

TASHA'S HIDEOUS LEFTOVERS



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TASHA'S HIDEOUS LEFTOVERS v1.01

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CHAPTER 1: NEW CLASS OPTIONS

Spells from non-*Player's Handbook* sources are noted:

*=A new spell appearing in Chapter 3.

^{XGE}=A spell from *Xanathar's Guide to Everything*.

^{TCOE}=A spell from *Tasha's Cauldron of Everything*.

ARTIFICER SPECIALIST:

SALVAGER

A salvager specialist is an expert at creating tools for survival out of whatever is at hand. From metal odds and ends to rocks, vines, and bamboo stalks, you can always improvise the implements you need. Being marooned on a desert island or snowed in on a high mountain pass is no problem for an artificer with your skills.

SALVAGER FEATURES

Artificer Level	Features
3rd	Scavenger's Tools, Salvager Spells, Box of Scraps, Makeshift Toxin
5th	Trapmaster
9th	Improved Toxins
15th	Expert Salvager

SCAVENGER'S TOOLS

When you adopt this specialty at 3rd level, you assemble a foraged collection of hand-made items into a unique kit of *scavenger's tools*. You are constantly updating your scavenger's tools, and if you lose this toolkit, you can create a new set as a downtime activity requiring 3 days of work, using odds and ends you find around you. You can use your scavenger's tools as tinker's tools, and as a spellcasting focus which you hold in one hand.

Additionally, you become proficient with the Survival skill and blowguns.

SALVAGER SPELLS

At 3rd level, you always have certain spells prepared after you reach particular levels in this class, as shown in the Salvager Spells table. These spells count as artificer spells

for you, but they don't count against the number of artificer spells you prepare.

SALVAGER SPELLS

Artificer Level	Spell
3rd	<i>catapult</i> ^{XGE} , <i>illusory script</i>
5th	<i>arcane lock</i> , <i>knock</i>
9th	<i>conjure barrage</i> , <i>nondetection</i>
13th	<i>fabricate</i> , <i>Leomund's secret chest</i>
17th	<i>creation</i> , <i>swift quiver</i>

BOX OF SCRAPS

At 3rd level, you can use your Salvager's tools to create helpful items useful in survival. You can create any item from the salvage table using objects found around you from your environment.

SALVAGE TABLE

Item	Time to Make
Antitoxin	1 hour per dose
Basket	1 hour
Caltrops (20)	1 hour
Case, map or scroll	1 hour
Fishing tackle*	24 hours
Hourglass*	48 hours
Ink*	10 minutes
Ink pen	10 minutes
Ladder	1 hour per 10 feet
Lamp & oil	1 hour
Mirror, steel*	4 hours
Paper (papyrus)*	1 hour per sheet
Pouch	10 minutes
Rope, local fiber	1 minute per foot
Sack	10 minutes
Signal Whistle	1 hour
Soap (1 lb)*	24 hours
Tent, two-person*	4 hours
Tinderbox	1 hour
Torch (6)	10 minutes
Waterskin*	30 minutes
Whetstone*	10 minutes

In addition to these items, you can create simple weapons, blowguns, blowgun ammunition, or shields. Creating one of these items (or 50 shots worth of blowgun ammunition) takes 1 hour. No item crafted in this way is of high enough quality to sell. When you craft blowgun ammunition, instead of creating 50 at a time, you can

choose to spend an hour crafting 10 shots, each a needle loaded with one of the toxins from your Makeshift Toxin feature.

Items created are temporary, and the magic holding them together fades the next time you finish a short or long rest unless they're marked with an asterisk ("*"), in which case they last until the next time you finish a long rest.

MAKESHIFT TOXIN

At 3rd level, you can utilize toxins which are applied to the blowgun needles you create. Choose one of the following types of damage: acid, necrotic, or poison. A creature which takes damage from a toxin needle takes 2d4 additional damage of the selected type and must succeed on a Constitution saving throw against your spell save DC or suffer one of the following effects of your choice. If the creature takes no damage from the attack, they automatically succeed on their saving throw.

Poison. The creature becomes poisoned until the end of your next turn.

Sleeping. The creature cannot use their reactions until the end of your next turn.

Slowing. The creature has each of their speeds reduced by 5 feet until the end of your next turn.

The extra damage you deal increases by 1d4 when you reach certain levels in this class. It increases at 5th (3d4), 11th (4d4), and 17th (5d4) level.

TRAPMASTER

When you reach 5th level, you've learned how to use your tools to create traps. As an action, you can place down a trap you've created with your Salvager's Tools into an unoccupied space within 5 feet. A trap blends into the area surrounding it, although creatures with a passive Perception equal to or greater than your spell save DC can see the trap and those actively attempting to search for it using



their Wisdom (Perception) must meet your spell save DC in order to detect the trap. You can create a number of traps equal to your Intelligence modifier. When you create a new trap exceeding this amount, your oldest trap falls apart.

The first time a creature steps onto a trap, it must make a Dexterity saving throw against your artificer spell save DC. On a failure, it takes 1d6 piercing damage. When you place a trap, you can add one of your Makeshift Toxins as though it were a blowgun needle, dealing additional damage. When creating this trap you can select a toxin effect or the following effect:

Restraining. Creatures who step into this trap are restrained. A creature can use their action and make a Strength (Athletics) check against your spell save DC to escape the trap or help others escape. Creatures in the trap suffer disadvantage on this check.

IMPROVED TOXINS

At 9th level, you add the following options to the Makeshift Toxin effects you can select when creating a blowgun needle or trap. The creature must still succeed on a

Constitution saving throw against your spell save DC to avoid the effects:

Corrosive. Constructs and objects take double damage from this needle or trap.

Fear Toxin. The creature is filled with a toxin that affects their senses, causing panic. The creature can't willingly move closer to you until the end of your next turn.

Happy Juice. The creature falls prone, and until the end of your next turn, any attempt to stand up causes them to fall prone again.

Hallucinogenic Toxin. The creature is blinded until the end of your next turn.

Pain Toxin. The creature has disadvantage on the first attack roll or ability check it makes each turn. This lasts until the end of your next turn.

EXPERT SALVAGER

By 15th level, you are a master planner who always has a magic item ready. You gain the Replicate Magic Item artificer infusion, but it does not count against the number of artificer infusions you can have. As an action, you can produce one magic item you can create with the Replicate Magic Item infusion that does not require attunement. This jury-rigged item lasts for a number of turns equal to your Intelligence modifier before it falls apart.

You can use this feature twice, regaining both uses on a long rest. You can expend both uses to produce an item that requires attunement instead. The first creature to use the item is automatically attuned to it, if it isn't already attuned to the maximum number of magic items it can attune to.

NEW ARTIFICER INFUSIONS

These following new infusions are available for the artificer's Infuse Item feature.

ARTISAN'S GLOVES

Item: A pair of gloves

While wearing these gloves, a creature can cast the following cantrips, using

Intelligence as its spellcasting ability: *create item**, *magecraft focus**, and *mending*. The creature also gains a +2 bonus on Constitution saving throws, and it cannot be forced to drop an object it is holding.

JURY-RIGGED CONVEYANCE

Prerequisites: 17th-level artificer

Item: A barrel

This complicated, self-propelled vehicle is exactly like an *apparatus of Kwalish* (as described in the *Dungeon Master's Guide*), but made of various scavenged materials rather than just iron.

ROOF-RUNNER'S ARMOR

Prerequisites: 10th-level artificer

Item: A suit of light armor (requires attunement)

A creature wearing this light armor can add a bonus equal to its Intelligence modifier to its Dexterity checks, Wisdom checks, and Strength (Athletics) checks.

This armor has 4 charges. As a bonus action, you can expend 1 charge to cast *spider climb*, targeting yourself only. It regains all expended charges each day at dawn.

VIGILANTE'S GLASS

Item: A magnifying glass

Whenever a creature carrying this magnifying glass casts a divination, enchantment, or illusion spell of 1st level or higher, for the next hour, every time it makes a Wisdom (Insight or Perception) check, an Intelligence (Investigation) check, or a Charisma (Intimidate) check, it can treat a roll of 4 or lower on the d20 as an 5.

The magnifying glass has 4 charges. Whenever a creature holding it fails an ability check, it can expend 1 charge to reroll that check with advantage. Each day at dawn, the magnifying glass regains 1d4 expended charges.

PATH OF GWYNHARWYF

The endless passion of the celestial paragon Gwynharwyf—champion of Morwel, eternal queen of the eladrin—has no borders, no bounds that prevent her from protecting the people she loves. Over time she has inspired others to do the same, teaching them how to access their endless well of rage. Those who learn from her and stay at her side are known as the Champions of Gwynharwyf, and they all wield two swords, just like their leader.

PATH OF GWYNHARWYF FEATURES

Barbarian

Level	Features
3rd	Morwel's Gifts
6th	Celestial Endurance
10th	Unearthly Rage
14th	Rage from the Stars

OATH OF GWYNHARWYF

Before learning the path of Gwynharwyf, one must find the source of their power. Like paladins, these barbarians swear a sacred oath. These knights swear fealty to her ideals, not to the celestial eladrin herself, just as she pledges her swords to her queen and not to the Court of Stars. Those barbarians who fail to uphold these tenets lose their spellcasting until they've done a service for the Queen of the Court of Stars.

Purpose. Do not let your rage conquer your rational thought, use it to protect those people and things you love.

Passion. Allow the burning fires of passion to ignite your soul. Never let the complications of the mind override what you feel in your heart.

Freedom. Stay true to the words of Morwel, never entrap or enslave another being.

Honor. Learning these secrets, do not use them against Morwel or the Court of Stars.

MORWEL'S GIFTS

Starting at the 3rd level, you gain limited spell casting. You still cannot cast spells while in a rage, however you have learned how to maintain concentration even in your fury.

While raging, if you are concentrating on a spell at the start of your turn, you must make a check to maintain concentration. The DC for this check is 10 + the level of the spell.

If you take damage while raging and concentrating on a spell, you do not need to make a check to maintain concentration.

