONENTS: V, S, M (a complete set of clockworker's tools)

DURATION: Instantaneous

You discover all mechanical properties, mechanisms, and functions of a single construct or clockwork device, including how to activate or deactivate those functions, if appropriate.

ANGELIC GUARDIAN

1st-level conjuration (angelic)

CASTING TIME: 1 action

RANGE: 30 feet

COMPONENTS: V, S

DURATION: Concentration, up to 1 minute

You conjure a minor celestial manifestation to protect a creature you can see within range. A faintly glowing figure resembling a human head and shoulders hovers within 5 feet of the target for the duration. The figure moves to interpose itself between the target and any incoming attacks, granting the target +2 to AC.

If the target fails a Dexterity saving throw while the spell is active, it can use its reaction to roll a new save. The spell then ends.

ANIMATE CONSTRUCT

1st-level transmutation (clockwork)

CASTING TIME: 1 action

RANGE: 30 feet

COMPONENTS: V, S, M (a construct body of appropriate size)

DURATION: Concentration, up to 10 minutes (see below)

This spell animates a carefully prepared construct of Tiny size. The object acts immediately, on your turn, and can

attack your opponents to the best of its ability. You can direct it not to attack, to attack particular enemies, or to perform other actions. You choose the object to animate, and you can change that choice each time you cast the spell. The cost of the body to be animated is 10 gp x its hit points. The body can be reused any number of times, provided it isn't severely damaged or destroyed.

If no prepared construct body is available, you can animate a mass of loose metal or stone instead. Before casting, the loose objects must be arranged in a suitable shape (taking up to a minute), and the construct's hit points are halved.

An animated construct has a Constitution of 10, Intelligence and Wisdom 3, and Charisma 1. Other characteristics are determined by the construct's size as follows.

ANIMATED CONSTRUCT STATISTICS

SIZE	HP	AC	ATTACK	STR	DEX	SPELL SLOT
Tiny	15	12	+3, 1d4+4	4	16	1st
Small	25	13	+4, 1d8+2	6	14	2nd
Medium	40	14	+5, 2d6+1	10	12	3rd
Large	50	15	+6, 2d10+2	14	10	4th
Huge	80	16	+8, 2d12+4	18	8	5th
Gargantuan	100	17	+10, 4d8+6	20	6	6th

AT HIGHER LEVELS: Casting this spell using higher level spell slots allows you to increase the size of the construct animated, as shown on the table.

ARCANE SIGHT

8th-level divination (hieroglyph)

CASTING TIME: 1 round

RANGE: Touch

COMPONENTS: V, S, M (a piece of clear quartz)

DURATION: Concentration, up to 1 hour

The recipient of this spell gains the benefits of both *true seeing* and *detect magic* for 1 hour, and also knows the name and effect of every spell he or she witnesses during *arcane sight's* duration.

ARMORED HEART

1st-level conjuration (clockwork)

CASTING TIME: 1 bonus action

RANGE: Touch

COMPONENTS: V, S, M (5 gp worth of mithral dust sprinkled on the target's skin)

DURATION: 1 round

The targeted creature gains resistance to bludgeoning, slashing, and piercing damage. This resistance can be overcome with adamantine or magical weapons.



ARMORED SHELL

1st-level conjuration (clockwork)

CASTING TIME: 1 action

RANGE: Self

COMPONENTS: V, S, M (a rivet)

DURATION: Concentration, up to 1 hour.

This spell creates a suit of magical studded leather armor (AC 12). It does not grant you proficiency in its use. Casters without the appropriate armor proficiency suffer disadvantage on any ability check, saving throw, or attack roll that involves Strength or Dexterity and cannot cast spells.

AT HIGHER LEVELS: Casting *armored shell* using a higher-level spell slot creates stronger armor: a chain shirt (AC 13) at level 2, scale mail (AC 14) at level 3, chain mail (AC 16) at level 4, and plate armor (AC 18) at level 5.

ASPECT OF THE DRAGON

7th-level transmutation (dragon)

CASTING TIME: 1 action

RANGE: Self

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

DURATION: Concentration, up to 1 minute

By tapping into your very blood, this spell draws out the ancient nature inside, demonstrating to the world you are not like the rest; you are descended from dragons. This spell allows you to assume the form of any dragon-type creature of challenge 10 or less.

You assume the hit points and Hit Dice of the new form. When you revert to your normal form, you return to the number of hit points you had before you transformed. If you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious.

You retain the benefit of any features from your class, race, or other source and can use them, provided that your new form is physically capable of doing so. You can speak only if the dragon can normally speak.

When you transform, you choose whether your equipment falls to the ground, merges into the new form, or is worn by it. Worn equipment functions normally, but equipment doesn't change shape or size to match the new form. Any equipment that the new form can't wear must either fall to the ground or merge into the new form. The GM has final say on whether the new form can wear or use a particular piece of equipment. Equipment that merges has no effect in that state.

AUSPICIOUS WARNING

1st-level divination (chaos)

CASTING TIME: 1 reaction, which you take when an ally rolls an attack, ability check, or saving throw

RANGE: 30 feet

COMPONENTS: V

DURATION: Instantaneous

Just in time, you call out a fortunate warning to a creature. The target rolls a d4 and adds the number rolled to one attack roll, ability check, or saving throw that they have just made and uses the new result for determining success or failure.

BAD TIMING

2nd-level divination (chaos)

CASTING TIME: 1 action

RANGE: 60 feet

COMPONENTS: V

DURATION: Instantaneous

You point toward a creature that you can see and twist strands of chaotic energy around its fate. If the target fails a Charisma saving throw, the next attack roll or ability check the creature attempts within 10 minutes is made with disadvantage.

BANSHEE WAIL

6th-level necromancy (shadow)

CASTING TIME: 1 action

RANGE: Self (30-foot cone)

COMPONENTS: V, S, M (a swatch from a death shroud)

DURATION: instantaneous

You emit a soul-shattering wail. Every creature within a 30-foot cone who hears the wail must make a Wisdom saving throw. Those that fail take 6d10 psychic damage and become frightened of you; a frightened creature repeats the saving throw at the end of its turn, ending the effect on itself on a success. Those that succeed take 3d10 psychic damage and aren't frightened. This spell has no effect on constructs and undead.

BECOME NIGHTWING

6th-level enchantment (shadow)

CASTING TIME: 1 action

RANGE: Self

COMPONENTS: V, S, M (a crow's eye)

DURATION: Concentration, up to 1 minute

By channeling the essence of the Shadow Realm into yourself, this spell imbues you with wings of shadow. For the duration of the spell, you gain a fly speed of 60 feet and a new attack action: nightwing breath.

Nightwing Breath (recharge 4–6). You exhale shadow-substance in a 30-foot cone. Each creature in the area takes 5d6 necrotic damage, or half damage with a successful Dexterity saving throw.

BEGUILING GIFT

1st-level enchantment (hieroglyph)

CASTING TIME: 1 action

RANGE: Touch

COMPONENTS: S

DURATION: Instantaneous

You implant a powerful suggestion into an item as you hand it to someone. If the person you hand it to accepts it willingly, they must make a successful Wisdom saving throw or use the object as it's meant to be used at their first opportunity: writing with a pen, consuming food or drink, wearing clothing, drawing a weapon, etc. After the first use, they're under no compulsion to continue using the object or even to keep it.

BENEDICTION

Abjuration cantrip (angelic)

CASTING TIME: 1 action

RANGE: 60 feet

COMPONENTS: V, S

DURATION: Concentration, up to 1 minute

You call down a blessing in the name of an angel of protection. A creature you can see within range shimmers with a faint white light. The next time the creature takes damage, it can roll 1d4 and reduce the damage by the result. The spell then ends.

BINDING OATH

4th-level necromancy (ritual; rune)

CASTING TIME: 10 minutes

RANGE: 30 feet

COMPONENTS: V, S, M

DURATION: Until dispelled

You seal an agreement between two or more willing creatures with an oath in the name of Tyr, using ritual blessings and toasts of the symbol, during which both the oath and the consequences are clearly set out. If any of the sworn break this solemn vow, they are struck by a curse. The caster can choose either an effect appropriate for *bestow curse* or another penalty, subject to the GM's approval. *Binding oath* can't be dismissed by *dispel magic*, but it can be removed with *dispel evil and good*, *remove curse*, or *wish*. *Remove curse* functions only if the spell slot used to cast it is equal to or higher than the spell slot used to cast *binding oath*. When the oath is broken or the effect removed from one of the participants, all targets are immediately aware that this has occurred, but no other

details. Depending on the nature of the oath, this may or may not invalidate the oath for the other targets. If so, the spell ends for all other affected creatures, but curse effects already bestowed remain until dispelled.

BITTER CHAINS

2nd-level transmutation (ring)

CASTING TIME: 1 action

RANGE: Touch

COMPONENTS: V, S, M (a spiked metal ring)

DURATION: 1 minute

The spiked ring in your hand multiplies itself into a long, barbed chain to ensnare a creature you touch. Make a melee spell attack against the target. On a hit, the target is bound in metal chains for the duration. While bound, the target can move only at half speed and has disadvantage on attack rolls, saving throws, and Dexterity checks. If it moves more than 5 feet during a turn, it takes 3d6 piercing damage from the barbs.

The creature can escape from the chains by using an action and making a successful Strength or Dexterity check against your spell save DC, or if the chains are destroyed. The chains have AC 18 and 20 hit points.

BLACK HAND

4th-level necromancy (illumination)

CASTING TIME: 1 action

RANGE: 30 feet

COMPONENTS: V, S

DURATION: Concentration, up to 1 minute

You gather the powers of darkness into your fist and fling paralyzing, dark flame at a target within 30 feet. With a successful ranged spell attack, this spell siphons vitality from the target into you. For the duration, the target has disadvantage and you have advantage on attacks, ability checks, and saving throws made with Strength, Dexterity, and Constitution. An affected target makes a Constitution saving throw (with disadvantage) at the end of its turn, ending the effect with a success.

BLACK RIBBONS

1st-level conjuration (shadow)

CASTING TIME: 1 action

RANGE: 40 feet

COMPONENTS: V, S, M (a piece of ribbon)

DURATION: Concentration, up to 1 minute

You pull pieces of the Shadow Realm into your own reality, causing a 20-foot cube to fill with inky ribbons that turn the area into difficult terrain and wrap around nearby creatures. Any creature that ends its turn in the area becomes restrained by the shadow ribbons until the end of its next turn unless it makes a successful Dexterity

saving throw. Once a creature makes this saving throw successfully, it can't be restrained again by these black ribbons, but it's still affected by the difficult terrain.

BLACK SWAN STORM

2nd-level evocation (high elven)

CASTING TIME: 1 action

RANGE: 30 feet

COMPONENTS: V, S, M (a feather from a black swan)

DURATION: Concentration, up to 1 minute

You call forth a whirlwind of black feathers that fills a cube 5 feet on each side. The feathers deal 2d8 force damage to creatures inside the cube's area and radiate darkness, causing the illumination level within 20 feet of the cube to drop by one step (from bright light to dim light, from dim light to darkness). Creatures that make a successful Dexterity saving throw suffer only half damage but are still affected by the change in light.

AT HIGHER LEVELS. When you cast this spell using a spell slot of 3rd level or higher, the feathers do an additional 1d8 force damage for each slot level above 2nd.

RITUAL FOCUS. If you expend your ritual focus, then you can move the whirlwind up to 15 feet by using a bonus action on your turn. If the whirlwind moves more than 30 feet from you, the spell ends.

BLACK WELL

6th-level necromancy (illumination)

CASTING TIME: 1 action

RANGE: 300 feet

COMPONENTS: V, S

DURATION: Concentration, up to 1 minute

You summon a seething sphere of dark energy 5 feet in diameter. The sphere pulls creatures toward it and devours the life force of those it envelops. Every creature other than you that starts its turn within 90 feet of the black well must make a successful Strength saving throw or be pulled 50 feet toward the well. A creature pulled into the well takes 6d8 necrotic damage and is stunned; a successful Constitution saving throw halves the damage and reduces the stun to incapacitation. A creature that starts its turn inside the well also makes a Constitution saving throw; the creature is stunned on a failure or incapacitated on a success. An incapacitated creature that leaves the well recovers immediately and can take actions and reactions that turn. Creatures take damage only upon entering the well—they take no additional damage for remaining in it—but if they leave the well and are pulled back in again, they take damage again. A total of nine Medium creatures, three Large creatures, or one Huge creature can be inside the well's upper-dimensional space at one time. When the well's duration ends, all creatures inside it tumble out in a heap, landing prone.

AT HIGHER LEVELS. When you cast this spell using a spell slot of 7th level or higher, the damage done by the well increases by 1d8 and the well pulls creatures an additional 5 feet for each slot level above 6th.

BLADE OF MY BROTHER

4th-level transmutation (rune)

CASTING TIME: 1 action

RANGE: Touch

COMPONENTS: V, S, M (melee weapon owned by a dead ally of the target)

DURATION: Concentration, up to 4 rounds

You touch a melee weapon that was used by an ally who's now dead, and it animates and flies into combat. The weapon leaps into the air and flies to another ally (chosen by you and within 15 feet of you), where it enters that ally's space and never leaves their side as they move. If the weapon is forced to move more than 5 feet from the chosen ally, the spell ends. Its attack modifier equals your spellcasting level + the weapon's inherent magical bonus, if any; it receives only its own inherent magical bonus to



damage. The weapon fights for up to 4 rounds, at which point it falls to the ground.

BLADE OF WRATH

3rd-level evocation (angelic)

CASTING TIME: 1 bonus action

RANGE: Self

COMPONENTS: V, S, M (a rebuke of evil, written in Celestial)

DURATION: Concentration, up to 10 minutes

You create a sword of pure white fire in your free hand. The blade is similar in size and shape to a longsword, and it lasts for the duration. If you let go of the blade it disappears, but you can call it forth again as a bonus action.

You can use your action to make a melee spell attack with the blade. On a hit, the target takes 2d8 fire damage and 2d8 radiant damage. An aberration, fey, fiend, or undead creature damaged by the blade must succeed on a Wisdom saving throw or be frightened until the start of your next turn.

The blade sheds bright light in a 20-foot radius and dim light for an additional 20 feet.

AT HIGHER LEVELS. When you cast this spell using a spell slot of 4th level or higher, the fire damage or the radiant damage (your choice) increases by 1d8 for each slot level above 3rd.

BLAZING CHARIOT

5th-level conjuration (angelic)

CASTING TIME: 1 action

RANGE: 30 feet

COMPONENTS: V, S, M (a small golden wheel worth 250 gp)

DURATION: 1 hour

Calling upon the might of the angels, you conjure a flaming chariot made of gold and mithral in an unoccupied space you can see within range. Two horses made of fire and light pull the chariot. You and up to three other Medium or smaller creatures you designate can board the chariot (at the cost of 5 feet of movement) and are unharmed by the flames. Any other creature who touches the chariot or hits it or a creature riding in it with a melee attack while within 5 feet of the chariot takes 3d6 fire damage and 3d6 radiant damage. The chariot is AC 18, has 50 hit points, is immune to fire, poison, psychic, and radiant damage, and is resistant to all other nonmagical damage. The horses are not separate creatures but are part of the chariot. The chariot vanishes if it's reduced to 0 hit points, and any creature riding it falls. The chariot has a speed of 50 feet and a fly speed of 40 feet.

On your turn, you can guide the chariot in place of your own movement. You can direct it to Dash, Disengage, or Dodge by using your bonus action. As an action, you

can cause the chariot to overrun creatures in its path. For the remainder of the turn, the chariot can enter a hostile creature's space. The creature takes damage as if it touched the chariot and must make a successful Strength saving throw or be knocked prone.

BLESS THE DEAD

Abjuration cantrip (hieroglyph)

CASTING TIME: 1 action

RANGE: Touch

COMPONENTS: V, S

DURATION: Instantaneous

You grant a blessing to one deceased creature, allowing it to cross over to the realm of the dead in peace. A creature that benefits from *bless the dead* can't become undead. The spell has no effect on either the living or the undead.

BLESSED HALO

2nd-level evocation (angelic)

CASTING TIME: 1 action

RANGE: Self

COMPONENTS: V, S

DURATION: Concentration, up to 1 minute

A nimbus of golden light surrounds your head for the duration. The halo sheds bright light in a 20-foot radius and dim light for an additional 20 feet.

This spell grants you a pool of 10 points of healing. When you cast the spell and as an action on subsequent turns during the spell's duration, you can expend points from this pool to restore an equal number of lost hit points to one creature within the spell's bright light that you can see.

Additionally, you have advantage on Charisma checks made against good creatures within the *blessed halo's* light.

If any of this spell's area overlaps an area of magical darkness created by a spell of 2nd level or lower, the spell that created the *darkness* is dispelled.

AT HIGHER LEVELS. When you cast this spell using a spell slot of 3rd level or higher, the spell's pool of healing increases by 5 points for each spell slot above 2nd and this spell dispels *darkness* spells of a level equal to the slot used in casting *blessed halo*.

BLIZZARD

7th-level conjuration (rune)

CASTING TIME: 1 action

RANGE: 100 feet

COMPONENTS: V, S

DURATION: Concentration, up to 1 minute

A howling storm of thick snow and ice crystals appears in a cylinder 40 feet high and 40 feet in diameter. The area is heavily obscured by the swirling snow. When the storm appears, each creature in the area takes 8d8 cold

damage, or half damage with a successful Constitution saving throw. A creature also makes this saving throw and takes damage when it enters the area for the first time on a turn or ends its turn there. In addition, a creature that takes cold damage from this spell has disadvantage on Constitution saving throws to maintain concentration until the start of its next turn.

BLOOM

8th-level conjuration (ritual; high elven)

CASTING TIME: 1 hour

RANGE: 1 mile

COMPONENTS: V, S, M (a silver acorn worth 500 gp, which is consumed in the casting)

DURATION: 1 year

You plant a silver acorn in solid ground and spend an hour chanting a litany of praises to the natural world, after which the land within 1 mile of the acorn becomes extremely fertile, regardless of its previous state. Any seeds planted in the area of effect grow at twice the natural rate. Food harvested regrows within a week. After one year, the land slowly reverts to its normal fertility, unable to stave off the march of nature.

Choose one of the following effects, which appears and grows immediately:

- A field planted with vegetables of your choice, ready for harvest.
- A thick forest of stout trees and ample undergrowth.
- A grassland with wildflowers and fodder for grazing.
- An orchard of fruit trees of your choice, growing in orderly rows and ready for harvest.

Living creatures that take a short rest within the area of a *bloom* receive the maximum hit points for hit dice expended. *Bloom* counters the effects of a *desolation* spell.

RITUAL FOCUS. If you expend your ritual focus, the duration becomes permanent.

BOILING OIL

2nd-level conjuration (battle)

CASTING TIME: 1 action

RANGE: 60 feet

COMPONENTS: V, S, M (a vial of oil)

DURATION: Concentration, up to 1 minute

You conjure a shallow, 30-foot-diameter pool of boiling oil centered on a point within range. The pool is difficult terrain, and any creature entering the pool or beginning its turn in the pool takes 3d8 fire damage and falls prone. Creatures that make a successful Dexterity saving throw take half damage and don't fall prone.

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

BOREAS'S BREATH

2nd level transmutation (Rothenian; ritual)

CASTING TIME: 1 action

RANGE: Touch

COMPONENTS: V, S

DURATION: Instantaneous

You freeze standing water in a 20-foot cube or running water in a 10-foot cube centered on you. The water turns to solid ice. The surface becomes difficult terrain, and any creature that ends its turn on the ice must make a successful DC 10 Dexterity saving throw or fall prone.

Creatures that are partially submerged in the water when it freezes become restrained. While restrained this way, a creature takes 1d6 cold damage at the end of its turn. It can break free by using an action to make a successful Strength check against your spell save DC.

Creatures that are fully submerged in the water when it freezes become incapacitated and cannot breathe. While incapacitated this way, a creature takes 2d6 cold damage at the end of its turn. A trapped creature makes a DC 20 Strength saving throw after taking this damage at the end of its turn, breaking free from the ice on a success.

The ice has AC 10 and 15 hit points. It is vulnerable to fire damage, has resistance to nonmagical slashing and piercing damage, and is immune to cold, necrotic, poison, psychic, and thunder damage.

AT HIGHER LEVELS. When you cast this spell using a spell slot of 3rd level or higher, increase the size of the cube by 10 feet for each slot level above 2nd.

BRITTLING

4th level transmutation (rune)

CASTING TIME: 1 action

RANGE: Touch

COMPONENTS: V, S, M

DURATION: Instantaneous

This spell uses biting cold to make a metal or stone item brittle and easy to shatter. The item's hit points are permanently reduced by a number equal to your spellcasting level, and Strength checks to shatter or break the item within 1 minute of the spell's casting are made with advantage. If the item isn't shattered, it can be repaired as normal.



BROKEN CHARGE

1st-level enchantment (labyrinth)

CASTING TIME: 1 reaction, which you take when an enemy approaches to within 6 feet of you

RANGE: 10 feet

COMPONENTS: V

DURATION: Instantaneous

When an enemy that you can see tries to approach to within 6 feet of you, you utter a perplexing word that alters the foe's path. The foe must make a successful Wisdom saving throw or take 2d4 psychic damage and use the remainder of its speed to move in a direction of your choosing. A foe that makes the saving throw successfully is unaffected.

AT HIGHER LEVELS. When you cast this spell using a spell slot of 2nd level or higher, the target takes an additional 2d4 psychic damage for each slot level above 1st.

BY THE LIGHT OF THE MOON

2nd-level divination (labyrinth)

CASTING TIME: 1 action

RANGE: 30 feet

COMPONENTS: V, S

DURATION: Concentration, up to 1 minute

You create a shaft of moonlight that fills a circular area 30 feet in diameter. The moonlight highlights that which is hidden or holds a useful clue. Wisdom (Perception) and Intelligence (Investigation) checks are made with advantage within the area or while searching that area.

BY THE LIGHT OF THE WATCHFUL MOON

4th-level divination (battle)

CASTING TIME: 1 action

RANGE: 90 feet

COMPONENTS: V, S

DURATION: Concentration, up to 1 minute

Regardless of the time of day or location of your battle, you command the watchful gaze of the moon to illuminate threats to your allies. Shafts of bright moonlight, each 5 feet wide, shine down from the sky (or from the ceiling if you are indoors), illuminating all threats within range, whether they're enemies seen or unseen, or traps or hidden hazards. An enemy creature that makes a successful Charisma saving throw resists the effect and is not picked out by the moon's soft glow.

The glow does not make invisible creatures visible, but it does mark the invisible creature's general location (somewhere within the 5-foot beam). The light moves with targets while the effect lasts, but targets that move out of the spell's range are no longer illuminated. New threats are not revealed as they enter the range or as you move; only those that were within 90 feet of you when the spell was cast are illuminated.

CALL SHADOW MASTIFF

3rd-level conjuration (shadow)

CASTING TIME: 1 action

RANGE: 60 feet

COMPONENTS: V, S, M (a dog's tooth)

DURATION: Concentration, up to 1 minute

You conjure a shadow mastiff (see *Tome of Beasts*) from the Shadow Realm. This creature obeys your verbal commands to aid you in battle or to seek out a specific creature.

The mastiff is friendly to you and your companions. Roll initiative for the mastiff; it acts on its own turn. It obeys simple, verbal commands from you (giving a command takes no action on your part), within its ability to act.

The mastiff disappears when it drops to 0 hit points or when the spell ends.

CALM OF THE STORM

3rd-level abjuration (chaos)

CASTING TIME: 1 action

RANGE: Touch

COMPONENTS: V, S, M (an amethyst worth 250 gp which the spell consumes)

DURATION: Instantaneous

While visualizing the world as you wish it was, you lay your hands upon a creature other than yourself and undo the effect of a chaos magic surge that affected the creature within the last minute. Reality reshapes itself as if the surge never happened, but only for that creature.

AT HIGHER LEVELS. When you cast this spell using a spell slot of 4th level or higher, the time since the wild surge can be 1 minute longer for each slot level above 3rd.

CATAPULT

6th-level transmutation (clockwork)

CASTING TIME: 1 action

RANGE: 400 feet

COMPONENTS: V, S, M (a small platinum lever and fulcrum worth 400 gp)

DURATION: Instantaneous

You magically hurl an object or creature weighing 500 lb. or less 40 feet through the air in a direction of your choosing (including straight up). Objects hurled at specific targets require a spell attack roll to hit. A thrown creature takes 6d10 bludgeoning damage from the force of the throw plus any appropriate falling damage, and lands prone. If the target of the spell is thrown against another creature, the total damage is divided evenly between them and both creatures are knocked prone.

AT HIGHER LEVELS: When you cast this spell using a higher level spell slot, each additional level increases the damage by 1d10, the distance thrown by 10 feet, and the weight thrown by 100 lb.



CATCH THE BREATH

3rd-level transmutation (dragon)

CASTING TIME: 1 reaction, which you take when you make a saving throw against a breath attack

RANGE: Self

COMPONENTS: V

DURATION: Instantaneous

You can cast this spell as a reaction when you're targeted by a breath weapon. Doing so gives you advantage on your saving throw against the breath weapon. If your saving throw succeeds, you take no damage from the attack even if a successful save normally only halves the damage.

Whether your saving throw succeeded or failed, you absorb and store energy from the attack. On your next turn, you can make a ranged spell attack against a target within 60 feet. On a hit, the target takes 3d10 force damage. If you opt not to make this attack, the stored energy dissipates harmlessly.

AT HIGHER LEVELS. When you cast this spell using a spell slot of 4th level or higher, the damage done by your attack increases by 1d10 for each slot level above 3rd.

CAUSTIC TORRENT

8th-level conjuration (elemental)

CASTING TIME: 1 action

RANGE: Self (60-foot line)

COMPONENTS: V, S, M (a chip of bone pitted by acid)

DURATION: Instantaneous

A swirling jet of acid sprays from you in a direction you choose. The acid fills a line 60 feet long and 5 feet wide. Each creature in the line takes 14d6 acid damage, or half damage with a successful Dexterity saving throw. A creature reduced to 0 hit points by this spell is killed, and its body is liquefied. In addition, each creature other than you that's in the line or within 5 feet of it is poisoned for 1 minute by toxic fumes. Creatures that don't breathe or that are immune to acid damage aren't poisoned. A poisoned creature repeats the Constitution saving throw at the end of its turn, ending the effect on itself on a success.

CELEBRATION

7th-level enchantment (ritual; high elven)

CASTING TIME: 1 action

RANGE: 90 feet

COMPONENTS: V, S, M (a small party favor)

DURATION: 1 hour

You create a 30-foot-radius area around a point that you choose within range. Intelligent creatures that enter the area or begin their turn there and fail a Wisdom saving throw engage in revelry: drinking, singing, laughing, and dancing. Affected creatures are reluctant to leave the area until the spell expires, preferring to enjoy the

festivities. Affected creatures forsake appointments, cease caring about their woes, and generally behave in a cordial (if not hedonistic) manner. This preoccupation with merrymaking extends regardless of an affected creature's agenda or alignment. Assassins procrastinate, servants join in the celebration rather than serve, guards abandon their posts. The effect ends on creatures that are attacked, that take damage, or that are forced to leave the area. Those whose saving throw succeeds can enter or leave the area without danger of being enchanted. A creature that failed the saving throw and is removed from the area must repeat the saving throw if they return to the area.

AT HIGHER LEVELS. When you cast this spell using a spell slot of 8th level or higher, the spell lasts for an additional hour for each slot level above 7th.

RITUAL FOCUS. If you expend your ritual focus, unaffected intelligent creatures must make a new saving throw every time they begin their turn in the area of effect, even if they've previously saved against the spell.

CHAINS OF THE GODDESS

5th-level enchantment (clockwork)

CASTING TIME: 1 action

RANGE: 90 feet

COMPONENTS: V, S, M (1 foot of iron chain)

DURATION: Concentration, up to 1 minute

Choose a creature you can see within 90 feet. The target must make a successful Wisdom saving throw or be restrained by chains of psychic force and take 6d8 bludgeoning damage. A restrained creature repeats the saving throw at the end of its turns, ending the effect on itself with a successful save. While restrained this way, the creature also takes 6d8 bludgeoning damage at the start of each of your turns.

CHAOTIC FORM

4th-level transformation (chaos)

CASTING TIME: 1 action

RANGE: Touch

COMPONENTS: V, S

DURATION: 10 minutes

You cause the form of a willing creature to become malleable, dripping and flowing according to the target's will as if the creature were a vaguely humanoid-shaped ooze. The creature is not affected by difficult terrain, it has advantage on Dexterity (Acrobatics) checks made to escape a grapple, and it suffers no penalties when squeezing through spaces one size category smaller than itself. The target's movement is halved while it's affected by *chaotic form*.