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

For example, if you know the 1st-level



spell *cure wounds* and have a 1st-level and a 2nd-level spell slot available, you can cast *cure wounds* using either slot.

PATH OF GWYNHARWYF SPELLCASTING

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

Spells Known of 1st Level and Higher.

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

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

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

Whenever you gain a level in this class, you can replace one of the paladin spells you know with another spell of your choice from the paladin spell list. The new spell must be of a level for which you have spell slots, and it must be an abjuration or evocation spell, unless you're replacing the spell you gained at 3rd, 8th, 14th, or 20th level from any school of magic.

Spellcasting Ability. Charisma is your spellcasting ability for your paladin spells, since you learn your spells through dedicated study and memorization. You use your Charisma whenever a spell refers to

your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a paladin spell you cast and when making an attack roll with one.

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

Spell attack modifier = your proficiency bonus + your Charisma modifier

CELESTIAL ENDURANCE

Starting at the 6th Level, your body becomes infused with divine energy, like a celestial eladrin. When you use Reckless Attack, aberrations, celestials, fiends, and fey no longer gain advantage on attack rolls made against you as a result of Reckless Attack. Any other form of advantage still applies to their attacks against you.

You also gain resistance to radiant damage, and advantage on saving throws against being charmed or frightened while raging.

UNEARTHLY RAGE

Starting at the 10th Level, whenever you begin your rage, all enemies in a 60-foot radius that can see or hear you must succeed on a Wisdom saving throw or become frightened until the end of your next turn. The DC for this saving throw is your spell save DC.

RAGE FROM THE STARS

Starting at the 14th Level, the first time you rage each day, you gain the following benefits:

- ✧ Resistance to bludgeoning, piercing and slashing damage.
- ✧ Resistance to acid, cold, and lightning damage.
- ✧ Immunity to effects that would cause you to become charmed or frightened.
- ✧ Immunity to radiant damage.

After your rage ends, this feature cannot be used again until you complete a long rest.

BARDIC COLLEGE:

COLLEGE OF REVELATIONS

Religion in most lands is handled by clerics or paladins, those who have taken the words of their faith to heart and exemplify their teachings as personally as they can. However divine providence isn't their exclusive domain, for there are wizards, sorcerers, and warlocks who all find themselves touched by the celestial heavens. For bards, the path to enlightenment means learning directly from the messengers of heaven themselves: the angels.

COLLEGE OF REVELATIONS FEATURES

Bard Level	Features
3rd	Barachiel's Message, Raziel's Flame
6th	Sealtiel's Expulsion
14th	Zaphkiel's Warrior

BARACHIEL'S MESSAGE

Starting at 3rd level, you gain proficiency in Religion and you double your proficiency bonus on all Wisdom (Religion) ability checks. Additionally, you learn one of the following cantrips of your choice: *guidance*,

resistance, *sacred flame*, or *thaumaturgy*.

This cantrip doesn't count against the number of bard cantrips you know.

RAZIEL'S FLAME

Starting at 3rd level, as an action you can expend a use of Bardic Inspiration to force a single creature of your choice within 60 feet to make a Charisma saving throw against your spell save DC. On a failure, it takes a penalty to AC as it is engulfed in celestial flames. The penalty equals the number you roll on the Bardic Inspiration die.

This penalty lasts for 1 minute or until the next time the target is hit by a weapon attack, whichever comes first.

SEALTIEL'S EXPULSION

Starting at 6th level, you learn the *banishment* spell. This spell counts as a bard spell for you but doesn't count against your number of bard spells known.

When you cast *banishment*, you can expend a use of your Bardic Inspiration. If you do, targets of your spell take a penalty on their saving throw equal to the number you roll on the Bardic Inspiration die.

ZAPHKIEL'S WARRIOR

Starting at 14th level, you learn the *conjure celestial*^{PGtE} spell. This spell counts as a bard spell for you but doesn't count against the number of bard spells you know.

You can cast this spell without using a spell slot by expending a use of your Bardic Inspiration. If you possess 9th level spell slots when you cast in this manner, the spell summons a challenge rating 5 celestial, as though cast using a 9th level spell slot.

Once you cast *conjure celestial* using Bardic Inspiration, you cannot cast it in this way again until you complete a short or long rest.



BLOOD HUNTER ORDER:

ORDER OF THE WITCHBREAKER

You stand apart from civilization, shaped to defend its inhabitants from dark magic. While all blood hunters gain their abilities by imbibing the eldritch toxin known as the Hunter's Bane, your transformation began long before. Many years ago, certain power-hungry alchemists began "priming" children in their care with magical treatments, administered over the course of years. If the subjects later became blood hunters, over time they would develop additional powers related to breaking curses and defeating evil spellcasters.

The other orders stamped out this twisted program, yet to this day some foundlings are still trained and mutated in secret. You learned fragments of lore from all the other orders, all in the name of guarding innocent folk from unnatural forces. The only choice the elder witchbreakers gave you was whether or not to take the Hunter's Bane when you reached adulthood—but by then, would there have been any point in trying to fit in with common mortal folk?

WITCHBREAKER FEATURES

Blood Hunter

Level	Features
3rd	Eldritch Senses, Preternatural Being
7th	Abjurant Witchery
11th	After-Market Alchemy
15th	Greater Crimson Rite, Spellbreaking Curse
18th	Profane Witchery

ELDRITCH SENSES

Starting at 3rd level, your uncanny senses discern magical secrets your foes would hide. When you use a bonus action to activate this feature, until the end of your next turn, you learn whether or not each creature that you can see within 60 feet of you is a fey, fiend, humanoid, or undead. If it

is a humanoid, you also learn if it is a shapechanger, a spellcaster, or both. Once you have used this feature to confirm that a humanoid is a shapechanger or spellcaster, you gain the bonuses from your Hunter's Bane feature against that humanoid as if it were a fiend.

If a creature is hidden from divination magic, this feature reveals nothing about that creature, except the fact that it is hidden from divination magic.

Starting at 7th level, when you activate this feature, you can also choose one creature within 60 feet that you can see. Unless that creature is hidden from divination, you instantly learn if it has any damage immunities, resistances, or vulnerabilities, and if so, what they are.

You can use this feature a number of times equal to your Intelligence modifier (minimum 1), regaining all expended uses when you finish a long rest.

PRETERNATURAL BEING

By 3rd level, your supernatural mutations fully manifest, granting you the following benefits:

- ✧ You are immune to diseases.
- ✧ You gain darkvision out to a range of 60 feet if you don't already have it.
- ✧ Whenever you take poison damage or make a saving throw against the poisoned condition, you can roll your hemocraft die. The number rolled is either the amount by which you reduce the poison damage you take or the bonus you gain to your saving throw.
- ✧ If your Strength and Dexterity scores are both 13 or higher, when you attack with a melee weapon that lacks the two-handed property, you can use your Dexterity modifier, instead of Strength, for the attack and damage rolls.

ABJURANT WITCHERY

At 7th level, an ancient pact negotiated by elder witchbreakers before you were born allows their students to cast certain protective spells. When you gain this feature, you learn the *prestidigitation* cantrip, and one of the following cantrips of your choice: *chill touch*, *frostbite*^{XGtE}, *lightning lure*^{SCAG}, *produce flame*, *thunderclap*, or *vicious mockery*.

You also gain one 3rd-level spell slot, which you can use to cast any spell from the following list: *aegis of shielding**, *dispel magic*, *magic circle*, *redirect spell**, and *remove curse*. You regain your expended spell slot when you finish a long rest.

You can also regain your expended spell slot for this feature by spending three of your Hit Dice as a bonus action, regaining hit points normally. Once you spend Hit Dice to regain a spell slot, you can't do so again until you finish a short or long rest.

Intelligence is your spellcasting ability for your spells. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a spell you cast and when making an attack roll with one.

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

Spell attack modifier = your proficiency bonus +
your Intelligence modifier

AFTER-MARKET ALCHEMY

At 11th level, you accumulate the castoff knowledge, abandoned notes, and scavenged reagents you need to brew alchemical concoctions in a pinch, even if you don't have a true education in alchemy. Whenever you finish a long rest, you can touch an empty flask for 1 minute to magically produce an alchemical elixir within it. The elixir's effect is triggered when someone drinks the elixir. As an

action, a creature can drink the elixir or administer it to an incapacitated creature.

Creating an alchemical elixir requires you to have alchemist's supplies on your person, and any elixir you create with this feature lasts until it is drunk or until the end of your next long rest. When you create the elixir, you choose its effect from the After-Market Alchemy Elixir Options list at the end of this Order description.

GREATER CRIMSON RITE

Starting at 15th level, while your crimson rite is active on a weapon that lacks the two-handed property, you can use your action to make a melee attack with that weapon against any number of creatures within 5 feet of you, with a separate attack roll for each target.

SPELLBREAKING CURSE

At 15th level, you gain one additional use of your Blood Maledict feature, and you gain the Blood Curse of the Avenging Step (a new Blood Curse introduced in this document) for your Blood Maledict feature. This does not count against your number of blood curses known.

PROFANE WITCHERY

At 18th level, you add darker magic and greater power to the spellcasting you gain from your Abjurant Witchery feature. Choose three spells of 1st or 2nd level from the warlock's spell list, adding those spells to the list of spells you can cast with your Abjurant Witchery feature.

You learn one additional spell for this feature when you reach 20th level. This can be any spell from the warlock spell list of 1st, 2nd, or 3rd level.

Also, you now regain your expended spell slot from your Abjurant Witchery feature when you finish a short rest or a long rest.

AFTER-MARKET ALCHEMY ELIXIR OPTIONS

When you use the After-Market Alchemy feature to create an elixir, you choose its effect from the following options.

Curing. The drinker gains temporary hit points equal to $2d6 +$ your Intelligence modifier (minimum of 1 temporary hit point) and the benefits of a greater restoration spell. You are considered the caster of the spell, as if it were one of your Abjurant Witchery spells.