AT HIGHER LEVELS. When you cast this spell using a spell slot of 5th level or higher, the duration increases by 10 minutes for each slot level above 4th.

CHAOTIC VITALITY

2nd-level conjuration (chaos)

CASTING TIME: 1 action

RANGE: Touch

COMPONENTS: V, S

DURATION: Instantaneous

Make a melee spell attack against a creature with a number of hit dice no greater than your level and at least 1 hp. On a hit, you conjure pulsating waves of chaotic energy within the creature and yourself. After a brief moment that seems to last forever, you and the creature's current hit point totals change. Roll d100 and increase or decrease the number rolled by any number up to your spellcasting level, then find the result on the Hit Point Flux table. Apply that result to both yourself and the target creature. Any hit points gained beyond a creature's normal maximum are temporary hit points that last for 1 round/caster level.

For example, assume a 3rd-level spellcaster who currently has 17 of her maximum 30 hp casts *chaotic vitality* on a creature with 58 hp and rolls a 75 on the Hit Point Flux table. The two creatures have a combined total of (17 + 54 =) 71 hp. A result of 75 indicates that both creatures get 50% of the total, so the spellcaster and the target end up with 35 hp each. In the spellcaster's case, 5 of those hp are temporary and will last 3 rounds.

AT HIGHER LEVELS. When you cast this spell using a spell slot of 3rd level or higher, the maximum hit dice of the affected creature increases by 2 for each slot above 2nd.

HIT POINT FLUX

SIZE	HP
01-09	0
10-39	1
40-69	25% of combined total
70-84	50% of combined total
85-94	75% of combined total
95-99	100% of combined total
100	200% of combined total and both creatures gain the effect of a <i>haste</i> spell lasting 1 round/caster level

CHAOTIC WORLD

6th-level illusion (chaos)

CASTING TIME: 1 action

RANGE: 60 feet

COMPONENTS: V, M (seven irregular pieces of colored cloth that you throw into the air)

DURATION: Concentration, up to 1 minute

You throw a handful of colored cloth into the air while screaming a litany of disjointed phrases. A moment later, a 30-foot cube centered on a point within range fills with

multicolored light, cacophonous sound, overpowering scents, and other confusing sensory information. The effect is dizzying and overwhelming. All enemies within the cube must make successful Intelligence saving throws or be blinded, deafened, and fall prone. They cannot stand up or recover from this blindness or deafness while within the area of effect, but the conditions and the restriction on standing end immediately for a creature who leaves the spell's area of effect.

CIRCLE OF DEVASTATION

9th-level evocation (ring)

CASTING TIME: 1 action

RANGE: 1 mile

COMPONENTS: V, S, M (a metal ring)

DURATION: Concentration, up to 1 minute

You create a 10-foot tall, 20-foot radius ring of destructive energy around a point you can see within range. The area inside the ring is difficult terrain. When you cast the spell and as a bonus action on each of your turns, you can choose one of the following damage types: cold, fire, lightning, necrotic, or radiant. Creatures and objects that touch the ring, that are inside it when it's created, or that end their turn inside the ring take 6d6 damage of the chosen type, or half damage with a successful Constitution saving throw. A creature or object reduced to 0 hit points by the spell is reduced to fine ash.

At the start of each of your subsequent turns, the ring's radius expands by 20 feet. Any creatures or objects touched by the expanding ring are subject to its effects immediately.

CIRCLE OF WIND

1st-level abjuration (ring)

CASTING TIME: 1 action

RANGE: Self

COMPONENTS: V, S, M (a crystal ring)

DURATION: 8 hours

Light wind encircles you, leaving you in the center of a mild vortex. You gain a +2 bonus to your AC against ranged attacks. You also have advantage on saving throws against extreme environmental heat and against harmful gases, vapors, and inhaled poisons.

CLAWS OF DARKNESS

Evocation cantrip (shadow)

CASTING TIME: 1 action

RANGE: Self

COMPONENTS: V, S

DURATION: Concentration, up to 1 minute

You shape shadows into claws that grow from your fingers and drip inky blackness. You can make a melee spell attack with these claws that does 1d10 cold damage, and the claws have a reach of 10 feet.

CLAWS OF THE EARTH DRAGON

5th-level evocation (dragon)

CASTING TIME: 1 action

RANGE: 60 feet

COMPONENTS: V

DURATION: Instantaneous

You summon the power of the earth dragon and shoot a ray at one target within 60 feet. The target falls prone and takes 6d8 bludgeoning damage from being slammed to the ground. If the target was flying or levitating, it takes an additional 1d6 bludgeoning damage per 10 feet it falls. If the target makes a successful Strength saving throw, damage is halved, it doesn't fall, and it isn't knocked prone.

AT HIGHER LEVELS. When you cast this spell using a spell slot of 6th level or higher, the damage done by the attack increases by 1d8 and the range increases by 10 feet for each slot level above 5th.

CLEARING THE FIELD

2nd-level transmutation (ritual; high elven)

CASTING TIME: 1 action

RANGE: 40 feet

COMPONENTS: V, S

DURATION: 1 hour

With a harsh word and a vicious chopping motion, every tree, shrub, and stump within 40 feet of you sinks into the ground, leaving the vacated area clear of plant life that might otherwise hamper movement or obscure sight. Overgrown areas that counted as difficult terrain become clear ground and no longer hamper movement. The original plant life rises from the ground instantly when the spell ends or is dispelled. Plant creatures are not affected by *clearing the field*.

AT HIGHER LEVELS. When you cast this spell using a spell slot of 3rd level or higher, the spell lasts for an additional hour for each slot level above 2nd.

RITUAL FOCUS. If you expend your ritual focus, plant creatures within the area of effect must make a successful Constitution saving throw or be affected as though by a *reduce* spell.

CLOAK OF SHADOW

1st-level illusion (illumination)

CASTING TIME: 1 bonus action

RANGE: Self

COMPONENTS: V

DURATION: Concentration, up to 1 minute

You draw upon the endless Void to cloak yourself in shadow, giving you advantage on Dexterity (Stealth) checks against creatures that rely on sight.

CLOYING DARKNESS

1st-level necromancy (shadow)

CASTING TIME: 1 action

RANGE: 30 feet

COMPONENTS: V, S

DURATION: 1 round

You reach out with a hand of decaying shadows. Make a ranged spell attack. If it hits, the target takes 2d8 necrotic damage and must make a Constitution saving throw. If it fails, its visual organs are enveloped in shadow until the start of your next turn, causing it to treat all lighting as if it's one step lower in intensity (it treats bright light as dim, dim light as darkness, and darkness as magical darkness).

AT HIGHER LEVELS. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.



COMPELLING FATE

3rd-level divination (illumination)

CASTING TIME: 1 action

RANGE: 30 feet

COMPONENTS: V, M (a sprinkling of silver dust worth 200 gp)

DURATION: 1 round (until the end of your next turn)

You view the actions of a single creature you can see through the influences of the stars, and you read what is written there. If the target creature fails a Charisma saving throw, you can predict that creature's actions. This has the following effects:

- You have advantage on attack rolls against the creature.
- For every 5 feet the creature moves, you can move 5 feet (up to your normal movement) on the creature's turn when it has completed its movement. This is deducted from your next turn's movement.
- As a reaction at the start of the target's turn, you can warn yourself and allies that can hear you of the target's offensive intentions; any creature targeted by the target's next attack gains a +2 bonus to AC or on its saving throw against that attack.

AT HIGHER LEVELS. When you cast this spell using a spell slot of 4th level or higher, the duration is extended by 1 round for each slot level above 3rd.

CONFOUND SENSES

3rd-level enchantment (labyrinth)

CASTING TIME: 1 action

RANGE: 30 feet

COMPONENTS: V, S, M (a broken compass)

DURATION: Concentration, up to 10 minutes

This spell befuddles the minds of up to six targets that you can see within 30 feet of you with images of shifting terrain. Creatures that fail an Intelligence saving throw are reduced to half speed by confusion over their surroundings. In addition, targets that fail their saving throw make ranged attack rolls with disadvantage.

Affected creatures also find it impossible to keep track of their location. They automatically fail Wisdom (Survival) checks to avoid getting lost and can't remember where they've been in the last 10 minutes, in relation to where they are now. Whenever an affected creature must choose between one or more paths, it chooses at random and immediately forgets which path or direction it came from. When the spell ends, affected creatures are lost unless they're in an area they know well.

CONJURE SCARAB SWARM

2nd-level conjuration (hieroglyph)

CASTING TIME: 1 action

RANGE: 60 feet

COMPONENTS: V, S, M (a beetle carapace)

DURATION: Concentration, up to 10 minutes

You summon swarms of scarab beetles to attack your foes. Two swarms of beetles appear in unoccupied spaces that you can see within range.

Each swarm disappears when it drops to 0 hit points or when the spell ends. The swarms are friendly to you and your allies. Make one initiative roll for both swarms, which have their own turns. They obey verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures but otherwise take no actions.

CONJURE SHADOW TITAN

7th-level conjuration (shadow)

CASTING TIME: 1 minute

RANGE: 90 feet

COMPONENTS: V, S

DURATION: Concentration, up to 1 hour

You summon a shadow titan, which appears in an unoccupied space that you can see within range. The shadow titan's statistics are identical to a stone giant's, with two differences: its camouflage ability works in dim light instead of rocky terrain, and the "rocks" it hurls are composed of shadow-stuff and cause cold damage.

The shadow titan is friendly to you and your companions. Roll initiative for the shadow titan; it acts on its own turn. It obeys verbal or telepathic commands that you issue to it (giving a command takes no action on your part). If you don't issue any commands to the shadow titan, it defends itself from hostile creatures but otherwise takes no actions.

The shadow titan disappears when it drops to 0 hit points or when the spell ends.

CONVERSE WITH DRAGON

1st-level divination (dragon)

CASTING TIME: 1 action

RANGE: Self

COMPONENTS: V

DURATION: Concentration, up to 10 minutes

You gain limited telepathy, allowing you to communicate with any creature within 120 feet of you that has the dragon type, regardless of the creature's languages. A dragon can choose to make a Charisma saving throw to prevent telepathic contact with itself.

This spell doesn't change a dragon's disposition toward you or your allies, it only opens a channel of



communication. In some cases, unwanted telepathic contact can worsen the dragon's attitude toward you.

COSMIC ALIGNMENT

9th-level conjuration/illumination (ritual; high elven)

CASTING TIME: 1 hour

RANGE: Self

COMPONENTS: V, S, M (a piece of quartz)

DURATION: 24 hours

You arrange the forces of the cosmos to your benefit. Choose a cosmic event from the Comprehension of the Starry Sky ability that affects spellcasting (conjunction, eclipse, or nova; see the illumination school in chapter 4 for details). You cast spells as if under the effect of the cosmic event until the next sunrise or 24 hours have passed. When the ability requires you to expend your insight, you expend your ritual focus instead. This spell must be cast outdoors, and the casting of this spell is obvious to everyone within 100 miles of its casting when an appropriate symbol, such as a flaming comet, appears in the sky above your location while you are casting the spell.

COSTLY VICTORY

8th-level evocation (battle)

CASTING TIME: 1 action

RANGE: 90 feet

COMPONENTS: V, S

DURATION: 1 hour

You target up to ten enemies you can see that are within range. Each targeted enemy must make a Wisdom saving throw. If it fails, that creature is cursed to burst into flames if it reduces one of your allies to 0 hit points while this spell is in effect. The affected creature takes 6d8 fire damage and 6d8 radiant damage immediately when it bursts into flame. If the affected creature is wearing (or is made of) flammable material, it also catches on fire and continues burning; it takes fire damage equal to your spellcasting ability modifier at the end of each of its turns until the burning creature or one of its allies within 5 feet of it uses an action to extinguish the fire.

CREATE RING SERVANT

8th-level transmutation (ring)

CASTING TIME: 1 minute

RANGE: Touch

COMPONENTS: V, S, M (two metal rings)

DURATION: Concentration, up to 1 hour

You touch two metal rings and infuse them with life, creating a short-lived but sentient construct known as a rRing Servant (see the appendix). The ring servant appears adjacent to you. It reverts to the rings used to cast the spell when it drops to 0 hit points or when the spell ends.

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

CRUSHING TRAMPLE

2nd-level transmutation (labyrinth)

CASTING TIME: 1 action

RANGE: Self

COMPONENTS: V, S

DURATION: 1 turn

Upon casting this spell, you are filled with a desire to overrun and trample your foes. You immediately move up to twice your speed in a straight line, trampling every foe of your size or smaller in your path. If you try to move through an enemy that is larger than your size, your movement ends. Each enemy whose space you move through must make a successful Strength saving throw or be knocked prone and take 4d6 bludgeoning damage. If you have hooves, add your Strength modifier (minimum of +1) to the damage.

You pass through foes whether or not they succeed on their Strength saving throw. You do not provoke opportunity attacks while moving under the effect of *crushing trample*.

CURSE OF BOREAS

6th-level transmutation (rune)

CASTING TIME: 1 action

RANGE: 100 feet

COMPONENTS: V, S, M

DURATION: Permanent

If the target fails a Charisma saving throw, it and its equipment are frozen solid, becoming a physically inert statue of ice. The creature is effectively paralyzed, but mental activity does not cease and signs of life are detectable; the creature still breathes and its heart continues to beat, though both happen so slowly as to be almost imperceptible. If the ice statue is broken or damaged while frozen, the creature will have matching damage or injury when returned to its original state. *Dispel magic* can't end this spell, but it can allow the target to speak (but not move or cast spells) for 1 round per the spell slot used. *Greater restoration* or more potent magic is needed to free a creature from the ice. Boreas and certain of his followers can use *scrying* to spy through the target's senses, and the target receives no saving throw against this effect. Those touching a frozen target can request an audience with Boreas, and if they make a successful DC 15 Charisma check, he'll respond to their request through the ice.

CURSE OF DUST

7th-level necromancy (*hieroglyph*)

CASTING TIME: 10 minutes

RANGE: 500 feet

COMPONENTS: V, S, M (a piece of spoiled food)

DURATION: 1 week

You cast a curse on a creature that you're familiar with, causing them to be unsatiated by food no matter how much they eat. This isn't merely an issue of perception; the target physically can't draw sustenance from food and is in real danger of starving to death. Within minutes after the spell is cast, the target feels constant hunger no matter how much food is consumed. The target must make a Constitution saving throw against the spell after every 24 hours during the spell's duration. Each time the saving throw fails, the target gains one level of exhaustion. The effect ends after 1 week or when the target's Constitution saving throw succeeds for a second day in a row.

CURSE OF INCOMPETENCE

3rd-level necromancy (*battle*)

CASTING TIME: 1 action

RANGE: 120 feet

COMPONENTS: V, S

DURATION: Concentration, up to 1 minute

With mocking gestures, you leave the target incapable of performing at or even near its best. If the target fails an Intelligence saving throw, then for the spell's duration, it has disadvantage on Intelligence, Wisdom, and Charisma checks made to direct a battle, determine tactics, or give directions or orders to other creatures. Additionally, each time the target gives commands, directions, or orders to other creatures, those creatures must roll a d4 and subtract the result from their Initiative as they struggle to comprehend and implement the confusing new directions. This applies to command abilities such as the orc war chief's Battle Cry and the hobgoblin warlord's Leadership.

AT HIGHER LEVELS. When you cast this spell using a spell slot of 4th level or higher, the maximum duration increases by 1 minute for each slot level above 3rd.

CURSE RING

5th-level necromancy (*ring*)

CASTING TIME: 1 action

RANGE: Touch

COMPONENTS: V, S, M (250 gp worth of diamond dust, which the spell consumes)

DURATION: Permanent until discharged

You lay a curse upon a ring that isn't being worn or carried. When you cast this spell, select one of the possible effects of *bestow curse*. The next creature who willingly wears the

ring suffers the chosen effect with no saving throw. The curse transfers from the ring to the wearer once the ring is put on; the ring becomes a mundane ring that can be taken off, but the curse remains on the creature that put it on until the curse is removed or dispelled. An *identify* spell cast on the cursed ring reveals the fact that it is cursed.

CURSED GIFT

4th-level abjuration (*rune*)

CASTING TIME: 1 action

RANGE: Touch

COMPONENTS: V, S, M (an object worth at least 75 gp)

DURATION: 1 day

Cursed gift imbues an object with a curse or other unwanted, harmful magical effect that the caster or another creature in physical contact with the caster is currently suffering from. If this item is given to someone who freely accepts it during the duration of the spell, then the curse temporarily transfers to them. A successful Charisma saving throw negates the transfer. If the saving throw fails, the original target of the curse no longer suffers from the affliction, which transfers to the recipient of the item for the duration of the spell. Returning, destroying, or giving away the item a second time has no effect. *Remove curse* and comparable magic can relieve the person who received the item, but the curse still returns to the original victim when the spell expires.

Cursed gift can also be cast on a cursed object. This allows the object to be given away to someone who freely accepts it, but it returns to the previous owner when the spell expires.

AT HIGHER LEVELS. When you cast this spell using a spell slot of 5th level or higher, the duration of the spell increases by 1 day for each slot level beyond 4th.

DARK DEMENTING

5th-level illusion (*shadow*)

CASTING TIME: 1 action

RANGE: 120 feet

COMPONENTS: V, S, M (a moonstone)

DURATION: 10 minutes

A dark shadow creeps across the target's mind and leaves a small bit of shadow essence behind, triggering a profound fear of the dark. The target creature must make a Charisma saving throw. If it fails, the target becomes frightened of you for the duration. A frightened creature repeats the saving throw each time it takes damage, ending the effect on a success. While frightened this way, the creature will not willingly enter or attack into a space that isn't brightly lit. If it's in dim light or darkness, the creature must either move toward bright light or create its own (by lighting a lantern, casting a *light* spell, etc.).



DARK PATH

2nd-level conjuration (shadow)

CASTING TIME: 1 action

RANGE: 30 feet

COMPONENTS: V, S, M (a lodestone)

DURATION: Concentration, up to 1 minute

You conjure a shadowy road between points to create a bridge or path where there was none before. This can bridge a chasm or create a smooth path through difficult terrain to speed movement. The *dark path* is 10 feet wide and up to 50 feet long. It can support up to 500 pounds of weight at one time. A creature that adds more weight than the path can support sinks through the path as if it didn't exist.

DARKBOLT

2nd-level evocation (shadow)

CASTING TIME: 1 action

RANGE: 60 feet

COMPONENTS: V, S

DURATION: Instantaneous

You say a quick invocation to create a black nimbus around your hand, then hurl three rays of darkness at one or more targets in range. The rays can be divided between targets however you like. Make a ranged spell attack for each target (not each ray); each ray that hits does 1d10 cold damage. A target that was hit by any number of rays must make a successful Constitution saving throw or be unable to use a reaction until the start of its next turn.

AT HIGHER LEVELS. When you cast this spell at 3rd level or higher, you create one additional ray for each level above 2nd.

DEADLY STING

8th-level transmutation (dragon)

CASTING TIME: 1 action

RANGE: Self

COMPONENTS: V, S, M (a thorn)

DURATION: Concentration, up to 1 minute

You grow a 10-foot-long tail as supple as a whip, tipped with a horrible stinger. During the spell's duration, you can use the stinger to make a melee spell attack with a reach of 10 feet. On a hit, the target takes 1d4 piercing damage plus 4d10 poison damage, and a creature must make a successful Constitution saving throw or become vulnerable to poison damage for the duration of the spell.

DEEP BREATH

1st-level transmutation (rune)

CASTING TIME: 1 action

RANGE: Touch

COMPONENTS: V

DURATION: 2 hours

The recipient of this spell can breathe and function normally in thin oxygen, suffering no ill effect at altitudes up to 30,000 feet. If more than one creature is touched during casting, the duration is divided evenly among all creatures touched.

AT HIGHER LEVELS. When you cast this spell using a spell slot of 5th level or higher, the duration of the spell increases by 2 hours for each slot level beyond 4th.

DESOLATION

8th-level necromancy (ritual; high elven)

CASTING TIME: 1 hour

RANGE: 1 mile

COMPONENTS: V, S, M (an obsidian acorn worth 500 gp, which is consumed in the casting)

DURATION: 1 year

You plant an obsidian acorn in solid ground and spend an hour chanting a litany of curses to the natural world, after which the land within 1 mile of the acorn becomes infertile, regardless of its previous state. Nothing will grow there, and all plant life in the area dies over the course of a day. Plant creatures are not affected. Spells that summon plants, such as *entangle*, require an ability check using the caster's spellcasting ability against your spell save DC. If the check succeeds, the spell functions normally; if the check fails, the spell is countered by *desolation*.

After one year, the land slowly reverts to its normal fertility, unable to stave off the march of nature.

Living creatures that take a short rest within the area of a *desolation* halve the result of any hit dice they expend. *Desolation* counters the effects of a bloom spell.

RITUAL FOCUS. If you expend your ritual focus, the duration becomes permanent.

DESICCATING BREATH

4th-level evocation (hieroglyph)

CASTING TIME: 1 action

RANGE: Self (30-foot cone)

COMPONENTS: V, S, M (a clump of dried clay)

DURATION: Instantaneous

You spew a cloud of black dust that draws all moisture from a 30-foot cone. Animals in the cone take 22 (4d10) necrotic damage, or half damage with a successful Constitution saving throw. The damage is 33 (6d10) against plants and plant creatures, halved with a successful Constitution saving throw.

DETECT DRAGONS

2nd-level divination (dragon)

CASTING TIME: 1 action

RANGE: Self

COMPONENTS: V, S

DURATION: Concentration, up to 10 minutes

You can detect the presence of dragons and other draconic creatures within your line of sight and 120 feet, regardless of disguises, illusions, and alteration magic such as *polymorph*. The information you uncover depends on the number of consecutive rounds you spend an action studying a subject or area. On the first round of examination, you detect whether any draconic creatures are present, but not their number, location, identity, or type. On the second round, you learn the number of such creatures as well as the general condition of the most powerful one. On the third and subsequent rounds, you make a DC 15 Intelligence (Arcana) check; if it succeeds, you learn the age, type, and location of one draconic creature. Note that the spell provides no information on the turn it's cast unless you have the means to take a second action that turn.

DEVA'S WINGS

4th-level transmutation (angelic)

CASTING TIME: 1 action

RANGE: Touch

COMPONENTS: V, S, M (a wing feather from any bird marked with an angelic symbol)

DURATION: Concentration, up to 10 minutes

You touch a willing creature. The target grows feathery wings of pure white that grant it a flying speed of 60 feet (hover). When the creature takes the attack action, it can use a bonus action to make a melee weapon attack with the wings with a reach of 10 feet. If the wing attack hits, the target takes 1d6 plus your spellcasting ability modifier in bludgeoning damage and must make a successful Strength saving throw or fall prone. When the spell ends, the wings disappear and the target falls if it was aloft.

AT HIGHER LEVELS. When you cast this spell using a spell slot of 5th level or higher, you can choose one additional target for each slot level above 4th.

DIMENSIONAL SHOVE

3rd-level conjuration (labyrinth)

CASTING TIME: 1 action

RANGE: Touch

COMPONENTS: V, S

DURATION: Instantaneous

This spell pushes your target through a dimensional portal, causing it to disappear, then reappear a short distance away. If the target fails a Wisdom saving throw,

it disappears from its current location and reappears 30 feet farther away from you, along a direct line from you. This travel can take it through walls, creatures, or other solid surfaces, but the creature can't reappear inside a solid object or not on solid ground; instead, it appears in the nearest safe, open space along the path of travel.

AT HIGHER LEVELS. When you cast this spell using a spell slot of 4th level or higher, the target is pushed an additional 30 feet for each slot level above 3rd.

DISRUPTIVE AURA

8th-level evocation (ley line)

CASTING TIME: 1 action

RANGE: 150 feet

COMPONENTS: V, S

DURATION: Concentration, up to 1 minute

Warping, prismatic auras surround and outline each creature inside a 10-foot cube within range. The auras shed dim light to 10 feet, and the outlines reveal hidden and invisible creatures. If an affected creature casts a spell or activates a magic item, it must make a Wisdom saving throw. On a success, the spell or magic item functions normally. On a failure, the magic effect is suppressed for the duration of the aura. Time spent suppressed counts fully against the duration of the spell or magic item effect.

AT HIGHER LEVELS. When you cast this spell using a spell slot of 9th level, the size of the cube increases to 20 feet per side.

DOUSE LIGHT

Transmutation cantrip (shadow)

CASTING TIME: 1 action

RANGE: 30 feet

COMPONENTS: V, S

DURATION: Instantaneous

With a simple gesture, you are able to douse a single, small source of light within range. This spell extinguishes a torch, a candle, a lantern, or a *light* or *dancing lights* cantrip.

DRACONIC SMITE

1st-level evocation (dragon)

CASTING TIME: 1 bonus action

RANGE: Self

COMPONENTS: V

DURATION: Concentration, up to 1 minute

The next time you hit a creature with a melee weapon attack during the spell's duration, your weapon takes on the form of a silver dragon's head. Your attack deals an extra 1d6 cold damage, and up to four other creatures of your choosing within 30 feet of the attack's target must each make a successful Constitution saving throw or take 1d6 cold damage.

AT HIGHER LEVELS. When you cast this spell using a spell slot of 2nd level or higher, the extra cold damage and the cold damage done to the secondary creatures increases by 1d6 for each slot above 1st.

DRAGON BREATH

5th-level evocation (dragon)

CASTING TIME: 1 action

RANGE: Self (15-foot cone or 30-foot line)

COMPONENTS: V, S, M (a piece of a dragon's tooth)

DURATION: Concentration, up to 1 minute

You summon draconic power to gain a breath weapon. When you cast *dragon breath*, you can immediately exhale a cone or line of elemental energy, depending on the type of dragon you select. While the spell remains active, roll a d6 at the start of your turn. On a roll of 5 or 6, you can take a bonus action that turn to use the breath weapon again.

When you cast the spell, choose one of the dragon types listed below. Your choice determines the range and damage of the breath attack for the spell's duration.

DRAGON TYPE	BREATH WEAPON RANGE	DAMAGE
Black	30-foot line, 5 feet wide	6d6 acid damage
Blue	30-foot line, 5 feet wide	6d6 lightning damage
Green	15-foot cone	6d6 poison damage
Red	15-foot cone	6d6 fire damage
White	15-foot cone	6d6 cold damage

AT HIGHER LEVELS. When you cast this spell using a spell slot of 6th level or higher, the damage increases by 2d6 for each slot level above 5th.

DRAGON ROAR

Evocation cantrip (dragon)

CASTING TIME: 1 action

RANGE: 30 feet

COMPONENTS: V

DURATION: Instantaneous

Your voice is amplified to assault the mind of one creature. The target must make a Charisma saving throw. If it fails, the target takes 1d4 psychic damage and is frightened of you until the start of your next turn. A target can be affected by your *dragon roar* only once per 24 hours.

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

DROWN

6th-level conjuration (elemental)

CASTING TIME: 1 action

RANGE: 30 feet

COMPONENTS: V, S, M (water from the lungs of a drowned creature)

DURATION: Concentration, up to 1 minute

Water swirls up in a sphere around a creature you can see within range, forcing itself into the creature's mouth and nose. The creature must make a Strength saving throw. On a failed save, it is stunned until the start of its next turn by the water blocking its air passages. On a successful save, the creature isn't affected.

An affected creature can't speak and begins to suffocate. As an action, the creature can try to cough the water out of its esophagus by repeating the saving throw. On a success, the spell ends.

A creature that can breathe water isn't affected by *drown*.

EARTHSKIMMER

4th-level transmutation (elemental)

CASTING TIME: 1 action

RANGE: Self

COMPONENTS: V, S, M (a piece of shale or slate)

DURATION: Concentration, up to 1 minute

You cause earth and stone to rise up beneath your feet, lifting you up to 5 feet. For the duration, you can use your movement to cause the slab to skim along the ground or other solid, horizontal surface at a speed of 60 feet. This movement ignores difficult terrain. If you are pushed or moved against your will by any means other than teleporting, the slab moves with you.

When you take the Dash action, until the end of your turn you can enter the space of a creature up to one size larger than yourself. The creature takes 4d6 bludgeoning damage and is knocked prone, or takes half damage and isn't knocked prone if it makes a successful Strength saving throw.