Metamorphosis. The drinker's body is transformed as if by the *polymorph* spell. You are considered the caster of the spell, as if it were one of your Abjurant Witchery spells, but the duration is changed to 10 minutes, and it does not require concentration.

Lesser Mutagen. Choose one mutagen formula from among those listed for the Order of the Mutant that does not have any prerequisite. If you (and only you) drink the potion, you gain temporary hit points equal to $2d6 +$ your Intelligence modifier (minimum of 1 temporary hit point) and the effects of the chosen mutagen formula, including its side effects. Unlike the effects of a mutagen created by a Blood Hunter of the Order of the Mutant, these

effects last for only 1 hour.

Poisoned Blood. For the next 8 hours, the next time a creature within 5 feet of the drinker deals the drinker necrotic damage, that creature takes radiant damage equal to that necrotic damage, it reduces its hit point maximum by the same amount, and it must make a Wisdom saving throw against your Hemocraft save DC. On a failure, it is frightened of the drinker for 1 minute, even if it is immune to the frightened condition.

Swift Healing. The drinker regains a number of hit points equal to your Blood Hunter level + your Intelligence modifier, and for 8 hours, at the start of each of its turns, the drinker regains 1 hit point if it has no more than half of its hit points left but has at least 1 hit point.



NEW BLOOD CURSES

When you choose blood curses for your Blood Maledict feature, you gain access to the following additional blood curse options.

BLOOD CURSE OF THE AVENGING STEP

Prerequisites: 15th level, Order of the Witchbreaker

When a creature you can see forces you or a creature within 5 feet of you to make a saving throw, you can use your reaction to move up to your speed towards that creature. This movement does not provoke opportunity attacks. If you end this movement within 5 feet of that creature, you can make an opportunity attack against it as part of the same reaction. When you make this opportunity attack, you gain a bonus on the attack roll equal to a roll of your hemocraft die.

Amplify. The creature that forced the triggering saving throw takes force damage after the saving throw is made. This damage is equal to the hit points you lost to amplify this curse. Also if the triggering saving throw resulted in failure, it can be rerolled. The second roll must then be used.

BLOOD CURSE OF THE COVEN BREAKER

Prerequisites: 15th level, Order of the Witchbreaker

When you brand a creature with your Brand of Castigation feature during your turn, at the end of that turn you can choose any number of other creatures who also took damage from your Crimson Rite feature that turn and brand them as well. Until the start of your next turn, those additional creatures all suffer the effects of your Brand of Castigation

Amplify. Each creature you target takes necrotic damage equal to your Intelligence modifier at the start of your next turn.

BLOOD CURSE OF THE DUEL

When you hit a creature with a melee weapon attack, you can use a bonus action to mark the creature until the end of your next turn. This effect ends early if you are incapacitated or you die, or if someone else marks the creature. While it is within 5 feet of you, a creature marked by you has disadvantage on any attack roll that doesn't target you. In addition, at the end of each turn, if a creature marked by you dealt damage to anyone other than you or willingly moved more than 15 feet away from you, that creature takes 2d8 necrotic damage.

Amplify. When you deal necrotic damage to a creature with this blood curse, you can use your reaction to teleport up to 30 feet to an unoccupied space of your choice within 5 feet of that creature and make a melee weapon attack against it.

BLOOD CURSE OF THE HUNGRY BLADE

When a weapon attack hits you or a creature within 5 feet of you, if you have a melee weapon in hand that lacks the two-handed property, you can use your reaction to deflect the attack with your weapon. When you do so, you roll your hemocraft die, reducing the damage of the attack by an amount equal to your hemocraft die roll + your proficiency bonus. If the attack was a ranged attack, you can add your Dexterity modifier to the amount by which you reduce the damage, as you strike the projectile in mid-air.

Amplify. The creature that made the triggering attack takes force damage equal to the amount by which you reduced the attack's damage, and if it is Large or smaller, you can push it up to 15 feet away from you with a burst of telekinetic force.

CLERIC DIVINE DOMAIN:

PYRE DOMAIN

The night may be dark and full of terrors, but you honor the shadows the fire casts as well as its light. As a cleric of this domain, you watch the past turn to ashes, then gaze into the flames to seek the future. You strive to enact ancient messianic prophecies and guide the scions of kingly bloodlines. History's shadow falls upon the present, and as old orders are burned away by new destinies, you glimpse fate in the flickering inferno. You learn to return the warm spark of life to the fallen, or to draw it out and bind it into your own darker creations.

PYRE DOMAIN FEATURES

Cleric Level	Features
1st	Domain Spells, Fiery Blessing, Ruby Glare
2nd	Channel Divinity: Fiery Anointing
6th	Foretold in Flame
8th	Night's Dark Terror
17th	The Inferno Promised

DOMAIN SPELLS

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

PYRE DOMAIN SPELLS

Cleric Level	Spells
1st	<i>heroism</i> , <i>searing smite</i>
3rd	<i>flame blade</i> , <i>heat metal</i>
5th	<i>bestow curse</i> , <i>revivify</i>
7th	<i>elemental bane</i> ^{XGE} , <i>wall of fire</i>
9th	<i>raise dead</i> , <i>scrying</i>

FIERY BLESSING

When you choose this domain at 1st level, you learn your choice of one the following cantrips: *create bonfire*^{XGE}, *control flame*^{XGE}, *dancing lights*, *produce flame*, or



greenflame blade^{TCOE}. This is a cleric spell for you, but does not count against the number of cleric cantrips you know. You also gain proficiency with alchemist's supplies.

RUBY GLARE

Also at 1st level, you can use a crystal arcane focus or any ruby worth 10 gp or more as a spellcasting focus for your cleric spells. While you have such a spellcasting focus in hand or openly displayed on your person, you can use light from it to dazzle an attacking enemy. When you are attacked by a creature within 30 feet of you that you

can see, you can use your reaction to impose disadvantage on the attack roll before it hits or misses, as red light from the crystal or ruby flashes in the attacker's eyes. An attacker that can't be blinded is immune to this feature.

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

CHANNEL DIVINITY: FIERY ANOINTING

Starting at 2nd level, you can use your Channel Divinity to anoint a weapon with sacred flame or imbue yourself with mystical protection. When you use this Channel Divinity feature, choose one of the following options:

- ✧ **Anointed Weapon.** As an action, you use one hand to pour an entire flask of alchemist's fire onto a melee weapon held in your other hand, which must be a weapon that you are proficient with and that lacks the two-handed property. Once you anoint the weapon, until the next time you finish a short or long rest, it gains a +1 bonus to its attack and damage rolls, unless it is a magic weapon that already has a bonus to those rolls, and you can use the weapon as a spellcasting focus for your cleric spells. For the duration, you can use a bonus action to ignite the weapon into flames, to douse the flames, or to reignite the flames if they have gone out. While the weapon is ignited, and it sheds bright light in a 10-foot radius and dim light for an additional 10 feet, and the first time each turn that you hit with an attack using the weapon, you deal an extra 1d6 fire or radiant damage (your choice) to the target. This extra damage increases as you gain levels in your cleric class, becoming 2d6 at 8th level and 3d6 at 14th level.

- ✧ **Blessing of Inner Flame.** As an action, you consume a flask of alchemist's fire. The divine energies of your Channel Divinity keep this hazardous liquid from harming you, and the first time you would take damage before the next time you finish a short rest, you gain temporary hit points equal to your Wisdom modifier + half your cleric level (minimum 1) before the damage is inflicted. If the creature that would deal the damage is within 30 feet of you when this happens, it takes psychic damage equal to your cleric level if it can see you and you are not incapacitated.

FORETOLD IN FLAME

Beginning at 6th level, staring into fire allows you to obtain a murky vision of events to come. When you finish a long or short rest, if there was an open fire larger than a torch flame within 30 feet of you for at least half of that rest's duration, and you saw that fire at least once, you can roll a d20 and record the number rolled. After you do so, you gain resistance to fire damage, and you can replace any attack roll, saving throw, or ability check made by you or a creature that you can see or hear with the foretold roll. You must choose to do so before the roll, and you can replace a roll in this way only once per turn.

Each foretold roll can be used only once. Once you use your foretold roll, you also lose the resistance to fire damage granted by use of this feature. When you finish a long or short rest, you lose any unused foretold rolls.

NIGHT'S DARK TERROR

At 8th level, you can use another creature's life energy to birth a dark horror that strikes at your enemies. When you and another willing humanoid take a short rest together, you can perform an intimate 1-hour ceremony with that creature as part of the



rest. At the end of the short rest, if the humanoid spends 4 or more Hit Dice, it does not regain any hit points from Hit Dice it expends, but you immediately gain the ability to summon a shadow demon using a special 1-minute ritual. After it spends these Hit Dice, for 1 week that humanoid regains only half the normal number of Hit Dice at the end of a long rest.

The summoning ritual must be performed in dim light or darkness, and you can't perform this ritual again until after the next sunset. At the end of the summoning ritual, the shadow demon appears in an unoccupied space you can see within range. It disappears when it drops to 0 hit points or after it kills its assigned target.

The summoned shadow demon gains a bonus to its AC, attack rolls, and damage rolls equal to your proficiency bonus and temporary hit points equal to five times the number of Hit Dice spent at the end of the 1-hour ceremony by the last willing humanoid

you successfully performed the ceremony with. The shadow assassin resembles that willing humanoid, looking almost identical to its actual shadow and bearing discernible facial features recognizably similar to those of the humanoid. The shadow demon cannot speak or communicate in any way.

Roll initiative for the demon, which has its own turns. As part of the summoning ritual, you choose a creature within 300 feet of you that you are familiar with as the shadow demon's target. The shadow demon always knows its target's location, even when it is hidden, and

it begins traveling towards the target to attack and kill it. While it has a valid target, the shadow demon spends each of its turns attacking that target or, if it cannot, doing whatever it can to be able to attack the target as soon as possible. It is otherwise indifferent to you and your companions; it exists only to kill the target you choose.

Once you summon a shadow demon with this feature, you cannot do so again until after the next time you finish a long rest, no matter how many times you perform the 1-hour initial ceremony.