EIDETIC MEMORY

5th-level transmutation (ritual; hieroglyph)

CASTING TIME: 1 action

RANGE: Self

COMPONENTS: V, S, M (a string tied in a knot)

DURATION: Concentration, up to 1 hour

When you cast this spell, you remember everything you've ever read or heard in the past. This grants you a +10 bonus when making Intelligence checks for the duration.

ELEMENTAL HORNS

2nd-level evocation (labyrinth)

CASTING TIME: 1 action

RANGE: Touch

COMPONENTS: V, S, M (a torch)

DURATION: Concentration, up to 1 minute

The target of this spell must be a creature with horns or the spell fails. *Elemental horns* causes the target's horns to crackle with elemental energy. Select one of the following energy types when casting this spell: acid, cold, fire, lightning, or radiant. The creature's gore attack deals 3d6 damage of the chosen type in addition to any other damage the attack normally does.

AT HIGHER LEVELS. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 2d6 for each slot level above 2nd.

ENCHANT RING

6th-level enchantment (ring)

CASTING TIME: 1 action

RANGE: Touch

COMPONENTS: V, S, M (500 gp worth of diamond dust, which the spell consumes)

DURATION: Permanent until discharged

You enchant a ring that isn't being worn or carried. The next creature who willingly wears the ring becomes charmed by you for 1 week or until it is harmed by you or your ally. If the creature dons the ring while directly threatened by you or your ally, the spell fails.

The charmed creature regards you as a friend. When the spell ends, it doesn't know it was charmed by you, but it does realize its feeling toward you changed (potentially, vastly) in a short time. How the creature reacts and regards you in the future is up to the GM.

ENCROACHING SHADOWS

6th-level illusion/illumination (ritual; high elven)

CASTING TIME: 1 hour

RANGE: 150 feet

COMPONENTS: V, S, M (a drop of blood smeared on a silver rod worth 100 gp)

DURATION: 12 hours

You cause menacing shadows to invade an area 200 feet on a side and 50 feet high. Illumination in the area drops one step (from bright light to dim, from dim light to darkness). Any spell that creates light in the area that's cast using a lower-level spell slot than was used to cast *encroaching shadows* is dispelled, and spells that create light don't function in the area if they are of a lower spell slot level. Nonmagical effects can't increase the level of illumination in the affected area.

Spells with "shadow" in their names and spells that create darkness or shadow take effect in the area as if a one-level-higher spell slot was used casting them.

AT HIGHER LEVELS. When you cast this spell using a spell slot of 7th level or higher, the effect lasts for an additional 12 hours for each slot level above 6th.

RITUAL FOCUS. If you expend your ritual focus, the spell's duration increases by 12 hours and it cannot be dispelled by spells that create light, even if they are cast with a higher-level spell slot.

ENCRYPT / DECRYPT

Alteration cantrip (hieroglyph)

CASTING TIME: 1 action

RANGE: Touch

COMPONENTS: V, S

DURATION: Instantaneous

By touching a written message or book, you can hide its contents. All creatures who try to read it see the page markings as nothing but gibberish. The effect ends when *encrypt/decrypt* is cast on the material again or when *dispel magic* is cast on the affected script.

ENERGY ABSORPTION

5th-level abjuration (ley line)

CASTING TIME: 1 action

RANGE: Touch

COMPONENTS: V, S

DURATION: Concentration, up to 1 minute

For the duration, a creature you touch has resistance to acid, cold, fire, force, lightning, and thunder damage.

If the spell is used against an unwilling creature, you must make a melee spell attack with a range of 5 feet. If it hits, then for the duration of the spell, the affected creature must make a saving throw with its spellcasting ability whenever it casts a spell that causes one of the listed damage types. If the saving throw fails, the spell fails and its slot is wasted; if the saving throw succeeds, the spell is cast but its damage is halved before applying the effects of saving throws, resistance, etc.

ENHANCE GREED

2nd-level divination (dragon)

CASTING TIME: 1 action

RANGE: Self

COMPONENTS: V, S

DURATION: Concentration, up to 10 minutes

You detect precious metals, gems, and jewelry within 60 feet. You do not discern their exact location, only their presence and direction. Their exact location is revealed if you are within 10 feet of the spot.



Enhance greed penetrates barriers but is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of dirt or wood.

AT HIGHER LEVELS. When you cast this spell using a spell slot of 3rd level or higher, the duration of the spell increases by 10 minutes and another 30 feet can be added to its range for each slot level above 2nd.

ENSANGUINATE

5th level necromancy (Rothenian)

CASTING TIME: 1 action

RANGE: 30 feet

COMPONENTS: V, S, M (the desiccated heart of a horse)

DURATION: Concentration, up to 1 minute

You cause a creature's body to become engorged with blood or ichor. You target one creature that you can see within range. The target must make a Constitution saving throw. If it succeeds, it takes 2d6 bludgeoning damage and the spell ends. If it fails, the creature takes 4d6 bludgeoning damage and its hit point maximum is reduced by an amount equal to the damage taken. In addition, the creature is incapacitated and cannot breathe as it vomits up torrents of blood or ichor. An affected creature repeats the saving throw at the start of its turn. On a success, the spell ends; on a failure, the creature takes another 4d6 bludgeoning damage, its hit point maximum is reduced by the amount of damage taken, and it remains incapacitated and unable to breathe.

The reduction in the creature's hit point maximum lasts until the creature finishes a long rest. The creature dies if its hit point maximum is reduced to 0.

AT HIGHER LEVELS. When you cast this spell using a spell slot of 6th level or higher, one additional creature can be targeted for each spell slot level above 5th.

ENTOMB

6th-level transmutation (elemental)

CASTING TIME: 1 action

RANGE: 90 feet

COMPONENTS: V, S, M (a chip of granite)

DURATION: 8 hours

You cause slabs of rock to burst out of the ground or other stone surface to form a hollow, 10-foot cube within range. A creature inside the cube when it forms must make a successful Dexterity saving throw or be trapped inside the stone tomb. The tomb is airtight, with enough air for a single Medium or Small creature to breathe for 8 hours. If more than one creature is trapped inside, divide the time evenly between all the occupants. A Large creature counts as four Medium creatures. If the creature is still trapped inside when the air runs out, it begins to suffocate.

The tomb has AC 18 and 50 hit points. It is resistant to fire, cold, lightning, bludgeoning, and slashing damage, is

immune to poison and psychic damage, and is vulnerable to thunder damage. When reduced to 0 hit points, the tomb crumbles into harmless powder.

ENTROPIC DAMAGE FIELD

3rd-level transmutation (chaos)

CASTING TIME: 1 action

RANGE: 60 feet

COMPONENTS: V, S, M (a silver wire)

DURATION: Concentration, up to 1 minute

By twisting a length of silver wire around your finger, you tie your fate to those around you. When you take damage, that damage is divided equally between you and all creatures in range who fail a Charisma saving throw. Any leftover damage that can't be divided equally is taken by you. Creatures are allowed a fresh saving throw against this spell each time you take damage, and a success ends the spell's effect on that creature. Creatures that approach to within 60 feet of you after the spell was cast are affected.

EXTRACT FOYSON

1st-level transmutation (ritual; high elven)

CASTING TIME: 1 minute

RANGE: 30 feet

COMPONENTS: V, S, M (a wooden bowl)

DURATION: Permanent

You extract the goodness in food, pulling all the nutrition out of three days' worth of meals and concentrating it into about a tablespoon of bland, flourlike powder. The flour can be mixed with liquid and drunk or baked into elven bread. Foyson used in this way still imparts all the nutritional value of the original food, for the amount consumed.

The original food appears unchanged and though it's still filling, it has no nutritional value. Someone eating nothing but foyson-free food will eventually starve.

AT HIGHER LEVELS. When you cast this spell using a spell slot of 2nd level or higher, an additional three meals' worth of food can be extracted for each slot level above 1st.

RITUAL FOCUS. If you expend your ritual focus, you can choose to have each day's worth of foyson take the form of a slice of delicious elven bread.

EXTRACT KNOWLEDGE

6th-level necromancy (ritual; hieroglyph)

CASTING TIME: 1 action

RANGE: Touch

COMPONENTS: V, S, M (a blank page)

DURATION: Instantaneous

By touching a recently deceased corpse, you gain one specific bit of knowledge from it that was known to the creature in life. You must form a question in your mind as

part of casting the spell; if the corpse has an answer to your question, it reveals the information to you. The answer is always brief—no more than a sentence—and very specific to the framed question. The corpse doesn't need a functioning mouth to speak its answer; you receive the information telepathically. It doesn't matter whether the creature was your friend or enemy; the spell compels it to answer in any case.

FAULT LINE

6th-level evocation (battle)

CASTING TIME: 1 action

RANGE: Self (60-foot line)

COMPONENTS: V, S

DURATION: Permanent

The ground thrusts sharply upward along a 60-foot line that you designate. All spaces affected by the spell become difficult terrain. In addition, all creatures in the affected space are knocked prone and take 8d6 bludgeoning damage. Creatures that make a successful Dexterity saving throw take half damage and are not knocked prone. This spell doesn't damage permanent structures.

FIND THE FLAW

1st-level divination (clockwork)

CASTING TIME: 1 action

RANGE: Touch

COMPONENTS: V, S, M (a broken gear)

DURATION: Instantaneous

You touch one creature. The next attack roll that creature makes against a clockwork or metal construct, or any machine, is a critical hit.

FIND KIN

1st level divination (ritual; Rothenian)

CASTING TIME: 1 action

RANGE: touch

COMPONENTS: V, S, M (a freshly dug up tree root that is consumed by the spell)

DURATION: Instantaneous

You touch one willing creature or make a melee spell attack against an unwilling creature. If the target fails a Wisdom saving throw, you learn the identity, appearance, and location of one randomly-selected living relative of the target. A creature can choose to automatically fail this saving throw.

FIRE UNDER THE TONGUE

1st-level transmutation (rune)

CASTING TIME: 1 action

RANGE: 5 feet

COMPONENTS: V

DURATION: 24 hours

You have mastered the skraeling art of keeping fire under your tongue. You can consume a nonmagical fire up to the size of a normal campfire. The fire is stored harmlessly in your mouth and dissipates if not used before the end of the spell's duration. You can vomit forth the stored fire as an action. If you're trying to hit a particular target, then treat this as a ranged attack with a range of 5 feet. Campfire-sized flames cause 1d6 fire damage, while torch-sized flames cause 1 point of fire damage. Once you've spit it out, the fire burns normally. It goes out immediately unless it hits inflammable material and sets it alight.

FIST OF IRON

Transmutation cantrip (clockwork)

CASTING TIME: 1 action

RANGE: Self

COMPONENTS: V, S

DURATION: Concentration, up to 1 minute

You transform your naked hand to iron. Your unarmed attacks do 1d6 bludgeoning damage and are considered magical.

FLAME WAVE

4th-level evocation (elemental)

CASTING TIME: 1 action

RANGE: Self (40-foot cone)

COMPONENTS: V, S, M (a drop of tar, pitch, or oil)

DURATION: Instantaneous

A rushing burst of fire rips out from you in a rolling wave, filling a 40-foot cone. Each creature in the area takes 6d8 fire damage and is pushed 20 feet away from you; with a successful Dexterity saving throw, the creature takes half damage and isn't pushed.

AT HIGHER LEVELS. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d8 for each slot level above 3rd.

FLICKERING FATE

4th-level divination (illumination)

CASTING TIME: 1 action

RANGE: Touch

COMPONENTS: V, S

DURATION: 1 round

You or a target that you touch can see the flickering shadows of fate a few seconds into the future. When the spell is cast, all other creatures within range make Wisdom saving throws. Those that fail must declare, in initiative order, what their next action will be. The subject of the spell declares his or her action last, after hearing what all other creatures will do. Creatures that declared an action must follow their declarations as closely as possible when

their turn comes. For the duration of the spell, its recipient has advantage on attack rolls, ability checks, and saving throws, and creatures that declared their action have disadvantage on attacks against the target.

FLUCTUATING ALIGNMENT

4th-level enchantment (chaos)

CASTING TIME: 1 action

RANGE: 120 feet

COMPONENTS: V, S

DURATION: Concentration, up to 10 minutes

You channel the force of chaos to taint your target's mind. A target that fails to make a successful Wisdom saving throw must roll 1d20 and consult the Alignment Fluctuation table to find its new alignment, and it must roll anew every minute of the spell's duration. The target's alignment stops fluctuating and returns to normal when the spell ends. These changes do not, in and of themselves, make the affected creature friendly or hostile toward the caster, but they can cause creatures to behave in unpredictable ways.

ALIGNMENT FLUCTUATION

D20	ALIGNMENT
1-2	Chaotic good
3-4	Chaotic neutral
5-7	Chaotic evil
8-9	Neutral evil
10-11	Lawful evil
12-14	Lawful good
15-16	Lawful neutral
17-18	Neutral good
19-20	Neutral

FLURRY

1st-level transmutation (rune)

CASTING TIME: 1 bonus action

RANGE: Self

COMPONENTS: V, S, M

DURATION: 1 round

A flurry of snow surrounds you in a 5-foot radius. While it lasts, anyone trying to see into, out of, or through the affected area (including you) has disadvantage on Wisdom (Perception) checks. The same penalty applies to attack rolls into, out of, or through the area.

FORM OF THE GODS

9th-level transmutation (hieroglyph)

CASTING TIME: 1 action

RANGE: Self

COMPONENTS: V, S, M (a holy symbol)

DURATION: Concentration, up to 1 hour

By drawing on the energy of the gods, you can temporarily assume the form of your patron's avatar. *Form of the gods* transforms you into an entirely new shape and makes the following changes (summarized below and in the avatar form stat block).

- You become Large size, if you weren't already at least that big.
- You gain resistance to nonmagical bludgeoning, piercing, and slashing damage and to one other damage type of your choice.
- You gain multiattack, allowing you to make two slam attacks and a bite.
- Your ability scores change to reflect your new form, as shown below.

You remain in this form until you stop concentrating on it or until you drop to 0 hit points, at which time you revert to your natural form.

AVATAR FORM

Large

Armor Class 17

Hit Points 189 (18d10 + 90)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	20 (+5)	18 (+4)	16 (+3)	20 (+5)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons, plus one additional type

Senses darkvision 60 ft., passive Perception 13

Languages Speaks all languages known in previous form

Challenge 18 (20,000 XP)

Awesome Presence. Each creature of your choice within 60 feet of you must succeed on a DC 17 Wisdom saving throw or become frightened of you for 1 minute. A frightened creature repeats the saving throw at the end of its turn, ending the effect on itself with a success. Once a creature makes a successful saving throw, that creature is immune to your Awesome Presence for 24 hours.

ACTIONS

Multiattack. You make two slam attacks and one bite attack.

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one creature. *Hit:* 14 (2d8 + 5) piercing damage.

Slam. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one creature. *Hit:* 16 (2d10 + 5) bludgeoning damage.

FREEZE POTION

1st-level transmutation (rune)

CASTING TIME: 1 reaction, which you take when you see a creature within range of the spell about to use a potion

RANGE: 25 feet

COMPONENTS: V, S

DURATION: Instantaneous

A blue spark flies from your hand into a potion vial, drinking horn, waterskin, or similar container, instantly freezing the contents. The contents melt normally and are not otherwise harmed, but it's not possible to consume them while they're frozen (they won't come out of the container).

AT HIGHER LEVELS. When you cast this spell using a spell slot of 2nd level or higher, the range of the spell increases by 5 feet for every spell slot beyond 1st level.

FREEZING FOG

3rd-level conjuration (rune)

CASTING TIME: 1 action

RANGE: 100 feet

COMPONENTS: V, S

DURATION: Concentration, up to 5 minutes

The spell creates a 20-foot-radius sphere of mist similar to a *fog cloud* spell centered on a point you can see within range. The cloud spreads around corners, and its area of effect is heavily obscured. A wind of moderate or greater speed (at least 10 miles per hour) disperses it in one round. The fog is freezing cold; any creature that ends its turn in the fog takes 2d6 cold damage and gains a level of exhaustion; a successful Constitution saving throw halves the damage and prevents the exhaustion.

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

FRENZIED BOLT

2nd-level evocation (chaos)

CASTING TIME: 1 action

RANGE: 120 feet

COMPONENTS: V, S

DURATION: Instantaneous

You direct a bolt of rainbow colors toward a creature of your choice within range. If it hits, the target takes 3d8 damage of a random type (determined by rolling on the Damage Type table; see Twisted Arcana under the entropy school in chapter 4). If your attack roll was odd (the roll itself, not the adjusted result), the bolt leaps to a new target of your choice within range that has not already been targeted by *frenzied bolt*, requiring a new spell attack roll to hit. The bolt continues leaping to new targets until you roll an even number on your spell attack, miss a target,

or run out of potential targets. All targets must be within range from you. You and your allies are legal targets for this spell, if you are particularly lucky—or unlucky.

AT HIGHER LEVELS. When you cast this spell using a spell slot of 3rd level or higher, you create an additional bolt for each slot level above 2nd. Each potential target can be hit only once by the spell, not once per bolt.

FROSTBITE

5th-level evocation (elemental)

CASTING TIME: 1 action

RANGE: 90 feet

COMPONENTS: V, S, M (a strip of dried flesh that has been frozen at least once)

DURATION: Concentration, up to 1 minute

Biting cold settles onto a creature you can see. The creature must make a Constitution saving throw. If it succeeds, the spell has no further effect. If the saving throw fails, the creature takes 4d8 cold damage. In addition, for the duration of the spell, the creature's speed is halved, it has disadvantage on attack rolls and ability checks, and it takes another 4d8 cold damage at the start of each of its turns.

An affected creature repeats the saving throw at the start of its turn. The effect ends when the creature makes its third successful save.

Creatures that are immune to cold damage are unaffected by *frostbite*.

AT HIGHER LEVELS. When you cast this spell using a spell slot of 6th level or higher, you can target two additional creatures for every slot level above 5th.

FROZEN RAZORS

3rd-level evocation (elemental)

CASTING TIME: 1 action

RANGE: 90 feet

COMPONENTS: V, S, M (water from a melted icicle)

DURATION: Concentration, up to 1 minute

Razor-sharp blades of ice erupt from the ground or other surface, filling a 20-foot cube centered on a point you can see within range. For the duration, the area is lightly obscured and is difficult terrain. A creature that moves more than 5 feet into or inside the area on a turn takes 2d6 slashing damage and 3d6 cold damage, or half damage with a successful Dexterity saving throw. A creature that takes cold damage from *frozen razors* is reduced to half speed until the start of its next turn.

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



FURIOUS HOOVES

2nd-level transmutation (labyrinth)

CASTING TIME: 1 action

RANGE: Touch

COMPONENTS: V, S, M (a nail)

DURATION: Concentration, up to 1 minute

You enhance the hooves of a target creature, imbuing it with power and swiftness. The target increases its base speed by 30 feet (to a maximum of twice its base speed). In addition to any attacks the creature can normally make, this spell grants two additional hoof attacks that each does 1d6 bludgeoning damage plus the target's Strength modifier (the damage is 1d8 if the target of the spell is Large). For the duration of the spell, the affected creature automatically does hoof damage to the target of a successful shove attack.

GEAR BARRAGE

3rd-level conjuration (clockwork)

CASTING TIME: 1 action

RANGE: Self (60-foot cone)

COMPONENTS: V, S, M (a handful of gears and sprockets worth 5 gp)

DURATION: Instantaneous

You create a burst of magically-propelled gears. Each creature within a 60-foot cone takes 3d8 slashing damage, or half damage with a successful Dexterity saving throw. Constructs have disadvantage on the saving throw.

GEAR SHIELD

1st-level abjuration (clockwork)

CASTING TIME: 1 action

RANGE: 60 feet

COMPONENTS: V, S, M (a small handful of gears and sprockets worth 5 gp)

DURATION: 10 minutes

You cause a handful of gears to orbit the target's body. These shield the spell's target from incoming attacks, granting a +2 bonus to AC and to Dexterity and Constitution saving throws, without hindering the subject's movement, vision, or outgoing attacks.

GLACIAL CASCADE

8th-level evocation (dragon)

CASTING TIME: 1 action

RANGE: Self (60-foot sphere)

COMPONENTS: V, S, M (a piece of alexandrite)

DURATION: Instantaneous

By harnessing the power of ice and frost, you cause pure cold to emanate from yourself, filling a 30-foot-radius sphere. Creatures other than you in the sphere take

1d8 cold damage, or half damage with a successful Constitution saving throw. A creature killed by this spell is transformed into pure ice, leaving behind no trace of its original body.

GLIDING STEP

1st-level abjuration (rune)

CASTING TIME: 1 action

RANGE: Self

COMPONENTS: V, S

DURATION: 10 minutes

Provided you're not carrying more than a normal heavy load, you can walk on the surface of snow rather than wading through it, and ignore its effect on movement. Ice also supports your weight no matter how thin it is, and you can travel on it as if you're wearing ice skates. You still leave tracks normally under these effects.

AT HIGHER LEVELS. When you cast this spell using a spell slot of 2nd level or higher, the duration increases by 10 minutes for every slot above 1st.

GLOOMWROUGHT BARRIER

3rd-level conjuration (hieroglyph)

CASTING TIME: 1 action

RANGE: 100 feet

COMPONENTS: V, S, M (a piece of obsidian)

DURATION: Concentration, up to 1 minute

When you cast this spell, you erect a barrier of energy from the realm of death and shadow. This creates a wall 20 feet high and 60 feet long, or a ring 20 feet high and 20 feet in diameter. The wall lightly obscures vision through it from one side of your choice but is transparent from the other side. A creature that tries to move through the wall must make a successful Wisdom saving throw or become frightened of the wall until the start of the creature's next turn, when it can try again to move through. Once a creature makes a successful saving throw against the wall, it's immune to being frightened of this *gloomwrought barrier*.

GOAT'S HOOF CHARM

1st-level transmutation (rune)

CASTING TIME: 1 action

RANGE: Touch

COMPONENTS: V, S, M (a goat's hoof)

DURATION: 1 minute

The target creature traverses craggy slopes with the surefootedness of a mountain goat. When climbing slopes and inclines (but not vertical surfaces) that normally reduce speed by half, the target moves at three-quarters normal speed instead. The target also gains a +2 bonus on checks to prevent falls, to catch a ledge or otherwise stop themselves when falling, and on Dexterity checks to move along narrow ledges.

AT HIGHER LEVELS. When you cast this spell using a spell slot of 2nd level or higher, the duration increases by 1 minute for every slot above 1st.

GRASP OF THE TUPILAK

5th-level necromancy (rune)

CASTING TIME: 1 action

RANGE: Self

COMPONENTS: V, S, M (tupilak idol)

DURATION: 1 hour or until triggered

This spell is infamous for its use among feuding wizards and witches, because it lets the caster steal one or more spell slots from the target. *Grasp of the tupilak* remains effective for 1 hour or until it's triggered. When you make a successful melee attack, besides doing normal melee damage, the target takes an additional 2d4 necrotic damage and one or more of the defender's spell slots are transferred to you, for you to use as your own. Roll 1d6; the result equals the total levels of the slots transferred. Spell slots of the highest level possible are transferred before lower-level slots.

For example, if you roll a 5 and the target has at least one 5th-level spell slot available, that slot transfers to you. If the target's highest available spell slot is 3rd level, then you receive a 3rd-level slot plus a 2nd-level slot, or a 3rd-level slot and two 1st-level slots if no 2nd-level slot is available. You can steal either arcane or divine spell slots, at your preference. Crucially, however, spell slots can be stolen only from casters who prepare spells in advance. If the target has no available spell slots of an appropriate level—for example, if you roll a 2 and the target has expended all its 1st and 2nd-level spell slots—then *grasp of the tupilak* has no effect, including causing no necrotic damage. If a stolen spell slot is higher than you're able to use, treat it as your highest-level slot.

A spellcaster who's been affected by *grasp of the tupilak* can't recover stolen spell slots until the stolen slot is used, you take a long rest, or they receive *remove curse*, *greater restoration*, or comparable magic. Unused stolen spell slots disappear from your inventory when you take a long rest or when the creature you stole them from receives restorative magic.

GREATER LEY PULSE

7th-level transmutation (ley line)

CASTING TIME: 1 action

RANGE: 60 feet

COMPONENTS: V, S

DURATION: Concentration, up to 1 minute

You set up ley energy vibrations in a 20-foot cube within range, and name one type of damage. Each creature in the area must succeed on a Wisdom saving throw or lose immunity to the chosen damage type for the duration.

AT HIGHER LEVELS. When you cast this spell using a 9th-level spell slot, choose two damage types instead of one.

GREATER SEAL OF SANCTUARY

9th-level abjuration (ritual; angelic)

CASTING TIME: 10 minutes

RANGE: Touch

COMPONENTS: V, S, M (incense and special inks worth 500 gp, which the spell consumes)

DURATION: 24 hours

You inscribe an angelic seal on the ground, floor, or other solid component of a structure. The seal creates a spherical, spiritual boundary with a radius of 100 feet. For the duration, aberrations, elementals, fey, fiends, and undead who approach within 5 feet of the boundary know they are about to cross a deadly barrier. If the creature comes into contact with the boundary, it must make a Charisma saving throw. On a failure, it takes 15d8 radiant damage, it's repelled to 5 feet outside the boundary, and it can't target anything on the opposite side of the boundary with attacks, spells, or abilities. If the creature is a fiend that isn't on its home plane, it is immediately destroyed instead of taking damage. On a successful save, the creature takes half as much radiant damage and can cross the boundary.

While within 100 feet of the seal (inside the boundary), aberrations, elementals, fey, fiends, and undead have disadvantage on ability checks, attack rolls, and saving throws, and each takes 4d8 radiant damage at the start of its turn. All of these effects apply to the specified creatures trying to cross the boundary by any means, including teleportation and extradimensional travel.

Creatures other than aberrations, elementals, fey, fiends, and undead can't be charmed or frightened while within 100 feet of the seal.

The seal has 75 hit points, has resistance to bludgeoning, piercing, and slashing damage, and is immune to psychic and poison damage. If the seal is reduced to 0 hit points, the spell ends.

GREMLINS

4th-level conjuration (clockwork)

CASTING TIME: 1 action

RANGE: 60 feet

COMPONENTS: V, S, M (a single gear)

DURATION: Concentration, up to 1 minute

You target a construct and summon a plague of invisible spirits to harass it. The target resists the spell and negates its effect with a successful Wisdom saving throw. While the spell remains in effect, the construct has disadvantage on attack rolls, ability checks, and saving throws, and it takes 3d8 force damage at the start of each of its turns as it is magically disassembled by the spirits.



AT HIGHER LEVELS: When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d8 for each slot above 4th.

GRINDING GEARS

4th-level evocation (clockwork)

CASTING TIME: 1 action

RANGE: 120 feet

COMPONENTS: V, S, M (a single gear)

DURATION: Concentration, up to 1 minute

You designate a spot within range, and massive gears emerge from the ground at that spot, creating difficult terrain in a 20-foot radius. Creatures that move in the area must make successful Dexterity saving throws after every 10 feet of movement or when they stand up. Failure indicates that the creature falls prone and takes 1d8 points of bludgeoning damage.

GRUDGE MATCH

2nd-level evocation (rune)

CASTING TIME: 1 action

RANGE: 100 feet

COMPONENTS: V, S

DURATION: 1 round

You reveal how the Norns have entwined the fate of nearby allies and enemies. For every ally targeted by this spell, you must also target an enemy within range. If the number of allies and enemies targeted isn't the same, the spell fails. For the duration of the spell, every target gains a +2 bonus on saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls made against targets also affected by the spell. All affected creatures can identify fellow targets of the spell by sight. If an affected creature makes any of the above checks against a non-subject, it has a -2 penalty on that check.

AT HIGHER LEVELS. When you cast this spell using a spell slot of 3rd level or higher, the duration is increased by 1 round for every slot above 2nd.

GUEST OF HONOR

1st-level enchantment (ritual; high elven)

CASTING TIME: 1 action

RANGE: Touch

COMPONENTS: V, M (a signet ring worth 25 gp)

DURATION: 10 minutes

You whisper words of encouragement, and a target that you touch gains confidence along with approval from strangers. For the spell's duration, the subject puts their best foot forward and strangers associate the target with positive feelings. The target adds 1d4 to all Charisma (Persuasion) checks made to influence the attitudes of others and gains a +2 bonus to their status score (if used).

AT HIGHER LEVELS. When you cast this spell using a spell slot of 2nd level or higher, the effect lasts for an additional 10 minutes for each slot level above 1st.

RITUAL FOCUS. If you expend your ritual focus, the effect lasts for 24 hours.