THE INFERNO PROMISED

Starting at 17th level, when you deal fire damage to a creature, you ignore resistance to fire damage and treat immunity to fire damage as resistance instead. In addition, you learn the spell *foresight* as a cleric spell, and you always have that spell prepared, as if it were one of your domain spells.

DRUID CIRCLE:

CIRCLE OF VANGUARDS

Though druids eschew traditional militaristic norms, and rarely construct armies, they are far from defenseless. To the layman, their warriors look no different from their sages. Those who make this mistake rarely make it twice. Druids of the Circle of Vanguard are fearsome warriors, but unlike most druidic combatants, they don't rely solely on Wild Shape to fight, regarding it as only one of many tools in a warrior's arsenal. They craft extraordinarily durable weaponry from whatever's on hand rather than relying on metal equipment, and surprise attackers with unexpected aptitude in conventional battle.

CIRCLE OF VANGUARDS FEATURES

Druid Level	Features
2nd	Cunning Crafts, Vagabond
6th	Arsenal of the Wild
10th	War Form
14th	Nature's Guardian

CUNNING CRAFTS

When you select this circle at 2nd level, you gain proficiency with all simple and martial weapons, as well as improvised weapons made of wood or bone. You also gain proficiency with woodcarver's tools, and can use them to craft weapons. Over the course of a short rest, you can craft a greatclub, 20 darts or arrows, 10 javelins, a quarterstaff, a shortbow, or a spear, so long as you have access to sufficient wood, or a similar material. Over the course of a long rest you can craft two of these options, and if you have bone from a Large or larger creature, you can also choose from the following list: a glaive, lance, longbow, longsword, maul, pike, scimitar or trident. With a full day's work, and bone, carapace, or similar material from a Large or larger creature, you can craft armor equivalent to a chain shirt. This armor is specially made for you,

and other creatures who try to wear it aren't proficient with it.

VAGABOND

At 3rd level, accustomed to weaving through groups of superior numbers, you add +2 to your Armor Class when there are two or more hostile creatures you can see within 15 feet of you. This bonus increases to +4 at 10th level. In addition, when in a natural environment, you can take the Disengage or Hide action as a bonus action on your turn.

ARSENAL OF THE WILD

At 6th level, your craftsmanship sharpens to extraordinary levels. Weapons you create from bone are considered magical for the sake of overcoming damage resistance or immunity. Additionally, the quality of armor you create from organic material with Cunning Crafts improves, functioning as half-plate but imposing no disadvantage on Dexterity (Stealth) checks.

WAR FORM

At 10th level, you can expend a use of your Wild Shape as an action to take on a bestial aspect for 10 minutes. When you do so, creatures within 10 feet who have never seen you use this feature before must make a Wisdom saving throw against your spell save DC. On a failure, they are frightened of you until the end of your transformation. A frightened creature can repeat the saving throw at the end of its turn, ending the effect on itself on a success. You can end your shifting as a bonus action at any time.

While shifted in this way, you gain the following benefits

- ✧ Choose one of the following damage types when you shift: fire, cold, acid, lightning, thunder, or poison. You have resistance to that damage type while shifted.
- ✧ When wearing armor made from natural materials, nonmagical bludgeoning,

piercing, and slashing damage you take is reduced by 5.

- ✧ You can attack twice, instead of once, when you take the Attack action on your turn.
- ✧ Your move speed increases by 10 feet, and you gain a climb or swim speed (choose when you transform) equal to your move speed.
- ✧ The first time you hit with a weapon attack on your turn, you deal an extra 2d8 damage of the weapon's damage type. You gain the same amount of temporary hit points.

NATURE'S GUARDIAN

At 14th level, you can spend an hour meditating in a location, and then draw a

protective Druidic sigil there, which remains for 72 hours. If a creature comes within 100 feet of the sigil with the intent to damage the location or seriously harm any of its inhabitants, you immediately know of the danger, though you don't know any specifics. If you are on the same plane of existence when this happens, you can use a reaction to immediately appear at the location of the sigil, at which point it becomes inactive for 24 hours.

If you create a new sigil with this feature while a previous one exists, the older one fades immediately. If you use this feature in a location every three days for an entire year, that sigil becomes permanent, and no longer vanishes if you use this feature again.



FIGHTER MARTIAL ARCHETYPE:

HEDGE KNIGHT

In a world where heavily armored knights set the standard for how battles are won, most nobles are trained from birth to fight as such, but others learn knightly combat the hard way. Owning no land, they do not receive arms or armor from wealthy families, nor do they enjoy the privileges of a sworn oath to a liege. They are nicknamed “hedge knights,” based on the notion that their most expensive possessions are their armor, weapons, and mounts, and that their relative poverty forces them to seek their rest outdoors, sheltering under trees or hedges.

As a hedge knight, you’ve likely spent time wandering the land, working as a sellsword or freerider. You may seek anointing as a true knight, but most of your kind have no illusions about the likelihood of such honors. Tournaments and jousts provide you with important opportunities, both to make money and to demonstrate skill to noble observers who might wish to hire knights. Hedge knights tailor their fighting style to large scale cavalry battles and organized tournaments, focusing on defeating one enemy knight at a time.

HEDGE KNIGHT FEATURES

Fighter

Level	Features
3rd	Hard-won Seasoning, Jousting's Mark
7th	Tourney Veteran
10th	Battlefield Opportunist
15th	Devastating Critical
18th	Dueling Mastery

HARD-WON SEASONING

When you choose this archetype at 3rd level, you have received a modicum of informal instruction in the knightly arts, but also know some other tricks that may not be so knightly. You have advantage on saving throws made to avoid falling off your mount. If you fall off your mount and descend no more than 10 feet, you can land on your feet if you’re not incapacitated.

You also gain proficiency in your choice of one of the following skills: Athletics,



Deception, Intimidation, Perception, Sleight of Hand, Stealth, or Survival.

Finally, when you make a Charisma (Deception) check to pass as a member of a different social class, to pretend at better or worse fighting prowess than you actually have, or to feign being wounded or unconscious, you are considered proficient in the Deception skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

JOUSTER'S MARK

At 3rd level, you can synchronize all your faculties to the ebb and flow of battle against a single opponent, instantly adapting your tactics to every move they make. As a bonus action, choose one creature you can see within 30 feet of you. That creature is marked by you until the end of your next turn. You can also mark a creature without using a bonus action immediately after you hit it with a melee attack. This effect ends early if you are incapacitated or you die, if someone else marks the creature, or if you mark another creature. While it is within 5 feet of you, a creature marked by you has disadvantage on any attack roll that doesn't target you.

When you hit a creature marked by you with a weapon attack, or when you mark a creature by hitting it, you can roll a d4 and add the result to the damage. A creature that takes this extra damage suffers disadvantage on the next opportunity attack it makes before the start of your next turn.

The die you roll for the extra damage from this feature changes when you reach certain levels in this class. The die becomes a d6 at 5th level, a d8 at 10th level, a d10 at 16th level, and a d12 at 20th level.

TOURNEY VETERAN

By 7th level, you've seen your share of jousting tournaments and mounted combat. Mounting or dismounting a creature costs

you only 5 feet of movement, rather than half your speed. You always know the current gambling odds on any public game, competition, or sport taking place within 30 miles of your current location or any place you visited within the past 24 hours.

In addition, whenever you make a Strength or Dexterity check that is contested by another creature's ability check, you can roll a d6 and add the number rolled to your result.

BATTLEFIELD OPPORTUNIST

Starting at 10th level, whenever you attack during another creature's turn (such as when you make an opportunity attack), you have advantage on the first attack roll you make during that turn.

DEVASTATING CRITICAL

Starting at 15th level, when you score a critical hit with a weapon attack, you gain a bonus to that weapon's damage roll equal to your level in this class.

DUELING MASTERY

Beginning at 18th level, you have developed a knack for turning failure to success against a single opponent. If you miss with an attack against a creature that is marked by you, you can choose to roll the attack again with advantage. Once you use this ability, you cannot use it again until the next time you roll initiative.

HEDGE KNIGHTS IN THE WORLDS OF D&D

Amid the fine pavilions of landed knights at tourney or war, hedge knights can usually be found in humble tents, or even sleeping rough under the stars. Nobles tend to look down on them, and many hedge knights use this to their advantage, feigning incompetence or ill-health early in a tourney before betting on themselves and revealing their true prowess, increasing their winnings. In times of war, hedge knights who are not already part of a mercenary company are likely to be fielded as foragers, outriders, scouts, or auxiliary cavalry riders.

MARKING EFFECTS

As introduced in the Cavalier martial archetype for fighters in *Xanathar's Guide to Everything*, certain effects (such as the Jousting's Mark feature of a Hedge Knight and the new fighting style Weaponmaster's Mark) allow you to *mark* a target. While a creature is marked by you, whenever it is within 5 feet of you, that creature has disadvantage on any attack roll it makes that doesn't target you. The design intent is that by marking a target and making it harder for it to harm your allies, you call it out and motivate it to fight you before anyone else. Particular features may add additional effects when you mark a creature as well.

In order to prevent abuse of marking effects, they come with the limitation that your mark ends early if you are incapacitated or you die, or if someone else marks the creature. This prevents multiple creatures marking the same target and imposing disadvantage on its attack rolls against *all* creatures, allowing the rule to work as intended and motivate a target to focus on the creature that marked it. As a result, marking effects will generally always include some version of this rules language.

This language causes certain interactions you might not expect. For example, by the rules as written, if a cavalier marked a target with Unwavering Mark, and then someone else cast the *hunter's mark* spell on the same target, the cavalier's mark would end, since the text of the *hunter's mark* spell says you choose a target and "mystically mark it", and the mark ends when another creature marks the same target.

Conversely, some effects that seem like they should count as marking effects for purposes of this rules mechanic don't interact with a mark at all (probably because they were written before the effects of marking were codified in *Xanathar's Guide to Everything*). The DM may decide that some of these effects—such as the *compelled duel* spell or the Goading Attack maneuver of the Battle Master archetype in the fighter class—do count as marking under these rules. No further changes to such effects are necessary, other than noting that they mark the target.

NEW FIGHTING STYLE OPTIONS

You can select the following additional options for the Fighting Style feature a fighter gains at 1st level.

DAISHO

When you wield a versatile weapon in one hand and a light weapon in your other hand, the versatile weapon gains the light and finesse weapon properties.

DUSKBLADE

You learn two cantrips of your choice from the warlock spell list. Neither of the cantrips you choose can have a range greater than 60 feet. Intelligence is your spellcasting ability for these spells. Whenever you gain a level in this class, you can replace one of these cantrips with another cantrip from the warlock spell list.

(If you gain spells from the martial archetype you choose at 3rd level, you can cast these cantrips as spells from that archetype, but they do not count against the number of spells you know.)

GRAPPLING

When you hit a creature with an unarmed strike or an improvised weapon attack, you can roll a d4 in place of the normal damage, and the target rolls with disadvantage the next time it makes an attack roll, Strength check, or Dexterity check before the end of its next turn.

HARRIER

When you hit a creature with an unarmed strike or a melee attack using a weapon that doesn't have the two-handed or heavy property, the creature's speed is reduced by 10 feet until the end of its next turn.

MOBILITY

As long as you are not wearing medium or heavy armor or using a shield, you have a climbing speed equal to your normal speed, and you gain a +1 bonus to AC.

MOUNTED

While you are mounted, unmounted creatures you hit with weapon attacks can't make opportunity attacks against you or your mount for the rest of the turn if they are smaller than your mount, and you can re-roll any weapon damage die that rolls a 1. You must use the new roll.

SIEGE WARFARE

When you have cover against an attack, and the attack still hits, you have resistance against that attack's damage.

TACTICAL MANEUVER

You learn one maneuver of your choice from among those available to the Battle Master archetype of the fighter class. If a maneuver requires your target to make a saving throw to resist the maneuver's effects, the saving throw DC equals $8 + \text{your proficiency bonus} + \text{your Strength or Dexterity modifier (your choice)}$. You gain one superiority die, which is a d6 (this die is added to any superiority dice you have from another source). This die is used to fuel your maneuvers. A superiority die is expended when you use it. You regain your expended superiority dice when you finish a short or long rest.

WEAPONMASTER'S MARK

When you hit a creature with a melee weapon attack, you can use a bonus action to mark the creature until the end of your next turn. This effect ends early if you are incapacitated or you die, or if someone else marks the creature. While it is within 5 feet of you, a creature marked by you has disadvantage on any attack roll that doesn't target you. When you make an opportunity attack, you have advantage on the attack roll if the target is marked by you.



MONASTIC TRADITION:

WAY OF THE FACELESS

Death wears many faces. Across many cultures and faiths, the inevitability of death remains undeniable. The monks called the Faceless usher living beings from this world to whatever lies beyond, and that their sacred duty is to speed that passage when necessary.

Unlike members of evil cults who fetishize death and suffering, disciples of this tradition choose their targets carefully, with divine guidance. Death ends all pain, but not every creature is ready for such a merciful gift—these monks may kill mortal creatures, but they do not presume to judge them. They are bound never to risk harm to bystanders in the process of striking their chosen quarry.

To ensure they perform their vocation in the service of fate rather than their own will, monks of this tradition completely give up the names and lives they knew before their initiation. They take on whatever identities best assist them in their holy task, and master subtle arts of precision that allow them to end lives with speed and efficiency.

Anyone asking the Faceless monks to end a life must pay an exorbitant price. Though they function like paid assassins in a guild, the monks turn down many commissions. If their prayerful meditations determine that it is not the requested target's appointed time, they make their price too high to pay. If not, the cost is always within the petitioner's means, but still so great that paying it requires a dear sacrifice.

WAY OF THE FACELESS FEATURES

Monk Level	Features
3rd	Gift of Many Faces
7th	Execution Strike
10th	Uncanny Disguise
15th	Nameless Shadow

GIFTS OF MANY FACES

Starting when you choose this tradition at 3rd level, you can use your ki to duplicate the effects of certain spells without the need for any components. As an action, you can spend 1 ki point to cast *disguise self*, or 2 ki points to cast *alter self*, *detect thoughts*, or *pass without trace*. Whenever you spend 2 or more ki points at once to cast a spell with this feature, you also gain blindsight out to 60 feet for 1 minute.

As you gain levels, you can cast more spells with this feature. At 6th level, you can spend 2 ki points as a bonus action to cast *branding smite*, *hunter's mark*, or *zephyr strike*^{XGE}. At 11th level, you can spend 5 ki points to cast *locate creature* as an action, or *staggering smite* as a bonus action. At 17th level, you can spend 9 ki points as an action to cast *glibness* or *mind blank*.

EXECUTION STRIKE

Starting at 6th level, when you have advantage on an attack roll with a monk weapon or unarmed strike, if the attack hits, you can spend 2 or more ki points to deal extra damage to the target. The extra damage is 2d10 for 2 ki points, plus 1d10 for each additional ki point. The damage is of the same type as the damage of your weapon or unarmed strike. The maximum number of ki points you can spend on this feature at once is equal to your proficiency bonus.

In addition, when you make an attack roll with an unarmed strike or your monk weapons against a creature that hasn't taken a turn in this combat yet, you have advantage on the attack roll, and you score a critical hit on a roll of 19 or 20 for that attack.



UNCANNY DISGUISE

Starting at 11th level, while you have access to the corpse of a humanoid that died within the last 8 hours, you can perform a 1-hour ritual to create an uncanny disguise that allows you to assume its identity. You can don the disguise immediately, or keep it for later use.

The maximum number of uncanny disguises you can possess at once is equal to $1 + \text{your proficiency bonus}$. If you create a new uncanny disguise when you already have your maximum number of them, the oldest of your uncanny disguises vanishes. You can destroy one of your uncanny disguises as a bonus action.

Due to hours of practice, when you don one of these uncanny disguises, you may do so as an action. When you do so, the disguise vanishes, becoming a part of you and causing you to look like the dead person, but healthy and alive. This disguise lasts until you end it as a bonus action, at which point the disguise reappears in your

hands.

While you're in an uncanny disguise, you gain access to all information that the humanoid would freely share with a casual acquaintance. Such information includes general details on its background and personal life, but doesn't include secrets. The information is enough that you can pass yourself off as the person by drawing on its memories.

Another creature can see through this disguise by succeeding on a Wisdom (Insight) check contested by your Charisma (Deception) check. When you make this Charisma (Deception) check, you gain a +5 bonus to your roll.

NAMELESS SHADOW

When you reach 17th level, you can take two turns during the first round of any combat. You take your first turn at your normal initiative and your second turn at your initiative minus 10. You can't use this feature when you are surprised.

PALADIN SACRED OATH:

OATH OF ENLIGHTENMENT

The Oath of Enlightenment tells of a simple principle: those who hunger for knowledge ought to be sated. Paladins of this oath fight against those forces that would hide valuable knowledge away from those who could benefit from it, or worse, destroy it. Greedy nobles keeping their populace illiterate and subservient, haughty wizard colleges safeguarding the secrets of magic, and truly depraved folk who would burn books or libraries can all expect to find themselves coming to blows with the scholar knights. However, this is only half of their duty. When peace has been made, and knowledge is readily available, scholar knights make themselves accessible as teachers, orators, mentors, and community leaders, uplifting people from disadvantaged positions through their teachings.

TENETS OF ENLIGHTENMENT

The tenets of the Oath of Enlightenment evolve as the tide of progress moves along, but always center around these ideals.

Cultivate Growth. Where you see potential, see to its growth. Do not be selective with your students—if one wishes to learn, and you can teach them, teach them.

Inspire

Wisdom. It is not enough to simply give people knowledge and turn them loose in the world. Without the wisdom to apply it responsibly, knowledge can be a dangerous power.

Liberate Minds. Where ignorance is used as a prison, break the chains, and uplift those who were bound.

Learn Eternal. When you stagnate in your learning, or believe yourself to be omniscient, that is when you fail. Keep your mind open to new learning experiences, and your heart humble, that you may be mentored.

OATH OF ENLIGHTENMENT FEATURES

Paladin

Level	Features
3rd	Oath Spells, Channel Divinity
7th	Aura of Awareness
15th	Wisdom of Ages
20th	Bountiful Teachings



OATH SPELLS

You gain oath spells at the paladin levels listed.

OATH OF ENLIGHTENMENT SPELLS

Paladin Level	Spells
3rd	<i>comprehend languages, identify</i>
5th	<i>detect thoughts, magic mouth</i>
9th	<i>clairvoyance, tongues</i>
13th	<i>arcane eye, locate creature</i>
17th	<i>commune, scrying</i>

CHANNEL DIVINITY

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

Enlightened Empathy. If you spend at least 1 minute conversing with a creature, you can use your Channel Divinity as an action and learn two of the following things (your choice) about that creature:

- ✧ What Intelligence skills the creature is proficient in.
- ✧ The creature's Intelligence or Wisdom score, whichever is higher.
- ✧ The highest level of spells the creature can cast.
- ✧ If the creature has told a lie within the past hour.
- ✧ Whether the creature is currently under any magical effects.
- ✧ Any conditions currently affecting the creature.

Divine Brilliance. You spend 1 minute in deep focus, at the end of which you use your Channel Divinity. Until you finish a short rest, you add your Charisma modifier to Intelligence checks, and if you use the Help action on an Intelligence check, you grant that creature this bonus in addition to giving them advantage on the check.

AURA OF AWARENESS

Starting at 7th level, creatures of your choice within 10 feet of you can't be surprised and add your Charisma modifier

to their initiative rolls and their passive Wisdom (Perception) scores.

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

WISDOM OF AGES

Beginning at 15th level, you can call upon the wisdom of others who have taken your oath in the past. As an action, you can replace one of your Oath spells with another paladin spell of the same level. This spell is considered prepared until you finish a short rest, at which point the spell you replaced is returned, and the new spell fades. You can only have one spell substituted in this way at a time.