GUIDING STAR

1st-level divination (ritual; illumination)

CASTING TIME: 10 minutes

RANGE: Self

COMPONENTS: V, S

DURATION: 8 hours

By observing the stars or the position of the sun, you are able to determine the cardinal directions, and the direction and distance to a stated destination. You can't become directionally disoriented or lose track of the destination. The spell doesn't, however, reveal the best route to your destination or warn you about deep gorges, flooded rivers, or other impassable or treacherous terrain ahead.

HARSH LIGHT OF SUMMER'S GLARE

8th-level enchantment (high elven)

CASTING TIME: 1 action

RANGE: 90 feet

COMPONENTS: V, S

DURATION: 1 round

Your visage radiates the wrath of the shadow fey, which bears down oppressively upon your targets in a burst of brilliant light. Only creatures that can see you are affected. Creatures with darkvision that fail a Constitution saving throw are blinded and stunned. Creatures without darkvision that fail a Constitution saving throw are blinded. This is not a gaze attack, and it cannot be avoided by averting one's eyes or wearing a blindfold.

RITUAL FOCUS. If you expend your ritual focus, affected creatures without darkvision are charmed instead of blinded.

HEARTACHE

2nd-level enchantment (high elven)

CASTING TIME: 1 action

RANGE: 30 feet

COMPONENTS: V, S, M (a silver locket)

DURATION: Instantaneous

You force an enemy to experience pangs of unrequited love and emotional distress. These feelings manifest with such intensity that creature suffers 5d6 psychic damage on a failed Charisma saving, or half damage with a successful saving throw.

AT HIGHER LEVELS. When you cast this spell using a spell slot of 3rd level or higher, you can target an additional enemy for each slot level above 2nd.

RITUAL FOCUS. If you expend your ritual focus, the target is also incapacitated for 1 round, if it fails the saving throw.

HEARTH CHARM

1st-level transmutation (rune)

CASTING TIME: 1 action

RANGE: 25 feet

COMPONENTS: V, S

DURATION: 24 hours

This spell makes flammable material burn twice as long as normal.

HEARTSTOP

2nd-level necromancy (clockwork)

CASTING TIME: 1 action

RANGE: Touch

COMPONENTS: V, S

DURATION: Concentration, up to 10 minutes.

You slow the beating of a willing target's heart to the rate of one beat per minute. The creature's breathing almost stops. To a casual or brief observer, the subject appears dead. At the end of the spell, the creature returns to normal with no ill effects.

HEAVENLY CROWN

6th-level enchantment (angelic)

CASTING TIME: 1 action

RANGE: Self (30-foot sphere)

COMPONENTS: V, S, M (a small golden crown worth 50 gp)

DURATION: Concentration, up to 1 minute

A glowing golden crown appears on your head and sheds dim light in a 30-foot radius, invoking the majesty of the heavenly planes. When you cast the spell and as a bonus action on subsequent turns, you can target one willing creature within 30 feet of you that you can see. If the target can hear you, it can use its reaction to make one melee weapon attack and then move up to half its speed, or vice versa.

HELLFORGING

7th-level necromancy (ritual; clockwork)

CASTING TIME: 1 hour (see below)

RANGE: Touch

COMPONENTS: V, S, M (a complete mechanical body worth 10,000 gp inscribed with demonic runes and containing a ready soul gem)

DURATION: Instantaneous

You spend an hour calling forth a disembodied evil spirit. At the end of that time, the summoned spirit must make a Charisma saving throw. If the saving throw succeeds, you take 2d10 psychic damage plus 2d10 necrotic damage

from waves of uncontrolled energy ripping out from the disembodied spirit. You can maintain the spell, forcing the subject to repeat the saving throw at the end of each of your turns, with the same consequence to you for each failure. If you choose not to maintain the spell or are unable to do so, the evil spirit returns to its place of torment and cannot be recalled.

If the saving throw fails, the summoned spirit is transferred into the waiting soul gem and immediately animates the constructed body. The subject is now a hellforged; it loses all of its previous racial traits and gains gearfused traits except as follows:

Vulnerability: Hellforged are vulnerable to radiant damage.

Evil Mind: Hellforged have disadvantage on saving throws against spells and abilities of evil fiends or aberrations that effect the mind or behavior.

Past Life: The hellforged retains only a vague sense of who it was in its former existence, but these memories are enough for it to gain proficiency in one skill.

Languages: Hellforged speak Common, Machine Speech, and Infernal or Abyssal.

Up to four other spellcasters of at least 5th level can assist you in the ritual. Each assistant increases the DC of the Charisma saving throw by 1. In the event of a failed saving throw, the spellcaster and each assistant take damage. An assistant who drops out of the casting can't rejoin.

HERO'S STEEL

3rd-level transmutation (rune)

CASTING TIME: 1 action

RANGE: Touch

COMPONENTS: V, S, M

DURATION: 1 minute

You infuse the metal of a melee weapon with the fearsome aura of a mighty hero. The weapon's wielder has advantage on Charisma (Intimidate) checks made while aggressively brandishing the weapon. In addition, an opponent that currently has 30 or fewer hit points and is struck by the weapon must make a Charisma saving throw or be stunned for 1 round. If the creature has more than 30 hit points but fewer than the weapon's wielder currently has, it becomes frightened instead; a frightened creature repeats the saving throw at the end of each of its turns, ending the effect on itself with a success. A creature that succeeds on the saving throw is immune to this effect on the same weapon for 24 hours.



HIRVSTH'S CALL

4th level conjuration (Rothenian)

CASTING TIME: 1 action

RANGE: 30 feet

COMPONENTS: V, S

DURATION: 1 minute

You summon a spectral herd of ponies to drag off a creature that you can see within range. The target must be size Large or smaller. If it fails a Dexterity saving throw, a spectral rope wraps around the target, which falls prone and is restrained. It is immediately pulled 60 feet behind the galloping herd, in a direction of your choosing. The target also takes 3d6 bludgeoning damage from being dragged across the ground.

While the target is restrained this way, it is dragged another 60 feet and takes another 3d6 bludgeoning damage at the start of each of your turns. The ponies continue running in the chosen direction for the duration of the spell. Once the direction is chosen, you can't change it, but the ponies do swerve around impassable obstacles. They ignore difficult terrain and are immune to damage.

The restrained creature can escape by using its action to make a successful Strength or Dexterity check against your spell DC. The spectral rope can't be severed.

AT HIGHER LEVELS. When you cast this spell using a spell slot of 5th level or higher, one additional creature can be targeted for each slot level above 4th.

HOARFROST

Evocation cantrip (ring)

CASTING TIME: 1 bonus action

RANGE: Touch

COMPONENTS: V, S, M (an iron ring that's been subjected to freezing temperature for at least 24 hours)

DURATION: 1 minute

A melee weapon you are holding is imbued with deep cold. For the duration, a rime of frost covers the weapon and light vapor rises from it if the temperature of the surrounding area is above freezing. The weapon becomes magical and deals an additional 1d4 cold damage on a successful hit. The spell ends if you cast it again or if you let go of the weapon.

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

HOBBLE MOUNT

1st-level necromancy (battle)

CASTING TIME: 1 action

RANGE: Touch

COMPONENTS: V, S

DURATION: Concentration, up to 1 hour

When you cast *hobble mount* as a successful melee spell attack against a horse, wolf, or other four-legged or two-legged beast being ridden as a mount, that beast is disabled so that it can't move at its normal speed without incurring injury. An affected creature that moves more than half its base speed in a turn takes 2d6 bludgeoning damage.

This spell has no effect on a creature that your GM deems to not be a mount.

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

HOD'S GIFT

5th-level transmutation (rune)

CASTING TIME: 1 round

RANGE: Touch

COMPONENTS: V, S, M

DURATION: 1 hour

The target gains blindsight to a range of 60 feet.

AT HIGHER LEVELS. When you cast this spell using a spell slot of 6th level or higher, the duration is increased by 1 hour for every slot above 5th level.

HOLY GROUND

5th-level evocation (battle)

CASTING TIME: 1 action

RANGE: Self

COMPONENTS: V, S, M (a vial of holy water that is consumed in the casting)

DURATION: Concentration, up to 10 minutes

You invoke the divine powers to bless the ground within 60 feet of you. Creatures slain in the area of effect cannot be raised as undead by magic or by the abilities of monsters, even if the corpse is later removed from the area. Any spell of 4th level or lower that would summon or animate undead within the area fails automatically. Such spells cast with spell slots of 5th level or higher function normally.

AT HIGHER LEVELS. When you cast this spell using a spell slot of 6th level or higher, the level of spells that are prevented from functioning increases by 1 for each slot level above 5th.

ICY GRASP OF THE VOID

7th-level evocation (illumination)

CASTING TIME: 1 action

RANGE: 120 feet

COMPONENTS: V, S

DURATION: Concentration, up to 1 minute

You summon the cold, inky darkness of the Void into being around a creature that you can see. The target takes 10d10 cold damage and is restrained; a successful Constitution saving throw halves the damage and prevents restraint. A restrained creature gains one level of exhaustion at the start of its turn from frigid cold and lack of air. Creatures immune to cold and that do not breathe gain no exhaustion. A restrained creature repeats the saving throw at the end of its turn, breaking free from the darkness and ending the spell with a success.

ICY MANIPULATION

6th-level transmutation (dragon)

CASTING TIME: 1 action

RANGE: 60 feet

COMPONENTS: V, S, M (a piece of ice preserved from the plane of elemental ice)

DURATION: Concentration, up to 1 minute

One creature you can see within range must make a Constitution saving throw. If it fails, the creature is petrified (frozen solid). A petrified creature repeats the saving throw at the end of its turn, ending the effect on its second success. If the saving throw fails twice (not counting the original failure that caused petrification) before it succeeds twice, the petrification becomes permanent.

Petrification also becomes permanent if you maintain concentration on *icy manipulation* for a full minute. A permanently-petrified/frozen creature can be restored to normal with *greater restoration* or comparable magic, or by casting *icy manipulation* on the creature again and maintaining concentration for a full minute.

If the frozen creature is broken before it recovers from being petrified, the same injury carries over to its normal state.

ILL-FATED WORD

1st-level divination (chaos)

CASTING TIME: 1 reaction, which you take when an enemy rolls an attack, ability check, or saving throw

RANGE: 30 feet

COMPONENTS: V

DURATION: Instantaneous

You call out a distracting curse to a creature, altering its chance to succeed at whatever it's currently doing. You roll a d4 and subtract the number rolled from an attack roll,

ability check, or saving throw that the target creature just made; the target uses the lowered result to determine the outcome of its roll.

IMBUE SPELL

5th-level transmutation (ritual; clockwork))

CASTING TIME: 1 hour

RANGE: Touch

COMPONENTS: V, S, M (a specially designed gear worth 100 gp per spell level—see below)

DURATION: Instantaneous

You imbue a spell of 1st thru 3rd level that has a casting time of instantaneous onto a gear worth 100 gp per level of spell you are imbuing. At the end of the ritual, the gear is placed into a piece of clockwork that includes a timer or trigger mechanism. When the timer or trigger goes off, the spell is cast. If the range of the spell was Touch, it effects only a target touching the device. If the spell had a range in feet, the spell is cast on the closest viable target within range, based on the nature of the spell. Spells with a range of Self or Sight can't be imbued. If the gear is placed with a timer, it activates when the time elapses regardless of whether a legitimate target is available.

AT HIGHER LEVELS: You can perform this ritual as a 7th-level spell to imbue a spell of 4th or 5th level.

INNOCUOUS ASPECT

3rd-level illusion (ring)

CASTING TIME: 1 action

RANGE: Self

COMPONENTS: V, S, M (a paper ring)

DURATION: Concentration, up to 10 minutes

A ring of false vision encircles all creatures within 20 feet of you. You and every creature within the area that you choose to affect take on the appearance of a single type of harmless creature or object chosen by you. Each image is identical, and only vision is affected. Sounds, movement, or physical inspection can give the ruse away.

A creature that uses its action to examine the image can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, that creature sees through the image.

INSPIRING SPEECH

4th-level enchantment (battle)

CASTING TIME: 10 minutes

RANGE: 60 feet

COMPONENTS: V

DURATION: 1 hour

The verbal component of this spell is a 10-minute-long, rousing speech by you. At the end of the speech, all your

allies within the area of effect who heard the speech gain a +1 bonus on attack rolls and have advantage on saving throws against effects that cause the charmed or frightened condition for 1 hour. Additionally, each recipient gains temporary hit points equal to your spellcasting ability modifier. If you move farther than 1 mile from your allies or you die, this spell ends. A character can be affected by only one *inspiring speech* at a time; subsequent, overlapping castings have no additional effect and don't extend the spell's duration.

INSTANT FORTIFICATION

4th-level transmutation (ritual; battle)

CASTING TIME: 1 action

RANGE: 60 feet

COMPONENTS: V, S, M (a stone statuette of a keep worth 250 gp which is consumed in the casting)

DURATION: Permanent

Through this spell, you transform a miniature statuette of a keep into an actual fort. The fortification springs from the ground in an unoccupied space within range. It is a 10-foot cube (including floor and roof). The walls are made of stone (AC 15), have 120 hit points each, and are immune to necrotic, poison, and psychic damage. Reducing a wall to 0 hit points destroys it and has a 50 percent chance to cause the roof to collapse.

Each wall has two arrow slits. One wall also includes a metal door with an *arcane lock*. You designate at the time of the fort's creation which creatures can enter the fortification. The door has AC 20 and 60 hit points, or it can be broken open with a successful DC 25 Strength (Athletics) check.

AT HIGHER LEVELS. When you cast this spell using a spell slot of 6th level or higher, you can increase the length or width of the fortification by 5 feet for every slot level above 5th. You can make a different choice (width or length) for each slot level above 5th.

INSTANT SIEGE WEAPON

5th-level transmutation (ritual; battle)

CASTING TIME: 1 action

RANGE: 60 feet

COMPONENTS: V, S, M (raw materials with value in gp equal to the hit points of the siege weapon to be created)

DURATION: Permanent

Through this spell, you instantly transform raw materials into a siege engine (see the 5th edition rules for details). You can collect the raw materials before casting this spell, or you can target other creatures that have the raw materials in their possession, as long as everything needed is within the spell's range. The raw materials for the spell don't need to be the actual material a siege weapon is normally built from; they just need to be remotely like that and have a value in gold at least equal to the weapon's hit points. (For example, a mangonel has 100 hit points. *Instant siege weapon* will fashion any collection of raw material worth at least 100 gp into a mangonel, whether that's a small house, three wagons, or two heavy crossbows.) The siege weapon is limited to a maximum size of Large (no siege towers or trebuchets). The spell also creates enough ammunition for ten shots, if the siege engine uses ammunition.

AT HIGHER LEVELS. When you cast this spell using a spell slot of 6th level, a Huge siege engine can be made; at 8th level, a Gargantuan siege engine can be made. In addition, for each slot level above 4th, the spell creates another ten shots' worth of ammunition.

IRE OF THE MOUNTAIN

3rd level transmutation (Rothenian)

CASTING TIME: 1 action

RANGE: 30 feet

COMPONENTS: V, S, M (a piece of coal partially burnt in the shadow of Demon Mountain)

DURATION: Instantaneous

An *ire of the mountain* spell melts nonmagical objects that are made primarily of metal. Target one metal object that you can see within range. Tendrils of blistering air writhe toward the object. A creature holding or wearing the item must make a Dexterity saving throw. If it succeeds, the creature takes 1d8 fire damage and the spell has no further effect. If the saving throw fails, the targeted object melts and is destroyed, and the creature takes 4d8 fire damage if it is wearing the object, or 2d8 fire damage if it is holding the object. If the object is not held or worn by a creature, the saving throw fails automatically. This spell cannot affect magical objects.

AT HIGHER LEVELS. When you cast this spell using a spell slot of 4th level or higher, you can target one additional object for each slot level above 3rd.



JWELED FISSURE

3rd-level conjuration (dragon)

CASTING TIME: 1 action

RANGE: 100 feet

COMPONENTS: V, S, M (a shard of jasper)

DURATION: Instantaneous

With a sweeping gesture, you cause jagged crystals to burst from the ground and hurtle directly upward. Choose an origin point within the spell's range that you can see. Starting from that point, the crystals burst out of the ground along a 30-foot line. All creatures in that line and up to 100 feet above it take 2d8 thunder damage plus 2d8 piercing damage; a successful Dexterity saving throw negates the piercing damage.

A creature that fails the saving throw is impaled by a chunk of crystal that halves the creature's speed, prevents it from flying, and causes it to fall to the ground if it was flying. To remove a crystal, the creature or an ally within 5 feet of it must use an action and make a successful DC 13 Strength check. If the check succeeds, the impaled creature takes 1d8 piercing damage and its speed and flying ability are restored to normal.

JOTUN'S JEST

4th-level transmutation (rune)

CASTING TIME: 1 action

RANGE: 25 feet

COMPONENTS: V, S

DURATION: 1 minute

Giants never tire of having fun with this spell. It causes a weapon or other item to vastly increase in size, temporarily becoming sized for a Gargantuan creature. The item weighs 12 times its original weight and in most circumstances cannot be used effectively by creatures smaller than Gargantuan size. The item retains its usual qualities (including magical powers and effects) and returns to normal size when the spell ends.

KOBOLD'S FURY

1st-level transmutation (dragon)

CASTING TIME: 1 action

RANGE: Touch

COMPONENTS: V, S, M (a kobold scale)

DURATION: 1 round

Your touch infuses the rage of a threatened kobold into the target. The target has advantage on melee weapon attacks until the end of its next turn. In addition, its next successful melee weapon attack against a creature larger than itself does an additional 2d8 damage.

LABYRINTH MASTERY

4th-level divination (labyrinth)

CASTING TIME: 1 action

RANGE: Self

COMPONENTS: V, S, M (a piece of blank parchment)

DURATION: Concentration, up to 1 hour

Upon completing this spell, you immediately gain a sense of your surroundings. If you are in a maze or any structure with multiple paths and dead ends, this spell guides you to the nearest exit from the structure, although not necessarily along the fastest or shortest route. If your route takes you closer to a different exit, the spell begins guiding you toward that exit instead.

In addition, while the spell is guiding you out of such a structure, you also have advantage on skill checks to avoid being surprised and on initiative checks.

Finally, this spell grants you a perfect memory of all portions of the maze you move through during the spell's duration. If you revisit such a portion, you recognize that you've been there before and automatically notice any changes to the environment.

While under the effect of this spell, you can exit any maze spell (and its lesser and greater varieties) as an action without needing to make an Intelligence check.

LABYRINTHINE HOWL

5th-level illusion (labyrinth)

CASTING TIME: 1 action

RANGE: 60 feet

COMPONENTS: V, S, M (a dead mouse)

DURATION: 1 round

You let loose the howl of a ravenous beast, causing all enemies within 60 feet that can hear you to make a Wisdom saving throw. Those that fail believe they've been transported into the Maze and are under attack by savage beasts. An affected creature must choose to either face the beasts, or curl into a ball for protection. A creature that faces the beasts takes 7d8 psychic damage and then the spell ends on it. Those that curl into a ball fall prone and are stunned until the end of your next turn.

AT HIGHER LEVELS. When you cast this spell using a spell slot of 6th level or higher, the damage increases by 2d8 for each slot level above 5th.



LAIR SENSE

2nd-level divination (ritual; dragon)

CASTING TIME: 1 minute

RANGE: 120 feet

COMPONENTS: V, S, M (treasure worth at least 500 gp, which is not consumed in casting)

DURATION: 24 hours

You set up a magical boundary around your lair. The boundary can't exceed the dimensions of a 100-foot cube, but within that maximum, you can shape it as you like—to follow the walls of a building or cave, for example. While the spell lasts, you instantly become aware of any Tiny or larger creature that enters the enclosed area. You know the creature's type but nothing else about it. You are also aware when creatures leave the area.

This awareness is enough to wake you from sleep, and you receive the knowledge as long as you're on the same plane of existence as your lair.

AT HIGHER LEVELS. When you cast this spell using a spell slot of 3rd level or higher, add 50 feet to the maximum dimensions of the cube and add 12 hours to the spell's duration for each slot level above 2nd.

LAND BOND

1st-level transmutation (ley line)

CASTING TIME: 1 action

RANGE: Touch

COMPONENTS: V, S, M (soil taken from a ley-influenced area)

DURATION: 1 hour

You touch a willing creature and infuse it with ley energy, creating a bond between the creature and the land. For the duration of the spell, if the target is in contact with the ground, the target has advantage on saving throws and ability checks made to avoid being moved or knocked prone against its will. Additionally, the creature ignores nonmagical difficult terrain and is immune to effects from extreme environments such as heat, cold (but not cold or fire damage), and altitude.

LAST RAYS OF THE DYING SUN

7th-level evocation (illumination)

CASTING TIME: 1 action

RANGE: 40 feet

COMPONENTS: V, S

DURATION: Instantaneous

A burst of searing heat explodes from you, doing 6d6 fire damage to all enemies within 40 feet of you. Immediately afterward, a wave of frigid cold rolls across the same area, doing 6d6 cold damage to enemies. A successful Dexterity saving throw halves all the damage.

AT HIGHER LEVELS. When you cast this spell using a spell slot of 8th or 9th level, the damage from both waves increase by 1d6 for each slot level above 7th.

LEGEND KILLER

7th-level divination (dragon)

CASTING TIME: 1 action

RANGE: 60 feet

COMPONENTS: V, S, M (a silver scroll describing the spell's target worth at least 1,000 gp, which the spell consumes)

DURATION: Concentration, up to 1 minute

You tap into the life force of a creature that is capable of performing legendary actions. When you cast the spell, the target creature must make a successful Constitution saving throw or lose the ability to take legendary actions for the spell's duration. A creature can't use legendary resistance to automatically succeed on the saving throw against this spell. An affected creature repeats the saving throw at the end of its turn, regaining 1 legendary action on a success. It continues repeating the saving throw until the spell ends or it regains all its legendary actions.

LEGION

3rd-level conjuration (shadow)

CASTING TIME: 1 action

RANGE: 60 feet

COMPONENTS: V, S, M (a toy soldier)

DURATION: Concentration, up to 1 minute

You call down a legion of shadowy soldiers in a 10-foot cube. They are conjured from the Shadow Realm, and their features resemble a mockery of once-living creatures. Whenever a creature starts its turn inside the cube, within 5 feet of it, or enters the cube for the first time on its turn, the conjured shades make an attack using your melee spell modifier; if it hits, the target takes 3d8 necrotic damage. The space inside the cube is difficult terrain.

LESSER LEY PULSE

5th-level transmutation (ley line)

CASTING TIME: 1 action

RANGE: 30 feet

COMPONENTS: V, S

DURATION: Concentration, up to 1 minute

You set up ley energy vibrations in a 10-foot cube within range, and name one type of damage. Each creature in the area must make a successful Wisdom saving throw or lose resistance to the chosen damage type for the duration of the spell.

AT HIGHER LEVELS. When you cast this spell using a 7th-level spell slot, choose two damage types instead of one.

LEY DISRUPTION

2nd-level evocation (ley line)

CASTING TIME: 1 action

RANGE: 50 feet

COMPONENTS: V, S, M (a chip of broken crystal infused with ley energy)

DURATION: 1 minute

You create a 15-foot-radius sphere filled with disruptive ley energy. The sphere is centered around a point you can see within range. Surfaces inside the sphere shift erratically, becoming difficult terrain for the duration. Any creature in the area when it appears, that starts its turn in the area, or that enters the area for the first time on a turn must succeed on a Dexterity saving throw or fall prone. If you cast this spell in an area within the influence of a ley line, creatures have disadvantage on their saving throws against its effect.

SPECIAL. A geomancer with a bound ley line is “within the influence of a ley line” for purposes of *ley disruption* as long as he or she is on the same plane as the bound line.

LEY ENERGY BOLT

3rd-level evocation (ley line)

CASTING TIME: 1 action

RANGE: Self (100-foot line)

COMPONENTS: S, M (a ley-infused pebble)

DURATION: Instantaneous

You transform ambient ley power into a crackling bolt of energy 100 feet long and 5 feet wide. Each creature in the line takes 5d8 force damage, or half damage with a successful Dexterity saving throw.

The bolt passes through the first inanimate object in its path, and creatures on the other side of the obstacle receive no bonus to their saving throw from cover. The bolt stops if it strikes a second object.

AT HIGHER LEVELS. When you cast this spell using a spell slot of 4th level or higher, the bolt's damage increases by 1d8 for each slot level above 3rd.

LEY LEECH

5th-level necromancy (ley line)

CASTING TIME: 1 action

RANGE: Touch

COMPONENTS: V, S

DURATION: Instantaneous

You channel destructive ley energy through your touch. Make a melee spell attack against a creature within your reach. The target takes 8d10 necrotic damage and must succeed on a Constitution saving throw or have disadvantage on attack rolls, saving throws, and ability checks. An affected creature repeats the saving throw at the end of its turn, ending the effect on itself with a success.



This spell has no effect against constructs or undead.

AT HIGHER LEVELS. When you cast this spell using a spell slot of 6th level or higher, the spell's damage increases by 1d10 for each slot level above 5th.

LEY SENSE

3rd-level divination (ley line)

CASTING TIME: 1 action

RANGE: Self

COMPONENTS: V, S

DURATION: Concentration, up to 10 minutes

You tune your senses to the pulse of ambient ley energy flowing through the world. For the duration, you gain tremorsense with a range of 20 feet and you are instantly aware of the presence of any ley line within 5 miles. You know the distance and direction to every ley line within that range.



LEY STORM

9th-level conjuration (ley line)

CASTING TIME: 1 action

RANGE: Sight

COMPONENTS: V, S

DURATION: Concentration, up to 1 minute

A roiling stormcloud of ley energy forms, centered around a point you can see and extending horizontally to a radius of 360 feet, with a thickness of 30 feet. Shifting color shoots through the writhing cloud, and thunder roars out of it. Each creature under the cloud at the moment when it's created (no more than 5,000 feet beneath it) takes 2d6 thunder damage and is deafened for 5 minutes; a successful Constitution saving throw negates both effects.

Each round you maintain concentration on this spell, the storm produces additional effects on your turn.

Round 2. Ley-infused pebbles rain from the cloud, causing 1d6 bludgeoning damage to everything beneath it (no saving throw).

Round 3. Up to six bolts of ley energy leap from the cloud to strike creatures or objects of your choice beneath the cloud. No creature or object can be struck by more than one bolt. A creature struck takes 8d8 force damage, or half damage with a successful Dexterity saving throw.

Round 4. A burst of prismatic light fills a 20-foot sphere centered on a point beneath the cloud. All creatures in the sphere are affected as if targeted by a *disruptive aura* spell.

Rounds 5-10. Flashes of multicolored light burst through and out of the cloud, causing creatures to have disadvantage on Wisdom (Perception) checks that rely on sight while they are beneath the cloud. In addition, each round, you trigger a burst of energy that fills a 20-foot sphere centered on a point you can see beneath the cloud. Each creature in the sphere takes 4d8 force damage (no saving throw).

SPECIAL. A geomancer who casts this spell regains 4d10 hit points.

LEY SURGE

9th-level evocation (ley line)

CASTING TIME: 1 action

RANGE: 150 feet

COMPONENTS: V, S

DURATION: Instantaneous

You unleash the power of a ley line within 5 miles, releasing a spark that flares into a 30-foot sphere centered around a point within 150 feet of you. Each creature in the sphere takes 14d6 force damage and is stunned for 1 minute; a successful Constitution saving throw halves the damage and negates the stun. A stunned creature repeats the saving throw at the end of its turn, ending the effect on itself on a success.

SPECIAL. A geomancer with a bound ley line can cast this spell as long as he or she is on the same plane as the bound line.

LEY WHIP

6th-level evocation (ley line)

CASTING TIME: 1 action

RANGE: Self

COMPONENTS: V, S

DURATION: 1 minute

You channel the power of a ley line within 1 mile into a crackling tendril of multicolored ley energy. The tendril extends from your hand but doesn't interfere with your ability to hold or manipulate objects. When you cast the spell and as a bonus action on subsequent turns, you can direct the tendril to strike a target within 50 feet of you. Make a melee spell attack; on a hit, the tendril does 3d8 force damage and the target must make a Strength saving throw. If the saving throw fails, you can push the target away or pull it closer, up to 10 feet in either direction.

SPECIAL. A geomancer with a bound ley line can cast this spell as long as he or she is on the same plane as the bound line.