BOUNTIFUL TEACHINGS

At 20th level, that which you've learned is a beacon for all to see, and your mentorship a gift you share readily. Using your action, you bear it forth into the world. For the next 10 minutes, you gain the following benefits:

- ✧ When you speak, everyone who hears you hears your speech in the language they understand best.
- ✧ You have advantage on Charisma checks made to get people's attention, tell stories, spread knowledge, or influence people, so long as you are truthful.
- ✧ Creatures of your choice within 30 feet can cast any paladin spells you have prepared, using your spellcasting modifier, spell save DC, spell attack modifier, and spell slots.
- ✧ When you look at a creature, you know any damage resistances, immunities, or vulnerabilities it may have, as well as its current hit points, instinctively.



PALADIN FIGHTING STYLE OPTIONS

You can select the following additional options for the Fighting Style feature a paladin gains at 2nd level.

DAISHO

When you wield a versatile weapon in one hand and a light weapon in your other hand, the versatile weapon gains the light and finesse weapon properties.

DIVINE MARK

When you hit a creature with a melee weapon attack, you can use a bonus action to mark the creature until the end of your next turn. This effect ends early if you are incapacitated or you die, or if someone else marks the creature. While it is within 5 feet of you, a creature marked by you has disadvantage on any attack roll that doesn't target you. When a creature makes one or

more attacks that suffer disadvantage from your mark during its turn, at the end of that turn it takes radiant damage equal to your Charisma modifier.

MOUNTED

While you are mounted, unmounted creatures you hit with weapon attacks can't make opportunity attacks against you or your mount for the rest of the turn if they are smaller than your mount, and you can re-roll any weapon damage die that rolls a 1. You must use the new roll.

PIOUS KNIGHT

You learn two cantrips of your choice from the cleric spell list, which become paladin spells for you. Whenever you gain a level in this class, you can replace one of these cantrips with another cantrip from the cleric spell list.

DEEP DWELLER

You always knew that you had the taint in your flesh. For reasons best left un contemplated, your forebears mixed their blood with that of ancient aquatic aberration, and you've made a choice to use your aberrant ancestry to your advantage. Regardless of your reasons, you're getting more than you bargained for.

You've learned to take on the amphibious traits of your hybrid family entirely, at will, but otherworldly thoughts and instincts challenge your self-control. A strange yearning to spend days, weeks, or even years in this alternate form—under the sea, listening to seductive whispers borne on the current—ebbs and flows with the tides. The thrill of assuming your more powerful form to devastate your enemies is a constant temptation. A bestial thirst for violence is never far beneath your surface thoughts.

DEEP DWELLER FEATURES

Ranger Level	Features
3rd	Amphibious Ancestry, Batrachian Hybrid
7th	Growing Taint
11th	Bestial Reflexes
15th	Retaliatory Instinct

AMPHIBIOUS ANCESTRY

When you accept this archetype at 3rd level, you gain a swimming speed equal to your walking speed, you can breathe both air and water, and you have advantage on saving throws versus cold. You gain darkvision out to a range of 60 feet, unless you already have darkvision, in which case you increase the range of your existing darkvision by 30 feet.

In addition, you are naturally adapted to cold climates, and whenever you are within 15 feet of a body of water large enough to contain at least two Medium creatures, you can use a bonus action to move up to your speed without provoking opportunity

attacks, but must end that movement in the water.

BATRACHIAN HYBRID

Starting at 3rd level, you can use your bonus action to transform into a warm-blooded hybrid shape reminiscent of a muscular sahuagin with shining, slippery, greyish-green scales: your *batrachian hybrid* form. This form lasts for 10 minutes or until you use an action to revert to your normal form. You can speak, use equipment, and wear armor in this form.

If you are underwater, this form's duration is increased, and you may remain in this form for longer than 10 minutes as long as you are submerged in water. If you leave the water after being in this form for longer than 10 minutes, you automatically revert to your normal form. You also revert to your normal form at any time if you are not in water when you fall unconscious, drop to 0 hit points, or die.

When in your batrachian hybrid form, you gain the following traits:

Hybrid Strength. You have advantage on all Strength checks and Strength saving throws, and your carrying capacity (including maximum load and maximum lift) is doubled.

Cunning Grab. You add a bonus equal to your Wisdom modifier (minimum 1) to grapple checks and to rolls to avoid or escape a grapple, and your speed when moving a grappled creature is not halved unless that creature is larger than you are.

Scaly Hide. You have resistance to nonmagical slashing damage, and while you are not wearing heavy armor or using a shield, you gain a bonus to your AC equal to half your proficiency bonus. When you reach 11th level, you have resistance to nonmagical bludgeoning and piercing damage as well.

Vengeful Strike. When you hit a creature with a weapon attack, if that creature has



dealt damage to you within the last minute or is your favored enemy, you add 1d4 to the damage dealt. This added damage increases by an extra 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4). You can deal this added damage only once per turn.

Violent Urges. At the end of each of your turns, if you've taken any damage since the start of your previous turn but have not made an attack roll since then, you must make a Wisdom saving throw against your own ranger spell DC. On a failure, you take psychic damage equal to your ranger level.

You can use this feature to assume your batrachian hybrid form twice, regaining expended uses when you finish a short or long rest. Once you reach 15th level, you can use your batrachian hybrid form three times between rests, instead of twice.

GROWING TAINT

At 7th level, the taint in your blood grows more powerful, quickening your instincts

and infusing you with greater endurance, but making your hybrid form more tempting. You gain resistance to cold damage, the range of your darkvision increases by 30 feet, and opportunity attacks are made against you with disadvantage.

At the start of your turn while you are not in your batrachian hybrid form, if you've taken any damage since the start of your last turn, and you have uses of your batrachian hybrid form remaining, you must make a Wisdom saving throw to remain in your normal form. The DC is 10 unless you are below half your hit point maximum, in which case it is equal to your own ranger spell DC. If you fail, before taking any other actions this turn, you must use your bonus action to assume your batrachian hybrid form.

BESTIAL REFLEXES

At 11th level, the bestial instincts of your batrachian hybrid form are becoming a permanent part of you in both forms. When you reduce a creature to 0 hit points on your turn, you gain temporary hit points equal to your ranger level plus your Strength modifier, and you can use your reaction to make a weapon attack against another creature within range of your weapon.

Additionally, if you are surprised at the beginning of combat and have uses of your batrachian hybrid form remaining, you can choose not to be surprised, but if you do so, you must enter your Batrachian Hybrid form at the start of your first turn, before moving or taking an action.

RETALIATORY INSTINCT

At 15th level, when you take damage from a creature that is within 5 feet of you, you can use your reaction to make a weapon attack against that creature. In addition, you are immune to cold damage in both your hybrid form and your normal form.

LIFE AMONG THE HYBRID FOLK

The settlements from which Deep Dwellers descend are always coastal communities. Those with the strongest taint spend more time beneath the waves than on land, building undersea metropolises hidden in deep trenches and reefs. These most aquatic residents bring their kinfolk plentiful fishing as well as mysterious wealth from the depths, while those more oriented towards life on land provide protection and secrecy. The less amphibious show only minor signs of their heritage, perhaps slightly bulging fish-like eyes, a narrow skull with diminished ears, or a rough scaly texture to their skin. Those with more of “the Look” develop gill-like folds on their neck, small downturned mouths, and grey or green scales. Yet they are all united by the secret of their descent, and by the beliefs of a strange cult with alien ways.

NEW FAVORED TERRAIN OPTIONS

Whenever a feature allows you to choose a type of favored terrain, in addition to the options listed under the Ranger class in the *Player's Handbook* (arctic, coast, desert, forest, grassland, mountain, swamp, or the Underdark), you can choose from the following terrain types:

- ✧ **Enchanted.** This includes wild magic zones and places where two planes overlap (such as Eberron's manifest zones or areas that crossover into the Feywild or Shadowfell), as well as any area under a large-scale magical effect (such as *hallow*).
- ✧ **Ruins.** Usually includes dungeons, tombs, or any area of settlement built by intelligent creatures where significant structures remain but there are no longer 25 or more civilized inhabitants. Can also include underground structures in significant states of disrepair (such as an unmaintained sewer system).

- ✧ **Urban.** Areas within settlements that have 25 or more civilized inhabitants, or any place within 1,000 feet of such a settlement.
- ✧ **Wastelands.** Areas that are desolate, nearly lifeless, or blighted by magical or ecological catastrophes, such as dead magic zones or Eberron's Mournland.

RANGER FIGHTING STYLE OPTIONS

You can select the following additional options for the Fighting Style feature a ranger gains at 2nd level.

DAISHO

When you wield a versatile weapon in one hand and a light weapon in your other hand, the versatile weapon gains the light and finesse weapon properties.

DRUIDIC SEEKER

You learn two cantrips of your choice from the druid spell list, which become ranger spells for you. Whenever you gain a level in this class, you can replace one of these cantrips with another cantrip from the druid spell list.

HARRIER

When you hit a creature with an unarmed strike or a melee attack using a weapon that doesn't have the two-handed or heavy property, the creature's speed is reduced by 10 feet until the end of its next turn.

MOBILITY

As long as you are not wearing medium or heavy armor or using a shield, you have a climbing speed equal to your normal speed, and you gain a +1 bonus to AC.

MOUNTED

While you are mounted, unmounted creatures you hit with weapon attacks can't make opportunity attacks against you or your mount for the rest of the turn if they

are smaller than your mount, and you can re-roll any weapon damage die that rolls a 1. You must use the new roll.

PRIMAL MARK

When you hit a creature with a melee weapon attack, you can use a bonus action to mark the creature until the end of your next turn. This effect ends early if you are incapacitated or you die, or if someone else marks the creature. While it is within 5 feet of you, a creature marked by you (whether with this fighting style or by another means, such as the *hunter's mark* spell) has disadvantage on any attack roll that doesn't target you. If a creature marked by you is also your favored enemy, your weapon attacks against it score a critical hit on a roll of 19 or 20.