LOCK ARMOR

2nd-level transmutation (clockwork)

CASTING TIME: 1 action

RANGE: 60 feet

COMPONENTS: V, S, M (a pinch of rust and metal shavings)

DURATION: Concentration, up to 1 minute

You target a piece of metal equipment or a metal construct. If the target is a creature wearing metal armor or is a construct, it makes a Wisdom saving throw to negate the effect. If the saving throw fails, the spell makes metal cling to metal, making it impossible to move pieces against each other. This effectively paralyzes a creature that is made of metal or that is wearing metal armor with moving pieces; for example, scale mail would lock up because the scales must slide across each other, but a breastplate would be unaffected. Limited movement might still be possible, depending on how extensive the armor is, and speech is usually not affected. Metal constructs are completely paralyzed. An affected creature or construct repeats the saving throw at the end of each of its turns, ending the effect on itself with a success. A *grease* spell dispels *lock armor* on everything in its area of effect.

AT HIGHER LEVELS: When casting this spell using a 3rd level slot or higher, you may target 1 additional creature or item per level.

LOKI'S GIFT

1st-level enchantment (rune)

CASTING TIME: 1 action

RANGE: Self

COMPONENTS: V

DURATION: 1 minute

Loki's gift makes even the most barefaced lie seem strangely plausible: you gain advantage to Charisma (Deception) checks for whatever you're currently saying. If your Deception check fails, the creature knows that you tried to manipulate it with magic. If you lie to a creature that has a friendly attitude toward you and it fails a Charisma saving throw, you can also coax him or her to reveal a potentially embarrassing secret. The secret can involve wrongdoing (adultery, cheating at tafl, a secret fear, etc.) but not something life-threatening or dishonorable enough to earn the subject reputé as a nithling. The verbal component of this spell is the lie you are telling.

MACHINE SACRIFICE

8th-level necromancy (clockwork)

CASTING TIME: 1 action

RANGE: Touch

COMPONENTS: V, S, M (a construct with at least 3 HD, which is consumed in the casting)

DURATION: Concentration, up to 1 minute

You sacrifice a willing construct you can see to imbue a willing target with construct traits. The target gains resistance to all nonmagical damage and gains immunity to the blinded, charmed, deafened, frightened, petrified, and poisoned conditions.

MACHINE'S LOAD

1st-level transmutation (clockwork)

CASTING TIME: 1 action

RANGE: Touch

COMPONENTS: V, S, M (a 1-lb weight)

DURATION: Concentration, up to 1 minute

You touch a creature and give it the capacity to carry, lift, push, or drag weight as if it were one size category larger. If you're using the encumbrance rules, the target is not subject to penalties for weight. Furthermore, the subject can carry loads that would normally be unwieldy.

AT HIGHER LEVELS: When you cast this spell using a spell slot higher than 1st, you can touch one additional creature for each spell level.

MACHINE SPEECH

1st-level transmutation (clockwork)

CASTING TIME: 1 bonus action

RANGE: Self

COMPONENTS: V, S

DURATION: 1 round

Your voice, and to a lesser extent your mind, changes to communicate only in the whirring clicks of machine speech. Until the end of your next turn, all clockwork spells you cast have advantage on their attack rolls or the targets have disadvantage on their saving throws.

MALEVOLENT WAVES

8th-level abjuration (shadow)

CASTING TIME: 1 action

RANGE: Self

COMPONENTS: V, S, M (a profane object that has been bathed in blood)

DURATION: Concentration, up to 1 minute

You create an invisible miasma that fills the area within 30 feet of you. All of your allies have advantage on Dexterity (Stealth) checks they make within 30 feet of you, and all of your enemies are poisoned while within that radius.

MAMMON'S DUE

9th level conjuration (ritual; Rothenian)

CASTING TIME: 1 hour

RANGE: 500 feet

COMPONENTS: V, S, M (11 gilded human skulls worth 150 gp each, which are consumed by the spell)

DURATION: Concentration, up to 1 minute

You summon a cylindrical sinkhole filled with burning ash and grasping arms made of molten metal at a point on the ground you can see within range. The sinkhole is 20 feet deep and 50 feet in diameter, and is difficult terrain. A creature that's in the area when the spell is cast, or that begins its turn in the area or enters it during its turn, takes 10d6 fire damage and must make a Strength or Dexterity (creature's choice) saving throw. On a failed save, the creature is restrained by the molten arms, which try to drag it below the surface of the ash.

A creature that's restrained by the arms at the start of your turn must make a successful Strength saving throw or be pulled 5 feet farther down into the ash. A creature pulled below the surface is blinded, deafened, and can't breathe. To escape, a creature must use an action to make a successful Strength or Dexterity check against your spell save DC. If it succeeds, the creature is no longer restrained and can move through the difficult terrain of the ash pit. It doesn't need to make a Strength or Dexterity saving throw this turn to not be grabbed by the arms again, but it must make the saving throw as normal if it's still in the ash pit at the start of its next turn.



The diameter of the ash pit increases by 10 feet at the start of each of your turns for the duration of the spell. The ash pit remains after the spell ends, but the grasping arms disappear and restrained creatures are freed automatically. As the ash slowly cools, it causes 1d6 less fire damage for each hour that passes since the spell's end.

MASS BLADE WARD

2nd-level abjuration (battle)

CASTING TIME: 1 action

RANGE: 30 feet

COMPONENTS: V, S

DURATION: 1 round

You make a protective gesture toward your allies. Choose three creatures that you can see within range. Until the end of your next turn, the targets have resistance against bludgeoning, piercing, and slashing damage from weapon attacks. If a target moves farther than 30 feet from you, the effect ends for that creature.

MASS HOBBLE MOUNT

3rd-level necromancy (battle)

CASTING TIME: 1 action

RANGE: 60 feet

COMPONENTS: V, S

DURATION: Concentration, up to 1 hour

When you cast *mass hobble mount*, you make separate ranged spell attacks against up to six horses, wolves, or other four-legged or two-legged beasts being ridden as mounts within 60 feet of you. The targets can be different types of beasts and can have different numbers of legs. Each beast hit by your spell is disabled so that it can't move at its normal speed without incurring injury. An affected creature that moves more than half its base speed in a turn takes 4d6 bludgeoning damage.

This spell has no effect on a creature that your GM deems to not be a mount.

AT HIGHER LEVELS. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8 for each slot level above 3rd.

MASS REPAIR METAL

5th-level transmutation (clockwork)

CASTING TIME: 1 action

RANGE: Self (60-foot radius)

COMPONENTS: V, S

DURATION: Instantaneous

As *repair metal*, but you can affect all metal within range. You repair 1d8 + 5 damage to a metal object or construct by sealing up rents and bending metal back into place.

AT HIGHER LEVELS: Casting *mass repair metal* as a 6th-level spell repairs 2d8 + 10 damage.

MASS SURGE DAMPENER

5th-level abjuration (ritual; chaos)

CASTING TIME: 1 action

RANGE: 30 feet

COMPONENTS: V, S

DURATION: 1 minute, until expended

Using your strength of will, you protect up to three creatures other than yourself from a chaos magic surge. The protected creatures gain a DC 13 Charisma saving throw to negate the effect of a chaos magic surge that does not normally allow a saving throw, or they get advantage on a normally allowed saving throw. Once a protected creature makes a successful saving throw allowed by mass surge dampener, the spell's effect ends for that creature.

MAZE, GREATER

9th-level conjuration (labyrinth)

CASTING TIME: 1 action

RANGE: 60 feet

COMPONENTS: V, S

DURATION: Concentration, up to 10 minutes

This spell functions as *maze*, but the target takes 4d6 psychic damage from traps and other hazards each time it starts its turn in the maze. The damage is halved if the target makes a successful Dexterity saving throw, repeated each round.

Escaping this maze is difficult. The target must use an action to make a DC 20 Intelligence check. It escapes when it makes its second successful check.

MAZE, LESSER

3rd-level conjuration (labyrinth)

CASTING TIME: 1 action

RANGE: 30 feet

COMPONENTS: V, S

DURATION: Concentration, up to 1 minute

This spell functions as *maze*, but the target can resist being sent to the extra-dimensional prison with a successful Intelligence saving throw. In addition, the maze is easier to navigate, requiring only a DC 12 Intelligence check to escape.

MECHANICAL UNION

5th-level transmutation (clockwork)

CASTING TIME: 1 action

RANGE: 60 feet

COMPONENTS: V, S, M (a tiny hammer and adamantite spike worth 100 gp)

DURATION: Concentration, up to 1 hour.

You can take control of a construct by voice or mental commands. The construct makes a Wisdom saving throw

to resist the spell, and it gets advantage on the saving throw if its CR equals or exceeds your level in the class used to cast this spell. Once a command is given, the construct does everything it can to complete the command. Giving a new command takes an action. Constructs will risk harm, even go into combat, on your orders but will not self-destruct; giving such an order ends the spell.

MISSTEP

Enchantment cantrip (labyrinth)

CASTING TIME: 1 action

RANGE: 30 feet

COMPONENTS: V, S

DURATION: Instantaneous

You gesture to a target that you can see. If the target fails a Wisdom saving throw, it uses its reaction to move 5 feet in a direction you dictate. This movement does not provoke Opportunity Attacks. The spell automatically fails if you direct the target into a dangerous area such as a pit trap, bonfire, or off the edge of a cliff, or if the target has already used its reaction.

MIRE

3rd-level transmutation (hieroglyph)

CASTING TIME: 1 action

RANGE: 100 feet

COMPONENTS: V, S, M (a vial of sand mixed with water)

DURATION: 1 hour

When you cast *mire*, you create a 10-foot-diameter pit of quicksand, sticky mud, or a similar dangerous natural hazard suited to the region. A creature that's in the area when the spell is cast or that enters the affected area must make a successful Strength saving throw or sink up to its waist and be restrained by the mire. From that point on, the mire acts exactly as quicksand (see the GM's rules), but the DC for Strength checks to escape from the quicksand is your spell save DC. A character outside the mire trying to pull another creature free receives a +5 bonus on their Strength check against that DC.

MOON TRAP

4th-level abjuration (labyrinth)

CASTING TIME: 1 hour

RANGE: Touch

COMPONENTS: V, S, M (powdered silver worth 250 gp)

DURATION: Up to 8 hours

While casting this spell under the light of the moon, you inscribe a glyph that covers a 10-foot square area on a flat, stationary surface such as a floor or wall. Once the spell is complete, the glyph is invisible in moonlight but glows with a faint white light of its own in darkness.

Any creature, except those you designate during the casting of the spell, that touches the glyph must make

a successful Wisdom saving throw or be drawn into an inescapable maze until the sun rises.

The glyph lasts until the next sunrise, at which time it flares with bright light and anyone trapped inside returns to the space they last occupied, unharmed. If that space has become occupied or dangerous, the creature appears in the nearest safe space.

MOSQUITO BANE

1st-level necromancy (rune)

CASTING TIME: 1 action

RANGE: Self

COMPONENTS: V, S

DURATION: Instantaneous

This spell kills any insect or swarm with fewer than 25 hit points within 50 feet of you.

AT HIGHER LEVELS. When you cast this spell using a spell slot of 2nd level or higher, the number of hit points affected increases by 15 for every slot above 1st; thus, a 2nd-level slot kills up to 40 hit points of insects, a 3rd-level slot kills 55, etc., up to a maximum of 85 hit points for a 6th-level slot.

MOVE THE COSMIC WHEEL

8th-level conjuration (clockwork)

CASTING TIME: 1 action

RANGE: 120 feet

COMPONENTS: V, S, M (a music box worth at least 250 gp attuned to a particular plane of existence)

DURATION: 24 hours

You wind your music box and call forth a piece of another plane of existence with which you are familiar, either through personal experience or intense study. The magic creates a bubble of space with a 30-foot radius within range of you and at a spot you designate. The portion of your plane that's inside the bubble swaps places with a corresponding portion of the plane your music box is attuned with.

There is a 10% chance that the portion of the plane you summon arrives with native creatures on it. Inanimate objects and non-ambulatory life (like trees) are cut off at the edge of the bubble, while living creatures that don't fit inside the bubble are shunted outside of it before the swap occurs. Otherwise, creatures from both planes that are caught inside the bubble are sent along with their chunk of reality to the other plane for the duration of the spell unless they make a successful Charisma saving throw when the spell is cast; with a successful save, a creature can choose whether to shift planes with the bubble or leap outside of it a moment before the shift occurs.

Any natural reaction between the two planes occurs normally (fire spreads, water flows, etc.) while energy (such as necrotic energy) leaks slowly across the edge



of the sphere (no more than a foot or two per hour). Otherwise, creatures and effects can move freely across the boundary of the sphere; for the duration of the spell, it becomes a part of its new location to the fullest extent possible, given the natures of the two planes. The two displaced bubbles shift back to their original places automatically after 24 hours.

Note that the amount of preparation involved (acquiring and attuning the music box) precludes this spell from being cast on the spur of the moment. Because of its unpredictable and potentially wide-ranging effect, it's also advisable to discuss your interest in this spell with your GM before adding it to your character's repertoire.

NEGATIVE IMAGE

2nd-level conjuration (shadow)

CASTING TIME: 1 action

RANGE: 120 feet

COMPONENTS: V, S, M (a piece of reflective obsidian)

DURATION: Instantaneous

You create a shadow-tunnel between your location and one other creature you can see within range. You and that creature instantly swap positions. If the target creature is unwilling to exchange places with you, it can resist the effect by making a Charisma saving throw. If the save succeeds, the spell has no effect.

NIGHT TERRORS

4th-level illusion (shadow)

CASTING TIME: 1 action

RANGE: 120 feet

COMPONENTS: V, S, M (a crow's eye)

DURATION: Concentration, up to 1 minute

You amplify the fear of darkness that lurks in the heart of all creatures. Select a target point you can see within the spell's range. Every creature within 20 feet of that point becomes frightened of you until the start of your next turn and must make a successful Wisdom saving throw or become paralyzed. A paralyzed creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a success. Creatures immune to being frightened are not affected by *night terrors*.

NIGHTFALL

3rd-level evocation (ritual; battle)

CASTING TIME: 1 action

RANGE: 100 feet

COMPONENTS: V, S

DURATION: Concentration, up to 10 minutes

You call upon night to arrive ahead of schedule. With a sharp word, you create a 60-foot-diameter cylinder of night centered on a point within range. The area inside the cylinder is normal darkness, heavily obscuring sight.

Creatures inside the darkened cylinder can see illuminated areas outside the cylinder normally. The darkness stretches up into the sky for 100 feet or until it reaches an obstruction, such as a ceiling.

NOT THIS DAY!

5th-level abjuration (rune)

CASTING TIME: 1 action

RANGE: Touch

COMPONENTS: V, S, M

DURATION: 24 hours

You mark the target's body with a unique rune that represents their fate. The rune protects against death from either a specific damage type (slashing, poison, fire, radiant, etc.) or a category of creature (giant, beast, elemental, monstrosity, etc.) that must be named when the spell is cast. For the next 24 hours, the target has advantage on saving throws involving that type of damage or creature, including death saving throws if the attack that dropped the target to 0 hit points is covered by this spell. A character can be under the effect of only a single *not this day!* rune at one time; a second casting on the same target cancels the preexisting protection.

ORB OF LIGHT

2nd-level evocation (illumination)

CASTING TIME: 1 action

RANGE: 60 feet

COMPONENTS: V, S

DURATION: 1 round

An orb of pure light the size of your hand shoots from your fingertips toward the target, which takes 3d8 radiant damage and is blinded for 1 round. A successful Dexterity saving throw halves the damage and prevents the blindness.

AT HIGHER LEVELS. When you cast this spell using a spell slot of 3rd level or higher, the damage dealt by the attack increases by 1d8 for each slot level above 2nd.

OUTFLANKING BOON

3rd-level illusion (battle)

CASTING TIME: 1 action

RANGE: 30 feet

COMPONENTS: V, S

DURATION: Concentration, up to 1 minute

This spell targets one enemy, who must make a Wisdom saving throw. If it fails, you gain an illusory ally that appears to make melee attacks against the targeted enemy. Your allies get advantage on melee attacks against the target thanks to the distracting effect of the illusion. An affected target repeats the saving throw at the end of each of its turns, ending the effect on a success.

AT HIGHER LEVELS. When you cast this spell using a spell slot of 4th level or higher, the spell targets one additional enemy for each slot level above 3rd.

OVERCLOCK

3rd-level transmutation (clockwork)

CASTING TIME: 1 action

RANGE: 30 feet

COMPONENTS: V, S, M (a clock key)

DURATION: Concentration, up to 1 minute

You cause a targeted piece of clockwork to speed up past the point of control for the duration of the spell. The targeted clockwork can't cast spells with verbal components or even communicate effectively (all its utterances sound like grinding gears). At the start of each of its turns, the target must make a Wisdom saving throw. If the saving throw fails, the clockwork moves at three times its normal speed in a random direction and then its turn ends; it can't perform any other actions. If the saving throw succeeds, then until the end of its turn, the clockwork's speed is doubled and it gains an additional action, which must be Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object. When the spell ends, the clockwork takes 2d8 force damage. It also must be rewound or refueled and it needs to have its daily maintenance performed immediately, if it relies on any of those things.

PARAGON OF CHAOS

8th-level transmutation (chaos)

CASTING TIME: 1 action

RANGE: Self

COMPONENTS: V

DURATION: Concentration, up to 1 minute

You become a humanoid-shaped swirling mass of color and sound. You gain resistance to bludgeoning, piercing, and slashing damage, and immunity to poison and psychic damage. You are also immune to the following conditions: exhaustion, paralyzed, petrified, poisoned, and unconscious. Finally, you gain truesight to 30 feet and can teleport 30 feet as a move.

Each round as a bonus action, you can invoke a chaos magic surge, choosing yourself or another creature you can see within 60 feet as the caster for resolving the effect. You must choose the target before rolling for the chaos magic surge. The DC of any required saving throw is determined as if you were the caster.

PENDULUM

1st-level enchantment (clockwork)

CASTING TIME: 1 action

RANGE: Touch

COMPONENTS: V, S, M (a small pendulum or metronome made of brass and rosewood worth 10 gp)

DURATION: Concentration, up to 1 minute

You give the target creature a degree of regularity in its motions and fortunes. If the target fails a Wisdom saving throw, then for the duration of the spell it doesn't make d20 die rolls but instead follows the sequence 20, 1, 19, 2, 18, 3, 17, 4, and so on.

PERUN'S DOOM

3rd level evocation (Rothenian)

CASTING TIME: 1 action

RANGE: 60 feet

COMPONENTS: V, S

DURATION: Instantaneous

A powerful wind swirls from your outstretched hand toward a point you choose within range, where it explodes with a low roar into vortex of air. Each creature in a 20-foot-radius cylinder centered on that point must make a Strength saving throw. On a failed save, the creature takes 3d8 bludgeoning damage, is pulled to the center of the cylinder, and thrown 50 feet upward into the air. If a creature hits a solid obstruction, such as a stone ceiling, when it's thrown upward, it takes bludgeoning damage as if it had fallen (50 feet – the distance it's traveled upward). For example, if a creature hits the ceiling after rising only 10 feet, it takes bludgeoning damage as if it had fallen (50 feet – 10 feet =) 40 feet, or 4d6 bludgeoning damage.

AT HIGHER LEVELS. When you cast this spell using a spell slot of 3rd level or higher, increase the distance affected creatures are thrown into the air by 10 feet for each slot above 3rd.

PHANTOM DRAGON

3rd-level illusion (dragon)

CASTING TIME: 1 action

RANGE: Touch

COMPONENTS: V, S, M (a piece of dragon egg shell)

DURATION: Concentration, up to 1 hour

You tap your dragon magic to make an ally appear as a draconic beast. The target of the spell appears to be a dragon of size Large or smaller. Upon first seeing this illusion, observers make a Wisdom saving throw to see through it.

You can use an action to make the illusory dragon seem ferocious. Choose one creature within 30 feet of the illusory dragon to make a Wisdom saving throw. If it fails, the creature is frightened of the "dragon." The creature remains frightened until it uses an action to make a successful Wisdom saving throw or the spell's duration expires.

AT HIGHER LEVELS. When you cast this spell using a spell slot of 4th level or higher, increase the number of targets the illusion can frighten by 1 per slot level above 3rd.



POISONED VOLLEY

2nd-level conjuration (battle)

CASTING TIME: 1 action

RANGE: 60 feet

COMPONENTS: V, S

DURATION: Instantaneous

Drawing back an imaginary bowstring, you summon forth dozens of glowing green arrows that shower onto your enemies. All creatures in a 20-foot-square within range take 3d8 poison damage and become poisoned; creatures that make a successful Constitution saving throw take half damage and are not poisoned.

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

POWER WORD KNEEL

2nd-level enchantment (hieroglyph)

CASTING TIME: 1 action

RANGE: 60 feet

COMPONENTS: V, S, M (an emerald worth at least 100 gp)

DURATION: Instantaneous

When you shout this power word, creatures within 20 feet of a point you specify are compelled to kneel down facing you. Up to 55 hit points of creatures are affected, beginning with those that have the fewest hit points. A kneeling creature makes a Wisdom saving throw at the end of its turn, ending the effect on itself with a success. A kneeling creature is treated as prone. The effect ends immediately on any creature that takes damage while kneeling.

POWER WORD PAIN

4th-level enchantment (hieroglyph)

CASTING TIME: 1 action

RANGE: 60 feet

COMPONENTS: V, S, M (a quill jabbed into your own body)

DURATION: Instantaneous

When you utter the power word for pain, one creature within 60 feet takes 22 (4d10) force damage. At the start of each of its turns, the creature must make a successful Constitution saving throw or take another 22 (4d10) force damage. The effect ends when the creature's Constitution saving throw succeeds.

POWER WORD RESTORE

8th-level evocation (clockwork)

CASTING TIME: 1 action

RANGE: Touch

COMPONENTS: V

DURATION: Instantaneous

You speak a word of power, and energy washes over a

single construct you touch. The construct regains all of its lost hit points, all negative conditions on the construct end, and it can use a reaction to stand up, if it was prone.

POTENCY OF THE PACK

3rd-level transmutation (rune)

CASTING TIME: 1 action

RANGE: 25 feet

COMPONENTS: V, S, M (a few hairs from a wolf)

DURATION: 1 minute

You bestow lupine traits on a group of living creatures. Choose one of the following to be gained by all targets for the duration. All targets receive the same effect.

- **Thick Fur.** Targets sprout fur over their entire bodies, raising their armor class by 2 points.
- **Keen Hearing and Smell.** Targets have advantage on Wisdom (Perception) checks that rely on hearing or smell.
- **Pack Tactics.** Affected creatures have advantage on attack rolls against a target if at least one of the attacker's allies (also under the same effect of this spell) is within 5 feet of the creature and the ally isn't incapacitated.

AT HIGHER LEVELS. When you cast this spell using a spell slot of 4th level or higher, the duration increases by 1 minute for every level above 3rd.

PRISMATIC RAY

5th-level evocation (rune)

CASTING TIME: 1 action

RANGE: 100 feet

COMPONENTS: V, S

DURATION: instantaneous, or 5 rounds

A ray of shifting color springs from your hand. Make a ranged spell attack against a single target. The ray's effect depends on which color happens to be dominant when the beam strikes its target, determined by rolling 1d8.

	D8	COLOR	EFFECT	SAVING THROW
1	Red	8d10	fire damage	Dexterity
2	Orange	8d10	acid damage	Dexterity
3	Yellow	8d10	lightning damage	Dexterity
4	Green		Target Poisoned	Constitution
5	Blue		Target Deafened	Constitution
6	Indigo		Target Frightened	Wisdom
7	Violet		Target Stunned	Constitution
8	Shifting Ray		Target Blinded	Constitution

A successful Dexterity saving throw reduces damage to half. A successful Constitution or Wisdom saving throw

negates the effect; an affected creature repeats the saving throw at the end of its turn, ending the effect on itself with a successful save. On a critical hit, the spell causes no additional damage but the caster can choose the color of the beam that hits the target.

PUFF OF SMOKE

Evocation cantrip (dragon)

CASTING TIME: 1 bonus action

RANGE: 30 feet

COMPONENTS: V, S

DURATION: Instantaneous

By harnessing the elemental power of fire, you warp nearby air into obscuring smoke. One creature you can see within range must make a Dexterity saving throw. If it fails, the creature is blinded until the start of your next turn. *Puff of smoke* has no effect on creatures with tremorsense or blindsight.

PUMMELSTONE

Conjuration cantrip (elemental)

CASTING TIME: 1 action

RANGE: 60 feet

COMPONENTS: V, S, M (a pebble)

DURATION: Instantaneous

You cause a fist-sized chunk of stone to appear and hurl itself against the spell's target. Make a ranged spell attack. On a hit, the target takes 1d6 bludgeoning damage and must roll a d4 when it makes an attack roll or ability check during its next turn, subtracting the result of the d4 from the attack or check roll.

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

PYROCLASM

9th-level evocation (elemental)

CASTING TIME: 1 action

RANGE: 500 feet

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

DURATION: Concentration, up to 1 minute

You point toward an area of ground or a similar surface within range. A geyser of lava erupts from the chosen spot. The geyser is 5 feet in diameter and 40 feet high. Each creature in the cylinder when it erupts or at the start of your turn takes 10d8 fire damage, or half damage with a successful Dexterity saving throw.

The geyser also forms a pool of lava at its base. Initially, the pool is the same size as the geyser, but at the start of each of your turns for the duration, the pool's radius increases by 5 feet. A creature that's in the pool of lava (but not in the geyser) at the start of your turn takes 5d8 fire damage.

When a creature leaves the pool of lava, its speed is reduced by half and it has disadvantage on Dexterity saving throws, caused by a hardening layer of lava. These penalties last until the creature uses an action to break the hardened stone away from itself.

If you maintain concentration on *pyroclasm* for a full minute, the lava geyser and pool harden into permanent, nonmagical stone. A creature in either area when the stone hardens is restrained until the stone is broken away.

QUINTESSENCE

8th-level transmutation (angelic)

CASTING TIME: 1 action

RANGE: Self (120-foot sphere)

COMPONENTS: V, S

DURATION: Concentration, up to 1 minute

By calling upon an archangel, you become infused with celestial essence and take on angelic features such as golden skin, glowing eyes, and ethereal wings. For the duration of the spell, your AC can't be less than 20, you can't be frightened, and you are immune to necrotic damage.

In addition, each hostile creature that starts its turn within 120 feet of you or enters that area for the first time on a turn must succeed on a Wisdom saving throw or be frightened for 1 minute. A creature frightened in this way is restrained. A frightened creature repeats the saving throw at the end of its turn, ending the effect on itself on a success. If a creature's saving throw is successful or if the effect ends for it, the creature is immune to the frightening effect of the spell until you cast *quintessence* again.

RAID THE LAIR

4th-level abjuration (dragon)

CASTING TIME: 10 minutes

RANGE: Self

COMPONENTS: V, S, M (a piece of the dragon whose lair you are raiding)

DURATION: Concentration, up to 1 hour

You create an invisible circle of protective energy centered on yourself with a radius of 10 feet. This field moves with you. The caster and all allies within the energy field are protected against dragons' lair actions.

- Attack rolls resulting directly from lair actions are made with disadvantage.
- Saving throws resulting directly from lair actions are made with advantage, and damage done by these lair actions is halved.
- Lair actions occur on an initiative count 10 lower than normal.

The caster has advantage on Constitution saving throws to maintain concentration on this spell.



RAIN OF BLADES

3rd-level conjuration (rune)

CASTING TIME: 1 action

RANGE: 25 feet

COMPONENTS: V, S, M (shard of metal from a weapon)

DURATION: 4 rounds

You call down a rain of swords, spears, and axes, thrown to earth by the sacred dead of Asgard. The blades fill 150 square feet (six 5-foot squares, a circle 15 feet in diameter, or any other pattern you wish so long as it forms one contiguous space at least 5 feet wide). The blades cause 6d6 slashing damage to creatures in the area at the moment the spell is cast, or half damage with a successful Dexterity saving throw. Intelligent undead injured by the blades are frightened for 1d4 rounds if they fail a Charisma saving throw. Most of the blades break or are driven into the ground on impact, but enough survive that any type of piercing or slashing melee weapon can be picked up from the affected area and used normally. When the duration ends, all the weapons disappear amid roars of laughter.

AT HIGHER LEVELS. When you cast this spell using a spell slot of 4th level or higher, nonbroken blades can be picked up and used as magical +1 weapons until they disappear.