ROGUEISH ARCHETYPE:

SCHOLAR

Most scholars prefer to remain safe in the metaphorical "Ivory Tower" of academia, never far from the library or lecture hall—but not all. Whether by choice or necessity, certain well-educated experts with the hands-on skills of a rogue pursue field work alongside adventurers.

As an adventuring scholar, you use your expert knowledge for the benefit of allies, contributing well-researched lore on anything from the weaknesses of magical creatures to the construction of ancient tombs. Rogues like you are said to display a dedication to research, truth, and knowledge that can rival the higher calling of a cleric or paladin.

SCHOLAR FEATURES

Rogue

Level	Features
3rd	Close Observation, Scholarly Pursuit
9th	Flash of Genius
13th	Use Magic Device
17th	Practiced Acuity

CLOSE OBSERVATION

At 3rd level, when a creature misses you with an attack roll, or when you succeed on a saving throw a creature forced you to make, if you can see that creature, you can use your reaction to force it to make a Charisma saving throw against a DC equal $8 + \text{your proficiency bonus} + \text{your Intelligence modifier}$. On a failure, and you immediately learn whether the creature has any damage immunities, resistances, or vulnerabilities and what they are. Whether or not the saving throw fails, you gain advantage on the next attack roll you make against that creature before the end of your next turn.

SCHOLARLY PURSUIT

At 3rd level, you choose one Scholarly Pursuit from the options listed at the end of



this class description, granting you the listed benefits of the option selected. You gain one additional Scholarly Pursuit option at 9th level, 13th level, and 17th level.

In addition, you gain proficiency with your choice of either one tool or one of the following skills: Arcana, History, Investigation, Medicine, Nature, or Religion.

FLASH OF GENIUS

Starting at 9th level, your mastery of lore allows you to devise unexpected solutions under pressure. When you or another creature you can see within 30 feet of you makes an ability check or a saving throw, you can use your reaction to add a bonus to that roll. The bonus is equal to your Intelligence modifier (minimum 1).

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

USE MAGIC DEVICE

By 13th level, you have learned enough about the workings of magic that you can improvise the use of items even when they are not intended for you. You ignore all class, race, and level requirements on the use of magic items.

PRACTICED ACUITY

Starting at 17th level, whenever you have advantage on an ability check or attack roll that uses Dexterity, Intelligence, or Wisdom, you can reroll one of the dice once, provided the roll also lets you add your proficiency bonus.

SCHOLARLY PURSUITS

Options for the Scholarly Pursuit feature are listed here in alphabetical order. You can never take the same Scholarly Pursuit option more than once, no matter how many times you get to select one, even if that Scholarly Pursuit offers different choices.

Academic Researcher. You gain a +2 bonus to all Intelligence checks, and while you are in a good library or well-equipped laboratory, you have advantage on all Intelligence and Wisdom checks that include your proficiency bonus.

Crafter. You gain proficiency with one tool of your choice, and you can grant temporary hit points to crafted objects. By spending 10 minutes using appropriate tools to work on an object or structure you can touch, you can make a DC 10 ability check with those tools. On a success, you grant that object (or a section of it equivalent to a 5-foot cube if it is larger than that) temporary hit points equal to your proficiency bonus + your level. In addition, whenever an object has been repaired, damaged, created, or destroyed with any kind of tool, you have advantage on all Intelligence and Wisdom checks to discern information about that object.

Diplomat. You gain proficiency in your choice of one of the following skills: Deception, Insight, Intimidation, Performance, or Persuasion. When you make an ability check with the chosen skill to influence or discern information about a creature that is indifferent or hostile towards you, you add double your proficiency bonus to the check instead of your

normal proficiency bonus.

Expert. Choose one skill, tool, or vehicle with which you are proficient. You gain expertise with the selected proficiency, which means your proficiency bonus is doubled for any ability check you make that uses it.

Metaphysician. You gain proficiency in your choice of either the Arcana skill or the Religion skill, and you learn your choice of either two cantrips from the cleric spell list or two cantrips from the wizard spell list. Neither cantrip you choose can require a saving throw. In addition, you can also cast the *comprehend languages* spell as a ritual. Intelligence is your spellcasting ability for all these spells.

Physician. You gain proficiency in your choice of alchemist's supplies, herbalist's kits, or the Medicine skill. As a bonus action, you can expend one use of a healer's kit to cause a creature you can touch to regain 1 hit point. If you continue tending to the creature's wounds for 1 minute while taking no other actions, you can make a DC 15 Wisdom (Medicine) check to allow the creature to spend Hit Dice to regain hit points, as if at the end of a short rest. The maximum number of Hit Dice a creature can spend in this way is equal to your proficiency bonus.

Student of Warfare. You have studied the arts of war and military strategy. You learn one Fighting Style of your choice from the fighter class. You can never learn the same Fighting Style more than once, no matter how many times you get to choose one.

Toxicologist. You are well-educated in the science of poisons: their creation, their effects, and their handling. You gain proficiency with poisoner's kits. With one hour of work using a poisoner's kit and expending 50 gp worth of materials, you can create a number of doses of potent poison equal to your proficiency bonus. Once applied, the poison retains potency for 1 minute, or until you hit with the weapon. When a weapon coated in this poison deals damage to a creature, that creature must succeed on a Constitution saving throw (DC equals 8 + your proficiency bonus + your Intelligence modifier). On a failure, the creature takes poison damage equal to half your rogue level + your Intelligence modifier (minimum 1) and is poisoned for 1 minute.

ENHANCED EXPERTISE OPTIONS

If you are a rogue of 3rd level or higher, whenever a rogue class feature (including your roguish archetype features) would grant you expertise with a skill or tool proficiency, you can choose one of the following options in place of gaining that expertise. Each option requires a particular existing expertise. (The DM can decide whether other classes that gain expertise, such as the bard, can use these options.)

EXPLORER

Prerequisites: Expertise (Nature or Survival)

You gain the Natural Explorer feature of a ranger. This only grants you one favored terrain as described in that feature, and does not allow you to gain additional favored terrains for reaching higher levels in this class. In addition, while you are in your favored terrain, when you use the bonus action granted by your Cunning Action feature to take the disengage action, you increase your speed by 15 feet until the end of the turn.

QUICK CHANGE ARTIST

Prerequisites: Expertise (disguise kit)

You have a number of pre-made disguises or specialty outfits, known as looks, equal to 1 + your proficiency bonus. Due to hours of practice, when you put on one of these looks, you can do so as a bonus action. You can also give someone else one of your prepared looks, though doing so takes 1 minute instead of just 1 bonus action. Putting on a prepared look can give you the fabulous air of a noble at a ball, the extravagant beauty of a celebrated stage performer, or the humble anonymity of a workaday commoner. Creating a new look has no cost, since it is assumed you have already spent time gathering its pieces.

A look that functions as a disguise is nearly perfect if properly applied. Such disguises are generally not based on an individual, but are invented identities based on a general type (a local lord, a helmed member of the Town Watch, a wealthy merchant bearing expensive pigments from distant lands, etc.). If you wish to create a look that is a specialty disguise based on a specific person, you must observe that person for 8 hours. When your proficiency bonus increases, you automatically gain a new look. However, if you wish to replace one of your existing looks, doing so takes 8 hours.

SLEUTH

Prerequisites: Expertise (Insight or Investigation)

When you would make an Intelligence (Investigation) or Wisdom (Insight) check to discern information about a creature during your turn, if that check would normally require an action, you can use the bonus action granted by your Cunning Action feature to do so instead. Also, whenever you succeed on an Intelligence (Investigation) or Wisdom (Insight) check to discern information about a creature, you also uncover additional information about them by studying their mannerisms, tiny scuffs or stains on their clothing, and so forth. At the DM's discretion, you deduce one of the following pieces of information about them: a recent location they've visited, an object they've handled, a person they've spoken with, or one of their personality traits.

POISONER

Prerequisites: Expertise (poisoner's kit)

You have advantage on ability checks you make to identify particular types of poison, and you ignore poison resistance when you hit with an attack that deals poison damage. Also, you can use the bonus action granted by your cunning action feature to coat a weapon in poison.

SORCEROUS ORIGIN:

SEER OF SPIRITS

The ability to see into distant times and places runs in your family, and due to some combination of this legacy, the favor of primal spirits, or the will of the gods, you are blessed—or cursed—with powers of prophecy.

SEER OF SPIRITS FEATURES

Sorcerer

Level	Features
1st	Bonus Spells, Foretold Threat, Unwelcome Vision
6th	Foretelling Dreams
14th	Divinatory Instincts
18th	Timeless Soul

BONUS SPELLS

Starting at 1st level, your clairvoyant gifts manifest as added spellcasting options. You learn the *guidance* and *vicious mockery* cantrips. These count as sorcerer cantrips for you, but they do not count against the number of sorcerer cantrips you know. When you cast *vicious mockery*, instead of insults, you utter prophecies of doom or hint at the target's darkest sins.

In addition, when your Spellcasting feature lets you learn a sorcerer spell of 1st level or higher, you can select the spell from any class's spells, as long as the spell you choose is a divination spell. You must otherwise obey all restrictions for selecting the spell, and it becomes a sorcerer spell for you. If a divination spell you learn in this way references obtaining knowledge from an extraplanar entity (like a deity), the version of that spell you cast as a sorcerer puts you in contact with wise spirits instead (who may or may not be servants of a god or other extraplanar entity).

FORETOLD THREAT

At 1st level, your preternatural perceptions forewarn you of others' hostile intent, sometimes allowing you to avoid attacks at

the last moment. While you are not wearing armor, your AC cannot be lower than 13 + your Charisma modifier.

UNWELCOME VISION

When you choose this sorcerous origin at 1st level, your magic brings you precognitive visions, whether you want them or not. When you cast a sorcerer spell of 1st level or higher using a spell slot, you gain temporary hit points equal to the spell's level or your Charisma modifier, whichever is higher. While you still have temporary hit points gained from this feature, you also have resistance to psychic damage.