RAY OF LIFE SUPPRESSION

4th-level necromancy (ley line)

CASTING TIME: 1 action

RANGE: 60 feet

COMPONENTS: V, S

DURATION: Instantaneous

You launch a swirling ray of disruptive ley energy at a creature within range. Make a ranged spell attack. On a hit, the creature takes 6d8 necrotic damage and its maximum hit points are reduced by an equal amount. This reduction lasts until the creature finishes a short or long rest, or benefits from a *greater restoration* spell or comparable magic.

This spell has no effect on constructs or undead.

READ MEMORY

4th-level divination (clockwork)

CASTING TIME: 10 minutes

RANGE: Self

COMPONENTS: V, S, M (a memory gear from a gearforged)

DURATION: Instantaneous

You copy the memories of one memory gear into your own mind. You recall these memories as if you had experienced them but without any emotional attachment or context.

REPAIR METAL

2nd-level transmutation (clockwork)

CASTING TIME: 1 action

RANGE: Touch

COMPONENTS: V, S

DURATION: Instantaneous

A damaged construct or metal object regains 1d8 + 5 hit points when this spell is cast on it.

AT HIGHER LEVELS: The spell restores 2d8 + 10 hit points at 4th level, 3d8 + 15 at 6th level, and 4d8 + 20 at 8th level.

REPOSITION

4th-level conjuration (battle)

CASTING TIME: 1 bonus action

RANGE: 30 feet

COMPONENTS: V

DURATION: Instantaneous

You target up to three friendly creatures (one of which can be yourself) within 30 feet. Each target teleports to an unoccupied space of its choosing that it can see within 30 feet of itself.

AT HIGHER LEVELS. When you cast this spell using a spell slot of 5th level or higher, the spell targets one additional friendly creature for each slot level above 4th.

REVERBERATE

2nd-level evocation (ring)

CASTING TIME: 1 action

RANGE: Self (15-foot cone)

COMPONENTS: V, S, M (a metal ring)

DURATION: Instantaneous

You strike the ground with the metal ring, shaking the earth ahead of you with the impact. Creatures and unattended objects touching the ground in a 15-foot cone emanating from you take 4d6 thunder damage and fall prone; a successful Dexterity saving throw halves the damage and prevents the creature from falling prone.

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

RINGSTRIKE

1st-level transmutation (ring)

CASTING TIME: 1 action

RANGE: 120 feet

COMPONENTS: V, S, M (a metal ring for each strike granted by the spell, which the spell consumes)

DURATION: 1 hour

You infuse up to two metal rings with magic, causing them to revolve in a slow orbit around your head or hand. For

the duration, when you hit a target within the spell's range with an attack, you can launch one of the rings to strike the target as well. The target takes 1d10 bludgeoning damage and must succeed on a Strength saving throw or be pushed 5 feet directly away from you. The ring is destroyed when it strikes.

AT HIGHER LEVELS. When you cast this spell using a spell slot of 2nd level or higher, you can affect up to two additional rings for each spell slot above 1st.

RINGWARD

7th-level abjuration (ring)

CASTING TIME: 1 action

RANGE: Self

COMPONENTS: V, S, M (an iron ring worth 200 gp, which the spell consumes)

DURATION: Concentration, up to 1 hour

This spell causes the iron ring to become a faintly shimmering ring of energy that spins slowly around you at a radius of 15 feet. For the duration, you and your allies inside the protective energy ring have advantage on saving throws against spells and gain resistance to one type of damage of your choice.

RIPTIDE

3rd-level conjuration (elemental)

CASTING TIME: 1 action

RANGE: 60 feet

COMPONENTS: V, S

DURATION: 1 round

With a sweeping gesture, you cause water to swell up into a 20-foot tall, 20-foot radius cylinder centered on a point on the ground that you can see. Each creature in the cylinder must make a Strength saving throw. On a failed save, the creature is restrained and suspended in the cylinder; on a successful save, the creature moves to just outside the nearest edge of the cylinder.

At the start of your next turn, you can direct the current of the swell as it dissipates. Choose one of the following options.

- **Riptide.** The water in the cylinder flows in a direction you choose, sweeping along each creature in the cylinder. A creature takes 3d8 bludgeoning damage and is pushed 40 feet in the chosen direction, landing prone.
- **Undertow.** The water rushes downward, pulling each creature in the cylinder into an unoccupied space at the center. Each creature is knocked prone and must make a successful Constitution saving throw or be stunned until the start of your next turn.

ROBE OF SHARDS

6th-level abjuration (clockwork)

CASTING TIME: 1 action

RANGE: Self

COMPONENTS: V, S, M (a metal shard)

DURATION: 1 minute

You create a robe of metal shards, gears, and cogs that provides a base AC of 14 + your Dexterity modifier. As a bonus action while protected by a robe of shards, you can command bits of metal from a fallen foe to be absorbed by your robe; each infusion of metal increases your AC by 1, to a maximum of 18 + Dexterity modifier. You can also use a bonus action to dispel the robe, causing it to explode into a shower of flying metal that does 8d6 slashing damage, +1d6 per point of basic (non-Dexterity) AC above 14, to all creatures within 30 feet of you.

ROLLING THUNDER

2nd-level evocation (elemental)

CASTING TIME: 1 action

RANGE: Self (30-foot line)

COMPONENTS: V, S, M (a sliver of metal from a gong)

DURATION: Instantaneous

A tremendous bell note explodes from your outstretched hand and rolls forward in a line 30 feet long and 5 feet wide. Each creature in the line must make a successful Constitution saving throw or be deafened for 1 minute. A creature made of material such as stone, crystal, or metal has disadvantage on its saving throw against this spell.

While a creature is deafened in this way, it is wreathed in thundering energy; it takes 2d8 thunder damage at the start of its turn, and its speed is halved. A deafened creature repeats the saving throw at the end of its turn, ending the effect on itself on a success.

AT HIGHER LEVELS. When you cast this spell using a spell slot of 3rd level or higher, the damage increase by 1d8 for each slot level above 2nd.

SCALE ROT

4th-level necromancy (dragon)

CASTING TIME: 1 action

RANGE: 30 feet

COMPONENTS: V, S, M (a piece of rotten meat)

DURATION: Concentration, up to 1 minute

You summon death and decay to plague your enemies. One creature of your choosing within 30 feet of you that has natural armor must make a Constitution saving throw. If it fails, attacks against that creature's Armor Class are made with advantage, and the creature can't regain hit points through any means. An effected creature can end the effect by using an action to make a successful Constitution saving throw. A successful saving throw ends



the effect on that creature and makes the creature immune to further castings of scale rot for 24 hours.

AT HIGHER LEVELS. When you cast this spell using a spell slot of 5th level or higher, the number of affected targets increases by 1 per slot level above 4th.

SCRIBE

Transmutation cantrip (hieroglyph)

CASTING TIME: 1 action

RANGE: Touch

COMPONENTS: V, S

DURATION: Instantaneous

This spell allows you to create a copy of a written work. By placing a blank scroll, book, or page near the work that you are copying, all the writing, illustrations, etc., in the original reproduces itself in the new document, in your handwriting. The new medium must be large enough to accommodate the original source. Magical properties of the original aren't reproduced, so you can't use *scribe* to make usable copies of spell scrolls or magic books.

SEAL OF SANCTUARY

7th-level abjuration (ritual; angelic)

CASTING TIME: 10 minutes

RANGE: Touch

COMPONENTS: V, S, M (incense and special inks worth 250 gp, which the spell consumes)

DURATION: 24 hours

You inscribe an angelic seal on the ground, floor, or other solid component of a structure. The seal creates a spherical, spiritual boundary with a radius of 50 feet. For the duration, aberrations, elementals, fey, fiends, and undead who approach within 5 feet of the boundary know they are about to cross a dangerous barrier. If the creature comes into contact with the boundary, it must make a Charisma saving throw. On a failure, it takes 10d8 radiant damage, it's repelled to 5 feet outside the boundary, and it can't target anything on the opposite side of the boundary with attacks, spells, or abilities. On a successful save, the creature takes half as much radiant damage and can cross the boundary. While within 50 feet of the seal (inside the boundary), aberrations, elementals, fey, fiends, and undead have disadvantage on ability checks, attack rolls, and saving throws. All of these effects apply to the specified creatures trying to cross the boundary by any means, including teleportation and extradimensional travel.

Creatures other than aberrations, elementals, fey, fiends, and undead can't be charmed or frightened while within the area.

The seal has 50 hit points, has resistance to bludgeoning, piercing, and slashing damage, and is immune to psychic and poison damage. If the seal is reduced to 0 hit points, the spell ends.

SHADE

2nd-level abjuration (dragon)

CASTING TIME: 1 action

RANGE: Self

COMPONENTS: V, S

DURATION: Concentration, up to 10 minutes

You create a magical screen across your eyes. While the screen remains, you are immune to blindness caused by visible effects, such as *color spray*. The spell doesn't alleviate blindness that's already been inflicted on you. If you normally suffer penalties on attacks or ability checks while in sunlight (such as those caused by sunlight sensitivity), those penalties don't apply while you're under the effect of this spell.

AT HIGHER LEVELS. When you cast this spell using a spell slot of 3rd level or higher, the duration of the spell increases by 10 minutes for each slot level above 2nd.

SHADOW ARMOR

1st-level abjuration (shadow)

CASTING TIME: 1 reaction, which you take when you are targeted by an attack but before the roll is made

RANGE: Self

COMPONENTS: V, S

DURATION: Instantaneous

You siphon energy from the Shadow Realm to protect yourself from an immediate threat. As a reaction, you pull shadows around yourself to distort reality. The attack against you is made with disadvantage, and you have resistance to radiant damage until the start of your next turn.

SHADOW BITE

Illusion cantrip (illumination)

CASTING TIME: 1 action

RANGE: 60 feet

COMPONENTS: V, S

DURATION: Instantaneous

You create a momentary needle of cold, sharp pain in a target creature. The target must make a successful Constitution saving throw or take 1d6 necrotic damage immediately and have its speed halved until the start of your next turn.

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

SHADOW BLINDNESS

Illusion cantrip (illumination)

CASTING TIME: 1 action

RANGE: Touch

COMPONENTS: V, S

DURATION: 1 round

You make a melee spell attack; if it hits, the target's innate darkvision is negated for 1 round. This spell has no effect against darkvision that derives from a spell or a magic item. The target retains all of its other senses. When this spell ends, the creature's natural darkvision returns.

SHADOW HANDS

1st-level evocation (illumination)

CASTING TIME: 1 action

RANGE: Self (10-foot cone)

COMPONENTS: V, S

DURATION: Instantaneous

A freezing blast of shadow explodes out from you in a 10-foot cone. Any creature caught in the shadow takes 2d4 necrotic damage and is frightened; a successful Wisdom saving throw halves the damage and negates the fright.

AT HIGHER LEVELS. When you cast this spell using a spell slot of 2nd level or higher, the damage dealt by the attack increases by 2d4 for each slot level above 1st.

SHADOW MONSTERS

4th-level illusion (shadow)

CASTING TIME: 1 action

RANGE: 120 feet

COMPONENTS: V, S, M (a doll)

DURATION: Concentration, up to 1 minute

Your spell targets up to 2 creatures within range. Each creature must make a Wisdom saving throw. If the saving throw fails, the creature perceives its allies as hostile, shadowy monsters, and it must attack its nearest ally. An affected creature repeats the saving throw at the end of its turn, ending the effect on itself with a successful save.

AT HIGHER LEVELS. If *shadow monsters* is cast with a 5th-level or higher spell slot, one additional creature can be targeted for each slot level above 4th.

SHADOW PUPPETS

2nd-level illusion (shadow)

CASTING TIME: 1 action

RANGE: 60 feet

COMPONENTS: V, S, M (a pinch of powdered lead)

DURATION: Concentration, up to 1 minute

You are able to animate the shadow of a creature within range, causing it to attack the creature who cast it. Make a

melee spell attack against the creature. If it hits, the target takes 2d8 psychic damage and must make a successful Intelligence saving throw or be incapacitated until the start of your next turn.

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

SHADOW REALM GATEWAY

5th-level conjuration (ritual; shadow)

CASTING TIME: 1 minute

RANGE: 30 feet

COMPONENTS: V, S, M (a piece of black chalk)

DURATION: Concentration, up to 1 minute

By drawing a circle of black chalk up to 15 feet in diameter and chanting for one minute, you open a portal directly into the Shadow Realm. The portal fills the chalk circle and appears as a vortex of inky blackness; nothing can be seen through it. Any object or creature that passes through the portal instantly arrives safely in the Shadow Realm. The portal remains open for one minute or until you lose concentration on it, and it can be used to travel between the Shadow Realm and the chalk circle, in both directions, as many times as desired during the spell's duration.

This spell can only be cast as a ritual.

SHADOW TROVE

3rd-level transmutation (ritual; illumination)

CASTING TIME: 1 minute

RANGE: 5 feet

COMPONENTS: V, S, M (Ink made from the blood of a raven)

DURATION: 1 hour

You paint a small door approximately 2 feet square on a hard surface to create a portal into the void of space. The portal "peels off" the surface you painted it on and follows you when you move, always floating in the air within 5 feet of you. An icy chill flows out from the portal. You can place up to 750 pounds of nonliving matter through the portal, where it stays suspended in the frigid void until you withdraw it. Items that are still inside the *shadow trove* when the duration ends spill onto the ground. You can designate a number of creatures up to your Intelligence modifier who have access to the *shadow trove*; only you and those creatures can move objects through the portal.

AT HIGHER LEVELS. When you cast this spell using a spell slot of 4th level or higher, the duration increases by 2 hours for each slot level above 3rd.



SHADOWS BROUGHT TO LIGHT

2nd-level divination (ritual; high elven)

CASTING TIME: 1 action

RANGE: 30 feet

COMPONENTS: V, S

DURATION: Instantaneous

If the target fails a Charisma saving throw, you cause the target's shadow to come to life and reveal one of the creature's most scandalous secrets: some fact that the target would not want widely known (GM's choice). When casting the spell, you choose whether everyone present will hear the secret, in which case the shadow speaks loudly in a twisted version of the target's voice, or if the secret is only whispered to you. The shadow speaks Common, unless the target does not speak Common, in which case it speaks in the target's native language.

If the target creature does not have a scandalous secret or does not have a spoken language, the spell fails as if the creature's saving throw had succeeded.

If the secret was spoken aloud, the target takes a –2 penalty to Charisma checks with anyone who was present when it was revealed, for the remainder of the day, in addition to any information you obtain or any scandal it provokes.

RITUAL FOCUS. If you expend your ritual focus, the target has disadvantage on Charisma checks instead of the –2 penalty, and the target's status score is reduced by 1 for the remainder of the day (see the *Midgard Campaign Setting* for status rules). At the end of the day, the target makes a Charisma saving throw against your spell save DC. If this saving throw fails, rumors of the target's indiscretion become widespread and the loss of status is permanent.

SHADOWY RETRIBUTION

4th-level necromancy (ritual; high elven)

CASTING TIME: 10 minutes

RANGE: Self

COMPONENTS: V, S, M (a silver goblet filled with the caster's blood)

DURATION: 12 hours

You fill a silver cup with your own blood (taking 1d4 piercing damage) while chanting vile curses in the dark. Once the chant is completed, you consume the blood and swear an oath of vengeance against any who harm you.

If you are reduced to 0 hit points, your curse is invoked; blood pours from your mouth and steams away into a red mist that transforms into a shadow. The shadow attacks the creature that reduced you to 0 hit points, ignoring all other targets, until it or the target is slain, at which point the shadow dissipates into nothing.

AT HIGHER LEVELS. When you cast this spell using a spell slot of 5th level or higher, an additional shadow is conjured for each slot level above 4th.

RITUAL FOCUS. If you expend your ritual focus, the spell summons a banshee instead of a shadow. If you also use a higher-level spell slot, additional undead are still shadows.

SHARED SACRIFICE

2nd-level evocation (battle)

CASTING TIME: 1 minute

RANGE: 60 feet

COMPONENTS: V, S

DURATION: 1 hour

You join your life force to that of up to five allies. Each target takes 5 necrotic damage that can't be reduced but can be healed normally, as they channel their energy into a pool of life essence containing the donated hit points. As an action, any creature who contributed to the pool of hit points can heal another creature by touching it and channeling hit points from the pool into the injured creature. The injured creature heals hit points equal to your spellcasting ability modifier, and the hit points remaining in the pool decrease by the same amount. This can be repeated until all the hit points in the pool are gone or the spell's duration expires.

SHIELD OF STAR AND SHADOW

3rd-level abjuration (illumination)

CASTING TIME: 1 action

RANGE: Self

COMPONENTS: V, S, M (a star chart)

DURATION: 10 minutes

You wrap yourself in a protective shroud of the night sky made from swirling shadows punctuated with twinkling motes of light. The shroud grants you resistance against either radiant or necrotic damage (choose when the spell is cast). You also shed dim light in a 10-foot radius. You can end the spell early by using an action to dismiss it.

SHIFTING THE ODDS

2nd-level divination (chaos)

CASTING TIME: 1 bonus action

RANGE: Self

COMPONENTS: V

DURATION: Instantaneous

By wrapping yourself in strands of chaotic energy, you gain advantage on the next attack roll or ability check that you make. Fate is a cruel mistress, however, and her scales must always be balanced. The second attack roll or ability check (whichever occurs first) that you make after casting shifting the odds is made with disadvantage.

SILHOUETTE

Illusion cantrip (illumination)

CASTING TIME: 1 action

RANGE: Touch

COMPONENTS: V, S

DURATION: Concentration, up to 1 minute

You create a shadow play against a screen or wall. The surface can encompass up to 100 square feet. The number of creatures that can see the shadow play equals your Intelligence score. The shadowy figures make no sound but they can dance, run, move, kiss, fight, and so forth. Most of the figures are generic types—a rabbit, a dwarf—but a number of them equal to your Intelligence modifier can be recognizable as specific individuals.

SLITHER

2nd-level transmutation (illumination)

CASTING TIME: 1 action

RANGE: Self

COMPONENTS: V, M (ashes from a wooden statue of you, made into ink and used to draw your portrait, worth 50 gp)

DURATION: Concentration, up to 1 minute

You momentarily become a shadow (a humanoid-shaped absence of light, not the undead creature of that name). You can slide under a door, through a keyhole, or through any other tiny opening. All of your equipment is transformed with you, and you can move up to your full speed during the spell's duration. While in this form you have advantage on Dexterity (Stealth) checks made in darkness or dim light and you are immune to nonmagical bludgeoning, piercing, and slashing damage. You can dismiss this spell early by using an action to do so.

If you return to your normal form while in a space too small for you (such as a mouse hole, sewer pipe, or the like), you take 4d6 force damage and are pushed to the nearest space big enough to hold you within 50 feet. If the distance is greater than 50 feet, you take 1d6 extra force damage for every additional 10 feet traveled.

AT HIGHER LEVELS. When you cast this spell using a spell slot of 3rd level or higher, you can target an additional willing creature that you can touch for each slot level above 2nd.

SNOW BOULDER

4th-level transmutation (rune)

CASTING TIME: 1 action

RANGE: 90 feet

COMPONENTS: V, S, M (a handful of snow)

DURATION: Concentration, up to 4 rounds

A ball of snow forms within 5 feet of you and rolls in the direction you point, growing larger as it moves. As a bonus

action, you can move the sphere up to 30 feet. If you roll the boulder into a creature, that creature must make a successful Dexterity saving throw or be knocked prone and take the damage indicated below. Each round the snow boulder increases in size and effectiveness. Hitting a creature doesn't stop the snow boulder's movement or impede its growth.

ROUND	SIZE	DAMAGE
1	Small	1d6 bludgeoning
2	Medium	2d6 bludgeoning
3	Large	4d6 bludgeoning
4	Huge	6d6 bludgeoning

SNOWBLIND STARE

2nd-level necromancy (rune)

CASTING TIME: 1 action

RANGE: Self

COMPONENTS: V, S

DURATION: Concentration, up to 2 rounds

Your eyes burn with a bright, cold light that inflicts snow blindness on a creature you target within 30 feet of you. If the target fails a Constitution saving throw, it suffers the first stage of snow blindness (see the appendix), or the second stage of snow blindness if it already has the first stage. The target recovers normally as described in the appendix.

SONG OF THE FOREST

3rd-level transmutation (ritual; high elven)

CASTING TIME: 1 minute

RANGE: Self

COMPONENTS: V, S, M (a dried leaf crumpled and released)

DURATION: Concentration, up to 10 minutes

You attune your senses to the natural world, so you detect every sound that occurs within 60 feet: wind blowing through branches, falling leaves, grazing deer, trickling streams, and more. You can clearly picture the cause of each sound in your mind. The effect gives you tremorsense with a range of 10 feet. In addition, you have advantage on Wisdom (Perception) checks that rely on sound. Creatures that make no noise or that are magically silent cannot be detected through this spell's effect.

Song of the forest only functions in natural environments; it fails if cast underground, in a city, or in a building that isolates the caster from nature (GM's discretion).

RIUAL FOCUS. If you expend your ritual focus, the spell's effect is equivalent to blindsight with a range of 30 feet.



SPEAK WITH INANIMATE OBJECT

1st-level divination (ritual; hieroglyph)

CASTING TIME: 1 action

RANGE: Touch

COMPONENTS: V, S

DURATION: 1 minute

You awaken a spirit that resides inside an inanimate object such as a rock, sign, or table, and can ask it questions. The spirit is neutral toward you unless you've done something to harm or help it. The spirit can give you information about its environment and about things it has observed (with its limited senses), and it can act as a spy for you in certain situations.

SPIN

2nd-level enchantment (clockwork)

CASTING TIME: 1 action

RANGE: 60 feet

COMPONENTS: V, S

DURATION: 1 minute

You target a creature within 60 feet and tell it to spin. The creature can resist this command with a successful Wisdom saving throw. If the saving throw fails, the creature spins in place for the duration of the spell. A spinning creature repeats the Wisdom saving throw at the end of each of its turns, ending the effect with a success. A creature that has spun for 1 round or more becomes dizzy and has disadvantage on attack rolls and ability checks until one round after it stops spinning.

SPINNING AXES

4th-level evocation (ring)

CASTING TIME: 1 action

RANGE: Self

COMPONENTS: V, S, M (an iron ring)

DURATION: Instantaneous

Spinning axes made of luminous force burst out from you in a ring shape, striking all creatures within 10 feet of you. Each creature within 10 feet of you takes 5d8 force damage, or half damage with a successful Dexterity saving throw. Creatures that aren't undead or constructs and that are damaged by this spell begin bleeding. A bleeding creature takes 2d6 necrotic damage at the end of its turn. Bleeding can be stopped by using an action to make a successful Wisdom (Medicine) check against your spell save DC or by any amount of magical healing or regeneration. Bleeding stops automatically after 1 minute.

AT HIGHER LEVELS. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d8 for each slot level above 4th.

SPIRE OF STONE

2nd-level conjuration (elemental)

CASTING TIME: 1 action

RANGE: Self

COMPONENTS: V, S, M (a small basalt cylinder)

DURATION: Concentration, up to 10 minutes

You cause a spire of rock to burst out of the ground or other surface beneath your feet. The spire is as wide as your space and can rise up to 20 feet in height, lifting you atop itself. A creature within 5 feet of you when the spire appears must succeed on a Dexterity saving throw or fall prone.

As a bonus action on your turn, you can cause the spire to rise or descend up to 20 feet, to a total maximum height of 40 feet. If you move off the spire, it immediately collapses into the ground. When the spire disappears, it leaves the surface it sprang from unharmed. You can create a new spire as a bonus action for the duration of the spell.

SPITEFUL WEAPON

3rd-level necromancy (rune)

CASTING TIME: 1 action

RANGE: 25 feet

COMPONENTS: V, S, M (a melee weapon that has injured the target)

DURATION: concentration, up to 5 rounds

You create a connection between the target of the spell ("target"), a creature that attacked and injured the target in the last 24 hours ("attacker"), and a melee weapon that was used successfully in the attack ("weapon"), all of which must be within the spell's range of you when the spell is cast. For the duration of the spell, whenever the attacker takes damage while holding the weapon, the target takes the same amount and type of damage; a successful Charisma saving throw by the target halves the damage it takes, with each attack calling for a new saving throw. The attacker can even turn the weapon against himself or herself and cause identical damage to the target. Self-inflicted wounds hit automatically, but damage is still rolled randomly. Once the connection is established, it lasts for the duration of the spell regardless of range, so long as all three elements remain on the same plane. The spell ends immediately if the attacker receives any healing.

AT HIGHER LEVELS. The target has disadvantage on its Charisma saving throws if *spiteful weapon* is cast with a 5th-level slot.

SPUR MOUNT

1st-level transmutation (battle)

CASTING TIME: 1 bonus action

RANGE: Touch

COMPONENTS: V, S, M (an apple or sugar cube)

DURATION: 1 round

You urge your mount to greater speed. Until the beginning of your next turn, your mount can Dash or Disengage as a bonus action. This spell has no effect on a creature that you are not riding or that your GM deems is not a mount.

STARBURST

Evocation cantrip (illumination)

CASTING TIME: 1 action

RANGE: 60 feet

COMPONENTS: V, S

DURATION: Instantaneous

You cause a mote of starlight to appear at a point you can see within 60 feet. The mote explodes a moment later, doing 1d8 radiant damage to any creature in the mote's 5-foot space. A successful Charisma saving throw negates the damage.

This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

STARFALL

5th-level evocation (illumination)

CASTING TIME: 1 action

RANGE: 60 feet

COMPONENTS: V, S

DURATION: Instantaneous

You cause bolts of shimmering starlight to fall from the heavens, striking up to five targets within 60 feet of you and in your sight. Each bolt strikes one creature, doing 6d6 radiant damage, knocking the target prone, and blinding it until the start of your next turn. A successful Dexterity saving throw reduces damage to half and prevents blindness and being knocked prone. If there are fewer than five targets, excess bolts strike the ground harmlessly.

AT HIGHER LEVELS. When you cast this spell using a spell slot of 6th level or higher, you create one additional bolt for each slot level above 5th.

STAR'S HEART

9th-level transmutation (illumination)

CASTING TIME: 1 action

RANGE: 50 feet

COMPONENTS: V, S, M (an *ioun* stone)

DURATION: 1 minute

This spell increases gravity tenfold within a 50-foot radius of you. All creatures in the area other than you drop whatever they're holding in their hands, fall prone, become incapacitated, and can't move. If some solid object (such as the ground) is encountered when flying or levitating creatures fall, they take triple the normal falling damage. Any creature besides you that enters or starts its turn in the area must make a successful Strength saving throw or fall



prone and become incapacitated and unable to move. A creature that starts its turn prone and incapacitated makes a Strength saving throw. Failure means the creature takes 8d6 bludgeoning damage; success means the creature takes 4d6 bludgeoning damage but it's no longer incapacitated and it can move at half-speed. All ranged weapon attacks inside the area of effect have a normal range of 5 feet and a maximum range of 10 feet. The same applies to spells that create missiles with mass, such as a *flaming sphere*. Creatures under the influence of a *freedom of movement* spell or comparable magic have advantage on the Strength saving throws required by this spell, and their speed isn't reduced once they recover from incapacitation.



STARRY VISION

7th-level divination (illumination)

CASTING TIME: 1 reaction, which you take when an enemy starts its turn

RANGE: 100 feet

COMPONENTS: V, M (a sprinkling of gold dust worth 400 gp)

DURATION: Concentration, up to 1 minute

As *compelling fate* except as noted above (*starry vision* can be cast as a reaction, has twice the range of *compelling fate*, and lasts up to a minute). At the end of each of its turns, the target repeats the Charisma saving throw. On a success, the spell ends.

AT HIGHER LEVELS. When you cast this spell using a spell slot of 8th or 9th level, the bonus to AC increases by 1 for each slot level above 7th.

STEAM BLAST

4th-level evocation (clockwork)

CASTING TIME: 1 action

RANGE: Self (15-foot radius)

COMPONENTS: V, S, M (a tiny copper kettle or boiler)

DURATION: Instantaneous

You unleash a burst of superheated steam in a 15-foot radius centered on you. All other creatures in that area take 5d8 fire damage, or half damage with a successful Dexterity saving throw. Nonmagical fires smaller than a bonfire are extinguished and everything becomes wet.

AT HIGHER LEVELS: When you cast this spell using a spell slot of 5th level or higher, add 1d8 damage per spell level.

STEAM WHISTLE

8th-level evocation (clockwork)

CASTING TIME: 1 action

RANGE: Self (30-foot radius)

COMPONENTS: V, S, M (a small brass whistle)

DURATION: Instantaneous

You open your mouth and unleash a shattering scream. All other creatures in a 30-foot radius take 10d10 thunder damage and are deafened for 1d8 hours. A successful Constitution saving throw halves the damage and reduces deafness to 1d8 rounds.

SUDDEN DAWN

3rd-level evocation (ritual; battle)

CASTING TIME: 1 action

RANGE: 100 feet

COMPONENTS: V, S

DURATION: Concentration, up to 10 minutes

You call upon morning to arrive ahead of schedule. With

a sharp word, you create a 60-foot-diameter cylinder of light centered on a point within range. The area inside the cylinder is brightly lit. The light stretches up into the sky for 100 feet or until it reaches an obstruction, such as a ceiling.

SUMMON STAR

8th-level conjuration (illumination)

CASTING TIME: 1 action

RANGE: 90 feet

COMPONENTS: V, S

DURATION: Concentration, up to 1 minute

You summon a friendly star from the heavens to do your bidding. It appears in an unoccupied space you can see within 90 feet and takes the form of a glowing humanoid with long, white hair. All creatures other than you who view the star must make a successful Wisdom saving throw or be charmed for the duration of the spell. A creature charmed by the star repeats the Wisdom saving throw at the end of its turn. If successful, that creature is no longer charmed and is immune to the effect from this star. In all other ways, the star is equivalent to a deva. It understands and obeys verbal commands you give it. If you do not give the star a command, it defends itself and attacks the last creature that attacked it. The star disappears when it drops to 0 hit points or when the spell ends.

SURGE DAMPENER

3rd-level abjuration (ritual; chaos)

CASTING TIME: 1 action

RANGE: Touch

COMPONENTS: V, S

DURATION: 1 minute, until expended

Using your strength of will, you cause one creature other than yourself that you touch to become so firmly entrenched within reality that it is protected from the effects of chaos magic surges. The protected creature gains a DC 13 Charisma saving throw to negate the effect of a chaos magic surge that does not normally allow a saving throw, or it gets advantage on a normally allowed saving throw. Once the protected creature makes a successful saving throw allowed by *surge dampener*, the spell ends.

SYMBOL OF SORCERY

7th-level evocation (ritual; hieroglyph)

CASTING TIME: 10 minutes

RANGE: Touch

COMPONENTS: V, S, M (specially prepared ink charged with magic)

DURATION: 8 hours

This arcane symbol is drawn onto an object, wall, or other surface at least 5 feet wide. When a creature other than you approaches within 5 feet of the hieroglyph, it

triggers in an arcane explosion. All creatures in a 60-foot cone must make a successful Wisdom saving throw or be stunned. A stunned creature repeats the saving throw at the end of its turn, ending the effect on itself with a success. After this symbol explodes once, its power is spent and the spell ends.

THOUSAND DARTS

3rd-level evocation (clockwork)

CASTING TIME: 1 action

RANGE: Self (120-foot line)

COMPONENTS: V, S, M (a set of mithral darts worth 25 gp)

DURATION: Instantaneous

You launch thousands of needlelike darts in a 5-foot-wide line at a target. Creatures in the line take 6d6 piercing damage, or half damage with a successful Dexterity saving throw. The primary target of the needles makes the saving throw with disadvantage.

AT HIGHER LEVELS: When you cast this spell using a spell slot of 4th level or higher, add 1d6 to the damage per spell level.

THUNDER BOLT

Evocation cantrip (dragon)

CASTING TIME: 1 action

RANGE: 30 feet

COMPONENTS: V, S

DURATION: Instantaneous

You cast a knot of thunder at one enemy. Make a ranged spell attack against the target. If it hits, the target takes 1d8 thunder damage and can't use reactions until the start of your next turn.

THUNDERCLAP

3rd-level evocation (rune)

CASTING TIME: 1 action

RANGE: Self

COMPONENTS: S

DURATION: Instantaneous

You clap your hands, emitting a peal of thunder. All creatures within 20 feet of you take 8d4 thunder damage and are deafened for 1d8 rounds, or take half damage and aren't deafened with a successful Constitution saving throw. A creature that fails the saving throw by 5 or more is also stunned for 1 round. This spell doesn't function in an area under the effect of a *silence* spell. Very brittle material such as crystal may be shattered if it's within range, at the GM's discretion; the GM can allow a character holding such an object to protect it with a successful Dexterity saving throw.

THUNDEROUS CHARGE

1st-level transmutation (labyrinth)

CASTING TIME: 1 bonus action

RANGE: Self

COMPONENTS: V

DURATION: Instantaneous

With a thunderous battle cry, you move up to 10 feet in a straight line and make a melee weapon attack. If it hits, you can choose to either gain a +5 bonus on the attack's damage or shove the target 10 feet.

AT HIGHER LEVELS. When you cast this spell using a spell slot of 2nd level or higher, each slot level above 1st increases the distance you're allowed to move by 10 feet and adds 1d6 thunder damage to the attack's damage.

THUNDEROUS STAMPEDE

2nd-level transmutation (labyrinth)

CASTING TIME: 1 bonus action

RANGE: 30 feet

COMPONENTS: V

DURATION: Instantaneous

As *thunderous charge* but affecting up to three targets. Targets other than you must use their reaction to move and attack under the effect of *thunderous stampede*.

AT HIGHER LEVELS. When you cast this spell using a spell slot of 3rd level or higher, the distance your targets can move increases by 10 feet for each slot level above 2nd, and the attack does an additional 1d6 thunder damage for each slot level above 2nd.

THUNDEROUS WAVE

3rd-level evocation (battle)

CASTING TIME: 1 action

RANGE: 90 feet

COMPONENTS: V, S

DURATION: Instantaneous

You initiate a shockwave centered at a point you designate within range. The shockwave explodes outward through a 30-foot-radius sphere. This does no damage directly, but every creature the shockwave passes through must make a Strength saving throw. Those that fail are pushed 30 feet and knocked prone; if they strike a solid obstruction, they also take 5d6 bludgeoning damage. Those that succeed on the save are pushed 15 feet and are not knocked prone; they take 2d6 bludgeoning damage if they strike an obstruction. The spell also emits a thunderous boom that can be heard within 400 feet.

THUNDERSTORM

5th-level transmutation (dragon)

CASTING TIME: 1 action

RANGE: Touch

COMPONENTS: V, S, M (a piece of lightning-fused glass)

DURATION: Concentration, up to 1 hour

You touch a willing creature, and it becomes surrounded by a roiling storm cloud 30 feet in diameter, erupting with (harmless) thunder and lightning. The creature gains a fly speed of 60 feet. The cloud is transparent to the creature the spell was cast on, but it is heavy obscurement to everyone else.

TICK STOP

Transmutation cantrip (clockwork)

CASTING TIME: 1 action

RANGE: 30 feet

COMPONENTS: V

DURATION: 1 round

You speak a word and the target construct can take one action or bonus action on its next turn, but not both. The construct is immune to further *tick stops* from the same caster for 24 hours.

TIDAL BARRIER

1st-level abjuration (elemental)

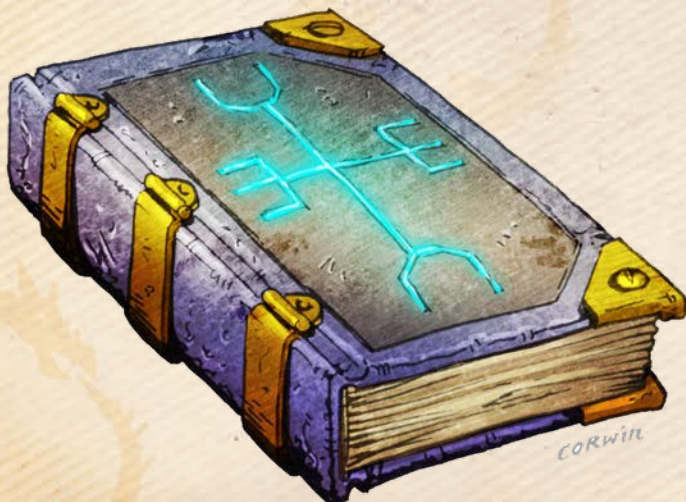
CASTING TIME: 1 action

RANGE: Self (10-foot radius)

COMPONENTS: V, S, M (a piece of driftwood)

DURATION: Concentration, up to 1 minute

A swirling wave of seawater surrounds you, crashing and rolling in a 10-foot radius around your space. The area is difficult terrain, and a creature that starts its turn there or that enters it for the first time on a turn must make a Strength saving throw. On a failed save, the creature is pushed 10 feet away from you and its speed is reduced to 0 until the start of its next turn.



TIME IN A BOTTLE

9th-level transmutation (clockwork)

CASTING TIME: 1 action

RANGE: Sight

COMPONENTS: V

DURATION: Concentration, up to 1 minute

You designate a spot within your sight. Time comes under your control in a 20-foot radius centered on that spot. You can freeze it, reverse it, or move it forward by as much as 1 minute as long as you maintain concentration. Nothing and no one, yourself included, can enter the field or affect what happens inside it. You can choose to end the effect at any moment on your turn, and events progress naturally from there.

TIME JUMP

8th-level transmutation (clockwork)

CASTING TIME: 1 action

RANGE: Touch

COMPONENTS: V, S

DURATION: Instantaneous

You throw a construct forward in time, if it fails a Constitution saving throw. The construct disappears for 1d4 + 1 rounds, during which time it cannot act or be acted upon in any way. When the construct returns, it is unaware that any time has passed.

TIMELESS ENGINE

7th-level transmutation (clockwork)

CASTING TIME: 1 action

RANGE: Touch

COMPONENTS: V, S

DURATION: Until dispelled

You halt the normal processes of degradation and wear in a nonmagical clockwork device, rendering normal maintenance unnecessary and slowing fuel consumption to 1/10th of normal. For magical devices and constructs, the spell greatly reduces wear. A magical clockwork device, machine, or creature that normally needs daily maintenance only needs care once a year; if it previously needed monthly maintenance, it now requires attention only once a decade.

TIRELESS

1st-level transmutation (clockwork)

CASTING TIME: 1 action

RANGE: Touch

COMPONENTS: S, M (an ever-wound spring worth 50 gp)

DURATION: 24 hours

You grant machinelike stamina to the target. The target requires no food or drink or rest. It can move at three times

its normal speed overland and perform three times the usual amount of labor or read at three times the normal rate. Creatures under the effect of the spell are immune to nonmagical exhaustion and suffer no consequences for not sleeping or for overexertion. This spell does not reduce or prevent magical fatigue or magical exhaustion.

TONGUE TIED

5th-level enchantment (high elven)

CASTING TIME: 1 action

RANGE: 30 feet

COMPONENTS: V, S

DURATION: Concentration up to 1 minute

You make a choking motion while pointing at a target, which must make a successful Wisdom saving throw or become unable to communicate verbally. The target's speech becomes garbled and it has disadvantage on Charisma checks that require speech. The creature can cast a spell with a verbal component only by making a successful Constitution check against your spell save DC. If the Constitution check fails, the creature's action is used but the spell slot isn't expended.

RITUAL FOCUS. If you expend your ritual focus, the affected target also takes 2d6 psychic damage every time it tries to talk.

TORRENT OF FIRE

4th-level conjuration (dragon)

CASTING TIME: 1 round

RANGE: Self (60-foot cone)

COMPONENTS: V, S, M (a piece of obsidian)

DURATION: Instantaneous

You harness the power of fire contained in ley lines with this spell. You create a 60-foot cone of flame. Creatures in the cone take 6d6 fire damage, or half damage with a successful Dexterity saving throw. You can then flow along the flames, reappearing anywhere inside the cone's area. This repositioning doesn't count as movement and doesn't trigger opportunity attacks.

TREASURE CHASM

2nd-level enchantment (dragon)

CASTING TIME: 1 action

RANGE: 100 feet

COMPONENTS: V, S, M (a gold coin)

DURATION: Concentration, up to 1 minute

You cause the glint of a golden coin to haze over the vision of one creature in range. The target creature must make a Wisdom saving throw. If it fails, it sees a gorge, trench, or other hole in the ground, at a spot within range chosen by you, which is filled with gold and treasure. On its next turn, the creature must move toward that spot. When it

reaches the spot, it becomes incapacitated, as it devotes all its attention to scooping imaginary treasure into its pockets or a pouch.

An affected creature repeats the saving throw at the end of its turn, ending the effect on a success. The effect also ends if the creature takes damage from you or one of your allies.

Creatures with the dragon type have disadvantage on the initial saving throw but have advantage on saving throws against this spell made after reaching the designated spot.

TRENCH

2nd-level transmutation (battle)

CASTING TIME: 1 minute

RANGE: 60 feet

COMPONENTS: V, S

DURATION: Permanent

With scooping gestures, you cause the ground to slowly sink into a trench 5 feet deep, 5 feet across, and 60 feet long. The trench forms slowly enough that enemies have no chance of falling into it.

AT HIGHER LEVELS. When you cast this spell using a spell slot of 3rd level or higher, the trench's width increases by 5 feet or the length by 30 feet for each slot level above 2nd. You can make a different choice (width or length) for each slot level above 2nd.

TRICK QUESTION

1st-level enchantment (hieroglyph)

CASTING TIME: 1 action

RANGE: 30 feet

COMPONENTS: V, S

DURATION: Instantaneous

You phrase a question in a way that can be answered by one word, to a target that can hear you. The target must make a successful Wisdom saving throw or be compelled to answer your question truthfully. When the spell ends, the target knows that you used magic to compel an answer.

TRIUMPH OF ICE

7th-level transmutation (rune)

CASTING TIME: 1 action

RANGE: Self

COMPONENTS: V, S, M

DURATION: Concentration, up to 1 minute

You transform one of the four elements into ice or snow. The area of effect is a sphere with a radius of 100 feet, centered on you. The specific effect varies depending on the element targeted.

Air. Vapor condenses into snowfall. If cast on a *fog cloud*, *stinking cloud*, or a similar magic effect, this spell negates it. Creatures of elemental air who are targeted take 8d6



cold damage, and if airborne must make a successful Constitution saving throw to avoid being knocked prone (no falling damage).

Water. Open water (a pond, lake, or river) freezes to a depth of 4 feet. Creatures in the water at its surface must make successful Dexterity saving throws to avoid being immobilized in the ice. A trapped creature can free itself by using an action to make a successful Strength (Athletics) check. Creatures of elemental water take no damage from the spell but are paralyzed for 1d6 rounds unless they make a successful Constitution saving throw, and they pay double for movement in the affected area.

Earth. Soil freezes into permafrost to a depth of 10 feet. Creatures burrowing through the area have their speed halved until the area thaws, unless they can burrow through solid rock. Creatures of elemental earth who fail a Constitution saving throw take 8d6 cold damage from stress fractures in their bodies.

Fire. Flames transform into shards of ice and their area becomes difficult terrain. Creatures in the burning area take 2d6 slashing damage when the spell is cast and 1d6 slashing damage for every 5 feet they move through the area unless they are unhindered by icy terrain; a successful Dexterity saving throw halves the slashing damage. Lava cools into a solid crust 4 inches thick. Creatures of elemental fire must make a successful Constitution saving throw or take 8d6 cold damage and be stunned for 1d6 rounds.

UMBRAL STORM

9th-level necromancy (shadow)

CASTING TIME: 1 action

RANGE: 120 feet

COMPONENTS: V, S

DURATION: Concentration, up to 1 minute

You create a channel to a region of the Shadow Realm that is inimical to life and order. A storm of dark, raging entropy fills a sphere 20 feet in radius, centered on a point you can see within range. Any creature that starts its turn in the storm or enters it for the first time on its turn takes 6d8 necrotic damage and gains one level of exhaustion; a successful Constitution saving throw halves the damage and prevents exhaustion.

You can use a bonus action on your turn to move the area of the storm 30 feet in any direction.

UNCONTROLLABLE TRANSFORMATION

7th-level transmutation (ritual; chaos)

CASTING TIME: 1 action

RANGE: Self

COMPONENTS: V, S, M (the bill of a platypus)

DURATION: 1 hour

You infuse your body with raw chaos and will it to adopt a helpful mutation. Roll 1d10 and consult the Uncontrollable Transformation table below to determine

UNCONTROLLABLE TRANSFORMATION

DIO MUTATION

- | | |
|----|---|
| 1 | A spindly third arm sprouts out of your shoulder. By using a bonus action, you can use it to attack with a light weapon. You have advantage on Dexterity (Sleight of Hand) checks and checks that require the manipulation of tools. |
| 2 | Your skin is covered by rough scales that increase your AC by 1 and give you resistance to a random damage type (roll on the Damage Type table; see the entropy school in chapter 4). |
| 3 | A puckered orifice grows on your back which you can use to forcefully expel air, granting you a fly speed of 30. You must land at the end of your turn. In addition, as a bonus action you can try to push a creature away with a blast of air. The target is pushed 5 feet away from you if it fails a Strength saving throw. The DC equals 10 + your Constitution modifier. |
| 4 | A second face appears on the back of your head. You gain darkvision to 120 feet and advantage on sight-based and scent-based Wisdom (Perception) checks. You become adept at carrying out conversations with yourself. |
| 5 | You grow gills that not only allow you to breathe under water but also filter poison out of the air. You gain immunity to inhaled poisons. |
| 6 | Your hindquarters elongate and you grow a second set of legs. Your base walking speed increases by 10 feet and your carrying capacity becomes your Strength score multiplied by 20. |
| 7 | You become incorporeal and can move through other creatures and objects as if they were difficult terrain. You take 5 (1d10) force damage if you end your turn inside an object. You can't pick up or interact with physical objects that you weren't carrying when you became incorporeal. |
| 8 | Your limbs elongate and flatten into prehensile paddles. You gain a swim speed equal to your base walking speed and have advantage on Strength (Athletics) checks made to climb or swim. In addition, your unarmed strikes do 1d6 bludgeoning damage. |
| 9 | Your head fills with a light gas and swells to four times its normal size, causing all of your hair to fall out. You have advantage on Intelligence and Wisdom ability checks and can levitate up to 5 feet above the ground. |
| 10 | You grow three sets of feathered wings that give you a fly speed equal to your walking speed and the ability to hover. |
-

what mutation occurs. You can try to control the shifting of your body to gain a mutation you prefer, but doing so is taxing; roll 1d10 twice and choose the result you prefer, but gain one level of exhaustion. At the end of the spell, your body returns to its normal form.

AT HIGHER LEVELS. When you cast this spell using a spell slot of 8th level or higher, you gain an additional mutation for each slot level above 7th. You gain one level of exhaustion for each mutation you try to control.

UNDERMINE ARMOR

1st-level transmutation (chaos)

CASTING TIME: 1 action

RANGE: 30 feet

COMPONENTS: V, S

DURATION: Concentration, up to 1 minute

You unravel the bonds of reality that hold a suit of armor together. A target wearing armor must succeed on a Constitution saving throw or its armor softens to the consistency of candle wax, decreasing the target's AC by 2.

This spell has no effect on creatures that aren't wearing armor separate from their bodies.

UNLUCK ON THAT

2nd-level enchantment (rune)

CASTING TIME: 1 reaction, which you take immediately before a creature rolls the die for an attack, saving throw, ability check, or skill check

RANGE: 25 feet

COMPONENTS: V

DURATION: Instantaneous

Cast this spell as a reaction when a target makes an attack roll, a saving throw, or an ability or skill check. With a swift curse ("Unluck on that!"), you bring misfortune to the target's endeavor; the affected creature has disadvantage on the roll.

AT HIGHER LEVELS. When you cast this spell using a spell slot of 3rd level or higher, the range of the spell increases by 5 feet for every spell slot beyond 1st.

VINE TRESTLE

2nd-level conjuration (ritual; high elven)

CASTING TIME: 1 action

RANGE: 30 feet

COMPONENTS: V, S, M (a 1-inch piece of green vine that is consumed in the casting)

DURATION: 1 hour

You cause a vine to sprout from the ground and crawl across a surface or rise into the air in a direction chosen by you. The vine must sprout from a solid surface (the ground, a wall), but it is strong enough to support 600 pounds of weight along its entire length. The vine

collapses immediately if that 600-pound limit is exceeded. A vine that collapses from weight or damage instantly disintegrates into nothing.

The vine has many small shoots, so it can be climbed with a successful DC 5 Strength (Athletics) check. It has AC 8, (5 x your spellcasting level) hit points, and a damage threshold of 5.

AT HIGHER LEVELS. When you cast this spell using a spell slot of 3rd level or higher, the vine can support an additional 30 pounds and its damage threshold increases by 1 for each slot level above 2nd.

RITUAL FOCUS. If you expend your ritual focus, the vine is permanent until destroyed or dispelled.

VOLLEY SHIELD

7th-level abjuration (ley line)

CASTING TIME: 1 action

RANGE: Touch

COMPONENTS: S

DURATION: Concentration, up to 1 minute

You touch a willing creature and create a shimmering shield of ley energy to protect it. The shield grants the target a +5 AC bonus and gives it resistance against nonmagical bludgeoning, piercing, and slashing damage for the duration.

In addition, the shield can reflect hostile spells back at their casters. When the target makes a successful saving throw against a hostile spell, the caster of the spell immediately becomes its new target. The caster is entitled to the appropriate saving throw against the returned spell, if any, and suffers all effects the spell normally causes.

WAFI

1st-level transmutation (dragon)

CASTING TIME: 1 action

RANGE: Self

COMPONENTS: V, S, M (a topaz worth at least 10 gp)

DURATION: 1 round

You harness the wind itself to move you through the air like a dragon. You gain a flying speed of 60 feet for 1 round. At the start of your next turn, you float rapidly down and land gently on a solid surface beneath you.

WALK THE TWISTED PATH

6th-level conjuration (labyrinth)

CASTING TIME: 1 action

RANGE: 100 miles

COMPONENTS: V, S, M (a map)

DURATION: See text

You and up to five creatures you can see enter the Great Maze, a shifting landscape of endless walls and corridors that connect to many places throughout the world.



To find your way to a destination within 100 miles, you must know for certain that your destination exists (though you don't need to have seen or visited it before), and you must make a successful DC 20 Intelligence check. The Intelligence check must be made by you, not by your companions. If you have the ability to retrace a path you've previously taken without a check (such as a minotaur or goristro), this check succeeds automatically. If the check fails, you fail to find your path this round, and you and your companions each take 4d6 psychic damage as the madness of the shifting maze exacts its toll. You must repeat the check at the start of each of your turns until you find your way to your destination or you die. In either event, the spell ends.

When the spell ends, you and those traveling with you appear in a safe location at your destination.

AT HIGHER LEVELS. When you cast this spell using a spell slot of 7th level or higher, you can bring along two additional creatures or travel an additional 100 miles for each slot level above 6th.

WALKING WALL

7th-level transmutation (battle)

CASTING TIME: 1 action

RANGE: 30 feet

COMPONENTS: V, S, M (100 miniature axes)

DURATION: Concentration, up to 10 minutes

This spell creates a wall of swinging axes from the pile of miniature axes you provide when casting the spell. The wall fills a rectangle 10 feet wide, 10 feet high, and 20 feet long. The wall has a base speed of 50 feet, but it can't Dash. It can make up to four attacks per round on your turn, using your spell attack modifier to hit and with a reach of 10 feet. You direct the wall's movement and attacks as a bonus action. If you choose not to direct it, the wall continues executing the last command you gave it. The wall can't use reactions. Each successful attack does 4d6 slashing damage, and the damage is considered magical.

The *walking wall* can be attacked. It has AC 12, 200 hit points, and is immune to necrotic, poison, psychic, and piercing damage. If reduced to 0 hit points or when the spell's duration ends, the wall disappears and the 100 miniature axes fall to the ground in a tidy heap.

WARNING SHOUT

2nd-level divination (battle)

CASTING TIME: 1 reaction, which you take immediately before a creature rolls an initiative check

RANGE: 30 feet

COMPONENTS: V

DURATION: Instantaneous

You sense danger before it happens and call out a warning to an ally. One creature you can see and that can hear you gets advantage on an initiative check made before your next turn.

WILD SHIELD

4th-level abjuration (chaos)

CASTING TIME: 1 action

RANGE: Self

COMPONENTS: V, S

DURATION: 1 minute

You surround yourself with the forces of chaos. Wild lights and strange sounds surround you, making stealth impossible. While *wild shield* is active, you can spend a reaction to absorb a spell that targets you or whose area of effect you are within. An absorbed spell has no effect, but absorbing a spell causes a chaos magic surge as if you had cast a spell, with you as the caster for all magic surge effects.

Wild shield ends when the duration expires or when it absorbs 4 levels of spells. If you try to absorb a spell whose level exceeds the spell levels remaining, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level – the levels *wild shield* can still absorb. If the check succeeds, the spell is absorbed; if the check fails, the spell takes its full effect. The chaos magic surge happens regardless of whether the spell is absorbed.

AT HIGHER LEVELS. When you cast this spell using a spell slot of 5th level or higher, you can absorb 1 additional spell level for each slot level above 4th.

WIND LASH

Evocation cantrip (elemental)

CASTING TIME: 1 action

RANGE: 20 feet

COMPONENTS: V, S

DURATION: Instantaneous

Your swift gesture creates a solid lash of howling wind. Make a melee spell attack against the target. On a hit, the target takes 1d8 slashing damage from the shearing wind and is pushed 5 feet away from you.

The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

WIND TUNNEL

1st-level evocation (elemental)

CASTING TIME: 1 action

RANGE: Self (60-foot line)

COMPONENTS: V, S, M (a paper straw)

DURATION: Concentration, up to 1 minute

You create a swirling tunnel of strong wind extending from yourself in a direction you choose. The tunnel is a line 60 feet long and 10 feet wide. The wind blows from you toward the end of the line, which is stationary once created. A creature in the line moving with the wind (away from you) adds 10 feet to its speed, and ranged weapon attacks launched with the wind don't have disadvantage because of long range. Creatures in the line moving against the wind (toward you) spend 2 feet of movement for every 1 foot they move, and ranged weapon attacks launched along the line against the wind are made with disadvantage.

The wind tunnel immediately disperses gas or vapor, and it extinguishes candles, torches, and similar unprotected flames in the line. It causes protected flames, such as those of lanterns, to dance wildly and has a 50 percent chance to extinguish them.

WINDING KEY

2nd-level transmutation (clockwork)

CASTING TIME: 1 action

RANGE: 60 feet

COMPONENTS: V, M (an ornately carved silver key worth 50 gp)

DURATION: Concentration, up to 1 minute

You target a construct, giving it an extra action or move on each of its turns.

WOLFSONG

1st-level transmutation (rune)

CASTING TIME: 1 action

RANGE: Self

COMPONENTS: V

DURATION: Instantaneous

You let out a howl that can be heard up to 5 miles away outdoors. The howl can convey a message of up to nine words, and it will be understood by all canine creatures within hearing and up to one specific creature that you name during the casting. The range of hearing is 3 miles for creatures that are indoors or 1 mile underground. No creature is compelled to do anything by the message; beasts with low intelligence are unlikely to take any action unless they're innately curious or feel threatened.

AT HIGHER LEVELS. When you cast this spell using a spell slot of 3rd level or higher, you can name another specific recipient for every slot above 2nd.

WOTAN'S REDE

2nd-level divination (ritual; rune)

CASTING TIME: 1 action

RANGE: Self

COMPONENTS: V, S

DURATION: Instantaneous

You recite a poem in the Northern tongue, sent to your lips by Wotan himself, to gain supernatural insight or advice. Your next Intelligence or Charisma check within 1 minute is made with advantage, and you can include twice your proficiency bonus. At the GM's discretion, this spell can instead provide a piece of general advice equivalent to an *augury*.

AT HIGHER LEVELS. When casting *Wotan's rede* with a spell slot of 4th level, it provides advice equivalent to *divination*. When casting with a 5th-level spell slot, the spell provides advice equivalent to a single answer from *commune*. When casting with a 6th-level spell slot, *Wotan's rede* provides advice equivalent to three answers from *contact other plane*.

WRESTING WIND

2nd-level evocation (battle)

CASTING TIME: 1 action

RANGE: 90 feet

COMPONENTS: V, S, M (a handful of paper confetti)

DURATION: Instantaneous

By blowing a pinch of confetti from your cupped hand, you create a burst of air that can tear weapons out of the hands of your enemies. Each enemy within 20 feet of the point you target must make a successful Strength saving throw or drop everything held in their hands. The objects land 10 feet away from the creatures who dropped them, in a random direction.

WRITE MEMORY

4th-level transmutation (clockwork)

CASTING TIME: 1 hour

RANGE: Touch

COMPONENTS: V, S, M (one empty memory gear)

DURATION: Instantaneous

You copy your memories, or those learned from the spell *read memory*, onto an empty memory gear.

APPENDIX: CREATURES, MAGIC ITEMS, AND OTHER MISCELLANY

The appendix contains new creatures and monsters mentioned elsewhere in feats, spells, backgrounds, etc., plus seven breeds of horses specialized for conditions in Midgard, magic items related to divine domains or arcane traditions presented earlier, and two conditions associated with the icy expanses where rune magic is practiced: frostbite and snowblindness.

CREATURES AND MONSTERS

The following creatures and monsters are presented first in alphabetical order, followed by magic items, then conditions.

CLOCKWORK JEWEL SCARAB

When deactivated, the clockwork jewel scarab appears to be a jeweled brooch, though a fine and expensive one. Bewildered thieves and angry merchants have had rude awakenings when a stolen or dearly-purchased brooch reactivated and flew back to its previous owner.

CLOCKWORK JEWEL SCARAB

Tiny construct, unaligned

Armor Class 14

Hit Points 15 (6d4)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	10 (+0)	6 (-2)	11 (+0)	1 (-5)

Skills Stealth +6

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision, passive Perception 10

Languages understands Common, telepathy 100 ft. (creator only)

Challenge 1/8 (25 XP)

Immutable Form. The clockwork jewel scarab is immune to any spell or effect that would alter its form.

Magic Resistance. The clockwork jewel scarab has advantage on saving throws against spells and other magical effects.

ACTIONS

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

HORSES OF MIDGARD

Unique conditions on Midgard led to the development of distinct horses and ponies. Standard rules for mounts apply to these animals unless noted otherwise.

ARBONESSE STAR MARE

These tall, elegant horses are normally white, silver-gray, or light slate in color. Their long manes are beautiful but tangle easily, so they must be brushed regularly to keep in a presentable state. An Arbonesse star mare typically fetches in excess of 600 gp at market.

While there's no doubt that these horses are graceful, well-mannered, and excellent riding mounts, the Arbonesse star mare is primarily a status symbol for the elfmarked of Dornig. So much so, in fact, that these mares are best kept in guarded paddocks, lest they become targets for thieves.

An Arbonesse star mare uses the stats of a riding horse but with the added trait Lineage.

Lineage. While mounted on an Arbonesse star mare, the rider has advantage on Charisma checks against intelligent creatures.



BRYAN SYME

BOURGUNDIAN DESTRIER

The fierce and muscled warhorses of Bourgund thunder fearlessly across the battlefield. The White Knights of Bourgund have bred the horses to remove variation in color, so all Bourgundian destriers are pure, alabaster white. Because of their scarcity, most of them are bred to order for ancient Bourgund families. On the rare occasion that one can be found for sale, its price will be double that of a standard warhorse.

Like most warhorses, these animals are known to buck, bite, and trample any creature other than its rider who attempts to mount it. They're also fearless; a Bourgundian destrier would charge into the mouth of a dragon if its rider spurred it forward. The sights, sounds, and smells of neither battlefields nor monsters disquiet them.

A Bourgundian destrier uses the stats of a warhorse but with the addition of immunity to the frightened condition.

CAPLEON QUARTERHORSE

Known in the Seven Cities as the "baron's heels," these horses serve as lightning-fast couriers and race horses on the dusty racing tracks of Capleon. They are most often muted brown and tan in color, with legs that appear too spindly to carry heavy loads. They fetch 125 gp when bought from traders in Capleon, and twice that abroad or for one with a winning record at the races.

There is no horse faster than the Capleon quarterhorse in all of Midgard. They are bred for speed and nothing else. They spook easily, they lack the stamina for long rides, and their riders must constantly coax them to stay on course.

A Capleon quarterhorse uses the stats of a riding horse but with Constitution 10 and 11 hit points. In addition, it gains the traits Race and Skittish.

Race (3/day). The Capleon quarterhorse's speed becomes 90 feet for 1 minute.

Skittish. During combat, the horse's rider must make a successful DC 8 Wisdom (Animal Handling) check at the start of the rider's turn or the horse becomes frightened of the nearest enemy until the beginning of the rider's next turn. While the horse is frightened this way, the rider has disadvantage on attack rolls and ability checks.

CRAIG PONY

The sturdy, homely crag pony is beloved by dwarves across Midgard. A clever animal with a deceptively jugheaded look and an exceptionally strong back, the crag pony is found pulling carts and carrying impossible loads for their dwarven owners. Their distinctive dark coloring and long, often braided manes are easily recognized in the dwarf cantons and across the dwarfholds of the North. Their slow pace keeps the cost of these animals low. They fetch just 40 gp at most markets; only dwarves are willing to pay more than that. They're also unreliable in the presence of giants. The animals are known to ignore commands when giants are near, instead charging and attacking into almost

certain death. No one has managed to breed this trait out of them, despite generations of efforts.

Crag ponies happily carry loads that would flatten other horses. Their short, powerful legs are well suited to marching over tough and uneven terrain.

A crag pony uses the stats of a mule but with Intelligence 3 and with the additional trait Giantbane.

Giantbane. If a crag pony starts its turn within 50 feet of a giant, it moves toward the giant by the fastest route and attacks when close enough to do so. If a creature is riding the pony or otherwise in control of it (leading it by a rope, etc.), that creature can maintain (or reestablish) control over the pony with a successful DC 10 Wisdom (Animal Handling) check.

DORNIG HEAVY WARHORSE

Known as "sunhoofs" and descended from a bloodline founded by the elves, these radiant beasts are infused with magic. Their presence is anathema to undead and supernatural horrors of Midgard. Their sun-colored coats and white manes can be seen marching proudly in the imperial procession of the Imperatrix. At market, these animals fetch up to 1,000 gp, thanks to their powerful magical natures.

Dornig heavy warhorses have an unsettling effect on undead. Their sense for and revulsion to necromancy is so acute they won't even carry a rider who's cast a necromantic spell in the past month for more than a few miles.

A Dornig heavy warhorse uses the stats of a warhorse but with the additional trait Magical Nature.

Magical Nature. The attacks of the Dornig heavy warhorse are magical. Additionally, the horse adds 2 to its damage rolls against undead creatures.

FEY WALKERS

These horses have a deep connection with the hidden shadow roads that cross Midgard. How these animals came to know the location of shadow roads is unknown; some scholars speculate they are descended from horses that bore the elves south during the Vanir Wars. Fey walkers are still prized by both elves and shadow fey.

Their coloring ranges from light to dark brown, though the hair near their hooves is often a telling green color. Every fey walker knows the entrance to at least one shadow road, and they can always find and travel that road. Especially well-traveled fey walkers might know two or three such magical routes. Most are trained for war, and one seldom can be bought for less than 600 gp.

A fey walker uses the stats of a warhorse but with the additional trait Fey Marked.

Fey Marked (3/day). As a bonus action, the rider of a fey walker can command the horse to disappear and reappear in a nearby location, with an effect identical to the *misty step* spell. The rider, horse, and everything both are carrying are transported with it.

KHAZZAKI STEPPE PONY

Born of war and the wild thyme that grows on the Rothenian Plain, these sturdy ponies carry the Khazzaki into battle and home from drunken celebration. The Khan himself oversees their breeding, because he understands how important the ponies are to his ambitions. They are mottled brown and white, or coal black in color. They are also the fastest warhorses in Midgard. A Khazzaki might part with one, if the prospective buyer offers at least 700 gold coins.

A Khazzaki steppe pony uses the stats of a warhorse but with Speed 70 feet, Strength 16, and its hooves do 10 (2d6 + 3) bludgeoning damage. It also has the additional traits Home on the Plain and Inspire the Herd.

Home on the Plain. The Khazzaki Steppe pony is never lost on the Rothenian Plain. It can find a path to the City of Wheels and the territory of the Khan regardless of the condition of its rider.

Inspire the Herd. The Khazzaki steppe pony makes Dexterity and Constitution checks with advantage. In addition, horses within 50 feet of the pony and allied to it have advantage on Dexterity checks made to follow in the steppe pony's path and on Constitution checks.

KOBOLD MOUNTS

Guards in Zobeck's kobold ghetto need plenty of mobility, so they've trained dire weasels and giant owls to act as mounts. These trusty steeds allow their kobold riders to respond rapidly to reports of irksome too-talls by bounding through the streets or swooping over the rooftops of the ghetto.

Dire weasels come in a wide variety of breeds, including the sleek, black nightfoot, the dirty-brown, brutish sport weasel, and the pure white kingsruff. Their giant owls are particularly savage because the kobolds beat them severely during their training, to instill in them a fear of kobolds that the owls naturally lack. As a result, only a kobold can ride a giant owl trained by kobolds; it attacks any other creature that tries to climb onto its back.

GIANT OWL (MOUNT)

The giant owls ridden by Zobeck's kobolds use the stats of a standard giant owl but they can be ridden as mounts by kobolds (only) and they gain the additional trait Swooping Claws.

Swooping Claws. If the owl flies at least 10 feet in a straight line toward its target and its attack hits, the target must make a successful DC 13 Strength saving throw or be knocked prone.

GIANT WEASEL (MOUNT)

The giant weasels ridden by Zobeck's kobolds use the stats of a standard giant weasel but they gain the additional trait Vicious Jaws.



Vicious Jaws. A creature hit by the giant weasel's bite is also grappled (escape DC 11). While it has a creature grappled, the weasel's bite attack hits that creature automatically.

RING SERVANT

The head, arms, and torso of this massive figure are composed of metal plates surrounding a core of glowing energy. The whole resembles a vaguely humanoid figure, with two metal rings glowing with runes encircling its fists.

Ring servants are mighty constructs created by ring magic. Though large in stature, they are deceptively light because most of their form is composed of energy. A ring servant stands 10 feet tall and weighs 300 pounds.

FLEETING FORM. Ring servants are temporary beings, brought into existence by transmuting two simple metal rings into the weapons that surmount the creature's fists. These rings serve as the catalyst that generates the rest of the thing's form. Ring servants aren't mindless. They understand the fleeting span of their existence and don't rebel against it. Exceptions exist, where powerful ring wardens work tirelessly to imbue a ring servant with permanent existence. Such an enduring transformation is rare, however, and the resulting creature may have difficulty coming to terms with lingering in the world.

CONSTRUCTED NATURE. A ring servant doesn't require air, food, drink, or sleep.

RING SERVANT

Large construct, neutral

Armor Class 15 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	18 (+4)	8 (–1)	13 (+1)	10 (+0)

Saving Throws Str +8, Wis +4

Skills Athletics +8, Perception +4

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, stunned

Senses darkvision 60 ft., passive Perception 14

Languages understands the language of its creator but can't speak

Challenge 8 (3,900 XP)

Immutable Form. The ring servant is immune to any spell or effect that would alter its form.

Magic Weapons. The ring servant's slam attacks are magical.

ACTIONS

Multiattack. The ring servant makes two slam attacks and uses Ring of Destruction if it is ready.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage. A creature hit by a slam attack must succeed on a DC 16 Strength saving throw or fall prone.

Ring of Destruction (Recharge 5-6). The ring servant magically generates a spinning ring of energy around itself that lasts until the start of its next turn. While the ring is active, any creature that starts its turn within 5 feet of the ring servant or moves to within 5 feet of it during a turn takes 22 (5d8) force damage, or half damage with a successful DC 15 Dexterity saving throw.

SNOW CAT

These panther-sized cats have the features of a lynx, including tufts of fur at the tips of the ears. Snow cat coats range from stark white to muddy brown. They are patient hunters, ambushing prey from high places.

Winterfolk have an affinity with these predators. It's common for several snow cats to serve as guards and scouts for a halfling village.

SNOW CAT

Medium beast, unaligned

Armor Class 12

Hit Points 13 (3d8)

Speed 50 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	10 (+0)	3 (–4)	14 (+2)	7 (–2)

Skills Perception +4, Stealth +6

Senses passive Perception 14

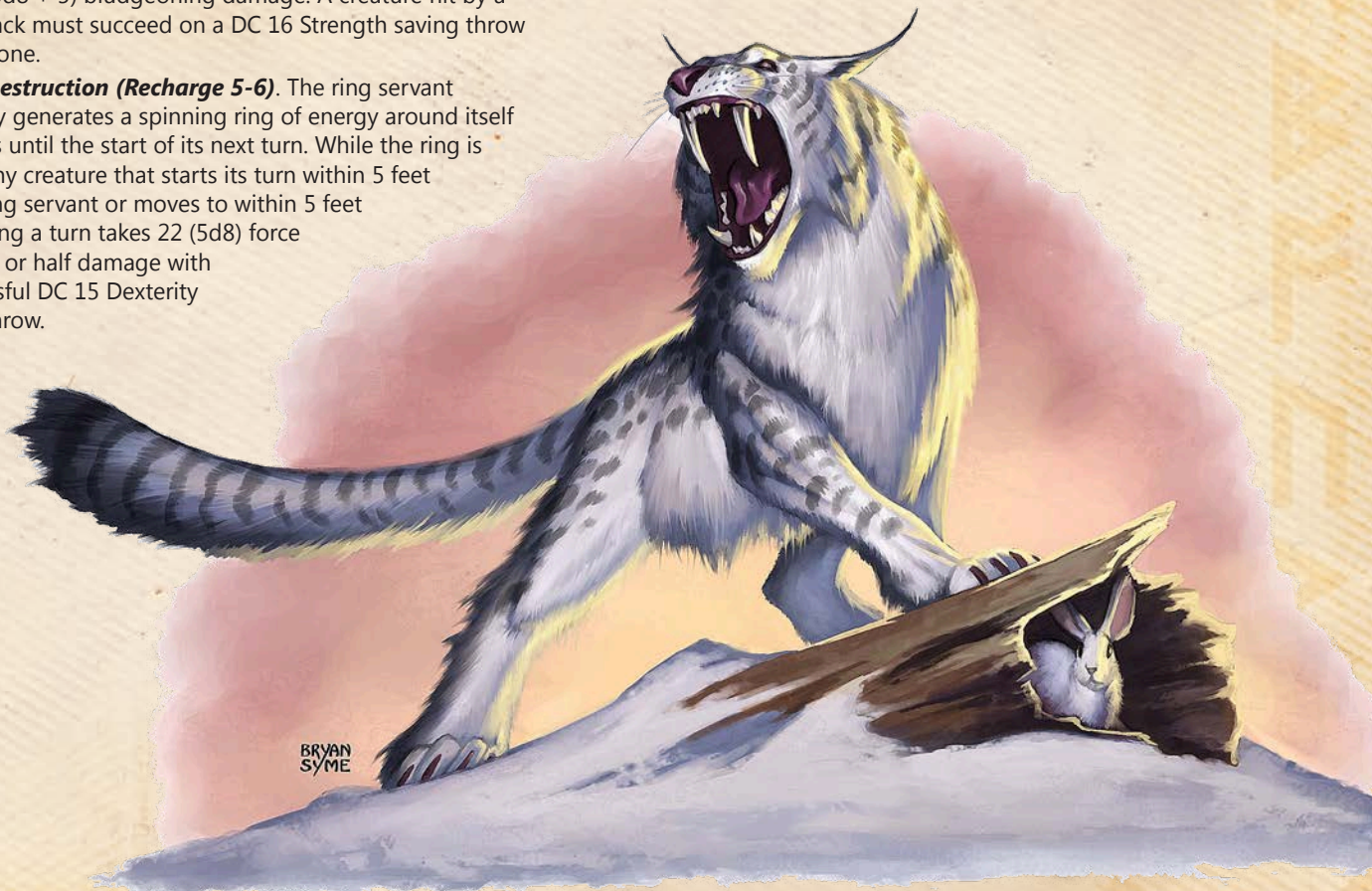
Languages —

Challenge 1/4 (50 XP)

Keen Smell. The snow cat has advantage on Wisdom (Perception) checks that rely on smell.

Stalker. If the snow cat successfully makes an attack from stealth, it may grapple the creature as a bonus action.

Snow Affinity. The snow cat gains advantage on Stealth checks made in snowy or icy environs.



BRYAN
SYME

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 5 (1d6 + 2) piercing damage.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 4 (1d4 + 2) slashing damage.

GOLEM, TUPILAK

Loping forward, eye fixed hungrily on its target, this grotesque creature sports a rictus grin on its almost skeletal face. The smell of death and brine surrounds it.

Tupilaks are constructs created via ritual to attack a hated enemy, often a rival spellcaster. A tupilak doggedly tracks its victim until it devours the prey and steals a portion of its soul and magical power for the tupilak's master. All tupilaks are animated by a spirit of Ginnungagap, which resides in a tupilak idol embedded in the creature's body where its heart should be.

GRISLY REMINDERS. The tupilak is a hideous creature with a bony carapace and bestial head. Wounds to its bone-and-ivory body reveal its innards of vine, seaweed, and tiny, broken limbs. Its head is made from the skulls of savage beasts—bears and wolves being favored—and it usually sports a hideous, skeletal grin. Although mindless, its eyes burn with an evil longing.

RELENTLESS KILLERS. Tupilaks have no sense of loyalty but only hunger and anger, and this makes them risky to create. Once set loose, a tupilak cannot be recalled but it can be redirected; if *dispel magic* is cast successfully on the construct, the golem is released from the magical restraints placed on it when it was created and its creator becomes the sole target of its homicidal impulse. The original target is forgotten, and the golem's creator can save himself or herself only by destroying the construct.

TUPILAK GOLEM

Medium construct, unaligned

Armor Class 10 (natural armor)

Hit Points 90 (12d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	9 (–1)	16 (+3)	3 (–4)	11 (+0)	1 (–5)

Damage Immunities lightning, poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands the languages of its creator but can't speak

Challenge 4 (1,100 XP)

Aversion to Fire. If the tupilak takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

Immutable Form. The tupilak is immune to any spell or effect that would alter its form.

Lightning Absorption. Whenever the tupilak is subjected to lightning damage, it takes no damage but instead regains hit points equal to the lightning damage.

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

Magic Weapons. The tupilak's weapon attacks are magical.

Relentless Pursuit. A tupilak golem knows the direction and distance to its quarry as long as the two of them are within 2 miles on the same plane of existence.

Servant of Strength. A successful *dispel magic* spell cast on the tupilak does not harm it but instead turns it against its originator, who becomes the tupilak's target.

ACTIONS

Multiattack. The tupilak makes two slam attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 11 (2d6 + 4) bludgeoning damage.



VAETTIR

A hulking form in ancient mail emerges from its barrow, bronze axe gripped in its withered hands. A rictus grin stretches its moldering face as the stench of death fills the air.

Vættir are ancestral spirits, sometimes protective and helpful but demanding of reverence and wrathful if offended. Landvættir dwell in barrows while sjövättir reside beneath lakes, rivers, or the sea. Servants of the land, they are favored by the Vanir, who grant them the ability to curse those who disrespect the wild or ancient laws and traditions.

A wrathful vættir typically rises from its mound in response to the theft of items they consider theirs (including heirlooms passed on to living descendants) or perceived disrespect (leaving the dragon prow attached to a longship coming into land is a common offense, as is failing to make offerings to them). Vættir jealously guard both honor and treasures, becoming relentless enemies over matters as small as an accidental word or a single coin.

A vættir's skin is typically blue-black in color, taut over its bones and sinews, lips drawn back in a cruel grimace. There exists a rarer, bone-white variety that cares little for material possessions, instead guarding their honor or a patch of land with equal ruthlessness. Both varieties can be called upon by descendants and those who live nearby for aid, although there's always a price. A vættir's 'help' is often more than the asker bargained for.

VAETTIR

Medium undead, lawful evil

Armor Class 15 (chain shirt)

Hit Points 67 (9d8 + 27)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	16 (+3)	10 (+0)	12 (+1)	14 (+2)

Saving Throws Dex +4, Con +5, Wis +3, Cha +4

Damage Immunities necrotic, poison

Condition Immunities charmed, frightened, poisoned

Senses truesight 30 ft., darkvision 60 ft., passive Perception 12

Languages the languages it knew in life

Challenge 4 (1,100 XP)

Covetous Bond. 'Corpse-black' vættir can see the face of any creature in possession of any item the vættir ever claimed as its own. It also detects the direction and distance to items that were ever in its possession, so long as that item is currently possessed by another. If the item changes hands, then the new owner becomes the target of the vættir's hunt. 'Bone-white' vættir instead detect individuals who have offended them. Neither time nor distance affects these abilities, so long as both parties are on the same plane.

Deathless. The vættir is destroyed when reduced to 0 hit points, but it returns to unlife where it fell on the next



nightfall with full hit points. It can be killed only by removing its head, burning the corpse, and dumping the ashes in the sea, or by returning it to its burial mound, placing an open pair of scissors on its chest, and driving pins through its feet.

Innate Spellcasting. The vættir's innate spellcasting ability is Charisma (spell save DC 12). It can innately cast the following spells, requiring no material components:

2/day each: gaseous form, hunter's mark

1/day each: enlarge/reduce, phantom steed

1/week each: bestow curse, geas, remove curse

Sunlight Sensitivity. Vættir avoid daylight. A vættir in direct sunlight has disadvantage on attack rolls and ability checks.



ACTIONS

Multiattack. The vaettir makes two greataxe attacks or two longbow attacks.

Greataxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 11 (1d12 + 5) slashing damage plus 3 (1d6) necrotic damage.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Corpse Breath (Recharge 5–6). The vaettir spews forth a 15-foot cone of putrid gas. Those caught in the area must succeed on a DC 13 Constitution saving throw or become poisoned for 1d4 rounds.

Maddening Gaze (1/Day). The vaettir can lock eyes with a creature and drive it mad. Any creature within 30 feet of a vaettir that is the focus of its gaze must make a successful DC 12 Charisma saving throw or become confused (as the spell) for 1d4 rounds. If the save is successful, the target is immune to the effect for 24 hours.

MAGIC ITEMS

The *elk horn rod* and *nothing pole* are iconic elements of rune magic as it's practiced in the northlands.

ELK HORN ROD

Wand, rare (requires attunement by a spellcaster)

This rod is fashioned from elk or reindeer horn and marked with the algiz rune. As an action, its wielder can grant a +1 bonus on saving throws against spells and magical effects to a target touched by the wand, including him/herself. The bonus lasts 1 round. If the *elk horn rod* is held when performing the somatic component of *dispel magic* or comparable magic, it grants a +1 bonus on the caster's spellcasting ability check.

NITHING POLE

Wondrous item, rare

A *nothing pole* is crafted to exact retribution for an act of cowardice or dishonor. It's a sturdy wooden stave, 6 to 10 feet long, carved with runes that name the dishonored target of the stave's curse. The carved shaft is draped in horsehide, topped with a horse's skull, and placed where its target is expected to pass by; typically the pole is driven into the ground or wedged into a rocky cleft in a remote spot where the intended victim won't see it until it's too late.

A pole is created to punish a specific person for a specific crime. The exact target must be named on the pole; a generic identity such as "the person who blinded Lars Gustafson" isn't precise enough. The moment the named

target approaches within 333 feet, the pole casts *bestow curse* (with range 333 feet instead of touch) on the target.

The DC for the target's Wisdom saving throw is 15; if the saving throw succeeds, the pole recasts the spell every round until the saving throw fails, the target retreats out of range, or the *nothing pole* is destroyed. Anyone other than the pole's creator who tries to destroy or knock down a *nothing pole* is also targeted by a *bestow curse* spell, but only once.

The effect of the curse is set when the pole is created. The pole becomes nonmagical once it has laid its curse on its intended target; an untriggered and forgotten *nothing pole* remains dangerous for centuries. The curse lasts 8 hours and doesn't require concentration.

MUNDANE ITEMS

Potions are common tools among the kobolds of Midgard. Gnolls rely on them, too, when they feel motivated enough to collect the ingredients and do the work of concocting.

ALCHEMIST'S SMOKE. Kobolds invented these smoke bombs, but now they can be found all over Midgard. Each one is a fist-sized clay bulb containing a mixture of volatile chemicals that produce a cloud of dense smoke on contact with air. A smoke bulb can be thrown up to 20 feet as an action. It shatters on impact to create a cloud of smoke that fills a 10-foot cube. The cube is heavily obscured for 5 rounds, then the smoke clears. Price 20 gp, weight 1 lb. Specialized versions of alchemist's smoke that also do 1d4 acid or poison damage to creatures that start their turn in the cube might also be available, for 50 gp.

CLOCKWORK CALTROP. Clockwork caltrops resemble regular caltrops but with the following differences. A bag of 20 caltrops can be activated by being shaken vigorously; this takes an action, and the caltrops remain activated for one minute. If they're dumped onto the ground (as a bonus action) while activated, the spring-driven caltrops hop around erratically in an area of 100 square feet for 5 rounds (30 seconds). A creature that enters the area must make a successful DC 15 Dexterity saving throw or take 1 piercing damage, stop moving this turn, and have its walking speed reduced by 10 feet until it recovers at least 1 hit point. The saving throw succeeds automatically if the creature moves at half speed and foregoes taking an action until the start of its next turn. After 5 rounds, the caltrops stop hopping and have no further effect. If the caltrops are dumped out without being activated, treat them as standard caltrops. Clockwork caltrops can be gathered up for reuse after they stop hopping around. Price 25 gp, weight 5 lb.

CONDITIONS

Snow blindness and hypothermia are ever-present dangers in the frigid northlands, and not only because of the environment. They can also be triggered by some creatures and magical effects.

SNOW BLINDNESS

Northerners believe that snow blindness is caused by light glittering on snow or ice, and sometimes by malevolent spirits. The real cause is intense ultraviolet rays burning the eye.

Snow blindness becomes a danger after 4 hours of exposure to a brightly sunlit snowscape. Starting at the end of the 4th hour of exposure, a character must make a Constitution saving throw at the end of every hour; the DC equals 10 + hours exposed beyond 3 (or, for simplicity, 7 + hours of exposure).

Travelers have devised effective precautions. Characters can avoid making a check by taking a short rest after 3 hours, or by wearing dark goggles or snow visors (similar to goggles but made from an opaque material such as bone with a narrow, horizontal slit instead of tinted lenses). Monsters native to the environment are immune, as are constructs and undead.

Failing the saving throw imposes the first stage of snow blindness: the character has disadvantage on Wisdom (Perception) checks that rely on sight, weapon and spell ranges (for visually targeted spells) are halved, and all attack rolls are made with a –2 penalty. A second failed saving throw brings on the second stage of snow blindness: severe pain in the eyes, sight range is limited to 15 feet, and disadvantage on attack rolls and Wisdom (Perception) checks that rely on sight. Spending two days in a dimly-lit environment reduces snow blindness by one stage. Sight is restored completely by *lesser restoration* or comparable magic.

FROSTBITE AND HYPOTHERMIA

Basic rules for surviving cold weather can be found in the fifth edition rules. Characters who aren't prepared for cold weather or who are exposed to extreme, unnatural, or magical cold can experience both hypothermia and frostbite. Under those conditions, characters must make Constitution saving throws to avoid harm; the GM determines when saving throws are called for and the DC for each one. Each failed saving throw increases the risk and damage, as described below.

STAGE 1: FROSTNIPPED. The skin itches, aches, and becomes numb. Yellow and white patches form. Frostnipped characters have a –2 penalty on Strength and Dexterity checks.

STAGE 2: SHIVERSTRUCK. The character gains one level of exhaustion, shivers uncontrollably, and his or her teeth chatter. A shiverstruck spellcaster must make a successful DC 10 Constitution check (with disadvantage because of exhaustion) to cast a spell with a verbal or somatic component; if the check fails, the spell slot isn't expended. Tasks such as getting into or out of armor take twice as long.

STAGE 3: KISSED BY THE ICE MAIDEN (HYPOTHERMIA). The character gains a level of exhaustion and can't recover from exhaustion until after a long rest in a warm environment. The character's skin develops black blisters but the character's body is numb—which may initially seem a relief. A hypothermic character is only superficially aware of his or her surroundings and may trudge past shelter or blunder into monsters or hazards without realizing it.

Even simple activities such as drawing or sheathing a weapon, loading a crossbow, or retrieving something from a pouch or pack require a successful DC 10 Dexterity check (made with disadvantage from exhaustion) to accomplish without fumbling and dropping the item. This can be avoided if the character takes four times longer than normal to do simple things. More complex tasks, such as starting a fire with flint and steel, are impossible.

STAGE 4: FROSTBITTEN. The character gains a level of exhaustion and becomes incapacitated. Eventually organs fail, flesh dies and becomes gangrenous, teeth freeze and shatter, fingers and toes snap off, and other permanent injuries occur. The effect of such losses is determined by the GM. Every additional failed Constitution saving throw at this level of exposure adds another level of exhaustion. The character can survive and recover if rescued, but only magic can restore lost limbs and damaged organs.



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