This power has a drawback however: once awakened, your spirit magic hungers to be used. Once you gain temporary hit points from this feature, if you go longer than 1 minute without gaining temporary hit points from it again, you must roll a



Constitution saving throw against your own sorcerer spellcasting DC. On a failure, you fall unconscious for 1 minute, during which time overwhelming visions consume your mind, and you can't be awakened by any means. Once you roll this saving throw, whether you succeed or fail, you don't have to roll it again until the next time you finish a long rest.

FORETELLING DREAMS

Beginning at 6th level, whenever you use a spell slot to cast a divination spell of 2nd level or higher, you regain 1 spent sorcery point.

In addition, you can spend 2 sorcery points to perform a 1-minute ritual in which you interpret your dreams to reveal dark events to come. When you finish this ritual, you become immune to the charmed and frightened conditions for 1 hour, and you can roll a d20 and record the number rolled. You can replace any attack roll, saving throw, or ability check made by you or a creature that you can see with the foretold roll. You must choose to do so before the roll, and you can replace a roll in this way only once per turn.

Each foretold roll can be used only once. When you finish a short or long rest, you lose any unused foretold rolls. Once you perform the ritual for this feature, you cannot do so again until you finish a short or long rest.

DIVINATORY INSTINCTS

When you reach 14th level, your supernatural relationship with time has transformed you. You cannot be aged magically and you cannot die of old age until you have lived a number of years that is twice the normal lifespan for a member of your race.

In addition, when you start casting a sorcerer spell on your turn and expend a spell slot of 6th level or higher, you gain all

the benefits of the *true seeing* spell for 1 hour.

TIMELESS SOUL

Starting at 18th level, your being has become partly detached from any particular time or place. You gain the following benefits:

- ✧ You become proficient with Intelligence and Wisdom saving throws.
- ✧ When you are subjected to an effect that allows you to make a Dexterity or Wisdom saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.
- ✧ When a creature that you can see within 30 feet of you makes an attack, you can use your reaction to impose disadvantage on the attack roll.

NEW METAMAGIC OPTIONS

The following Metamagic options are added to the Metamagic feature a sorcerer gains at 3rd level. You can use each of these new Metamagic options even if you have already used a different Metamagic option during the casting of the spell.

ACCURATE SPELL

When you make a spell attack roll and miss, you can spend 1 sorcery point to reroll the attack roll. You must use the second roll.

ENHANCING SPELL

When you cast a spell with a range of a touch on a creature, you can spend 2 sorcery points to empower that creature's form with magical might. For 1 minute, that creature's unarmed strikes and weapon attacks count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

FORTIFYING SPELL

When you cast a spell of 1st-level or higher, you can spend a number of sorcery points up to half your sorcerer level. For each point you spend in this way, you can roll a 1d4, gaining a number of temporary hit points equal to the total rolled.

PROPHETIC SPELL

When you use a spell slot to cast a divination spell of 5th level or lower, you can spend a number of sorcery points equal to the spell slot used to regain that spell slot immediately.

VERSATILE SPELL

When you cast a spell that deals acid, cold, fire, or lightning damage, you can spend 1 sorcery point to change the type of the damage to one of the other listed damage types.

THE WYRD COVEN

Hags come in many varieties. Most are fey or fiends, but some covens transcend the norm, unifying to become otherworldly powers unto themselves. Often connected to goddesses of dark sorcery, these covens exist outside of time itself, appearing when they wish to interfere in mortal events with threats and prophecies. They are most likely to emerge in times of war or rebellion.

Few actively seek a pact with these secretive, all-seeing hags—their dealings occur only in times and places of their own choosing, at moments in time when great destinies intertwine or unravel. Just as covens combine fey and fiendish entities into one circle of horror, the Pact of the Wyrd Coven combines abilities from the Pacts of the Archfey and the Fiend with the near-omniscient prophetic gifts of these greater hags.

WYRD COVEN FEATURES

Warlock

Level	Features
1st	Expanded Spell List, Battlefield Intuition, Wyrd Concoction
6th	Mists of Time
10th	Deathless
14th	Cauldron of Fate

EXPANDED SPELL LIST

The hags of the Wyrd Coven allow you to 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.

THE WYRD COVEN EXPANDED SPELLS

Level	Spells
1st	<i>fog cloud</i> , <i>prophesied strike</i> *
2nd	<i>augury</i> , <i>bestow curse</i>
3rd	<i>clairvoyance</i> , <i>protection from energy</i>
4th	<i>divination</i> , <i>swordshun</i> *
5th	<i>guilt lash</i> *, <i>mislead</i>

BATTLEFIELD INTUITION

At 1st level, your patron grants you preternatural insights to ensure the defeat of your enemies. You gain proficiency with



martial weapons, and while you are concentrating on a spell, you can substitute your Charisma modifier for your Strength or Dexterity modifier when making attack and damage rolls with weapons. Also, when you make an attack that hits one or more creatures who are currently the target of your concentration spell, you can add your proficiency bonus to the damage you deal to one target. Finally, you learn the *hex* spell, but it does not count against the number of warlock spells you know.

WYRD CONCOCTION

Starting at 1st level, you gain the ability to boil eldritch ingredients in a special cauldron-like vessel provided by your patron, creating a *wyrd concoction*. You also gain proficiency with alchemists' supplies, and you must have them on your person to create this *wyrd concoction* in your vessel. If you do not have your vessel, you can conjure a new one with a 10-minute ritual. Creating the concoction takes one hour, which can be part of a short or long rest. It remains sealed in your vessel until you expend it or finish a short or long rest, in which case it vaporizes at once. It has the following uses:

- ✧ When you use a warlock spell slot to cast a divination or enchantment spell of 5th-level or lower, you can immediately expend your *wyrd concoction* as a reaction to regain that spell slot.
- ✧ When a creature that is currently the target of a concentration spell you cast is reduced to 0 hit points, you can expend your *wyrd concoction* as a reaction to regain hit points equal to your warlock level + your Charisma modifier.
- ✧ When an attack against the current target of a concentration spell you cast scores a critical hit, you can expend your *wyrd concoction* as a reaction to force creatures within 5 feet of the slain creature to roll a Wisdom saving throw

against your warlock spellcasting DC. Each creature that fails becomes frightened of you until the end of its next turn.

MISTS OF TIME

At 6th level, you can avoid harm by hiding yourself within a veil of otherworldly mist. As a reaction when you would take bludgeoning, piercing, or slashing damage, you can gain resistance against the triggering damage, and then cause a 10-foot cube centered on you to fill with mist, becoming heavily obscured. The mist lasts until the end of your next turn, during which time you do not provoke opportunity attacks from the creature that dealt the triggering damage (if any). You can see through this mist as if it weren't there.

Once you use this feature, you cannot do so again until you finish a short or long rest.

DEATHLESS

Beginning at 10th level, visions of your patron coven appear to you each night, warning you of deadly harm you may face in the coming day. Whenever you finish a long rest, you gain the benefits of a *death ward* spell. The duration of this version of the spell is extended to 24 hours.

CAULDRON OF FATE

Starting at 14th level, your *wyrd concoction* grows more powerful, and breathing its fumes grants you visions of future threats. Whenever you create your *wyrd concoction*, you gain advantage on death saving throws, immunity to the frightened condition, and resistance to necrotic damage until the next time you finish a short or long rest.

In addition, when your *wyrd concoction* would normally be expended, you can instead use it again once more. After the second use, it is expended normally.



INVOCATIONS OF THE OBYRITHS

These new eldritch invocation options for warlocks are bestowed by the *obyriths*, ancient fiends who existed in previous universe. Having escaped the destruction of all reality once, they are primordial evils and survivors.

ASIMA'S VISIONS

You can cast the *augury* spell once without using a spell slot or material components. You regain the ability to do so when you finish a long rest.

BECHARD'S BETRAYAL

Whenever you are required to make a saving throw against being charmed, you may roll with advantage. Make an opposed Wisdom check against the creature

who caused the effect. If you win, you can choose if the creature who caused the effect knows whether you are or are not charmed.

BECKONING OF THE QUEEN

Prerequisites: 12th Level

You can touch a corpse that is not protected by *gentle repose* to summon a foul creature. A demon of CR 5 or lower (selected by the DM), bursts forth from the corpse, crawling up from the abyss.

You can issue a verbal command as a bonus action, which it obeys to the best of it's ability. If no commands are given, it attacks the foe closest to itself. At the end of each of its turns, it makes a Charisma saving throw against a DC of 8 + your

IN THE WORLDS OF D&D

Here are some ideas for integrated this patron into existing D&D campaign worlds.

Eberron. On the continent of Khorvaire, most Wyrd Coven warlocks make their pacts with Droaam's Daughters of Sora Kell.

Forgotten Realms. Many covens acting as such patrons dwell in the area of the Moonsea, appearing in large regions of swampland such as the Flooded Forest, the Twilight Marsh, and the Glumpen Swamp.

Ravenloft. In the Domains of Dread, many warlocks bound to the Wyrd Coven draw their magic from a mysterious coven dwelling in the Wormwood, a forest in the domain of Tepest.

Gothic Earth. For centuries, a trio of witches granting this pact have been known to interfere in the politics of Scotland and Northern England.

proficiency bonus + your Charisma bonus. It has disadvantage if you know the demon's true name. On a success, it becomes uncontrolled.

The demon remains until you spend an action to send it back to the Abyss. If the demon is uncontrolled, it cannot be sent back in this fashion. If the demon is reduced to 0 hit points, it is sent back to the Abyss automatically.

You regain the ability to do so when you finish a long rest.

BROTH-KHUN'S TEACHINGS

Prerequisites: 7th level

As an action, you can cast *enhance ability* on yourself without using a spell slot or components. You regain the ability to do so when you finish a short or long rest.

CABIRI'S BORROWED SIGHT

Prerequisites: 7th level

You can cast the *arcane eye* spell once without using a spell slot or material components. You regain the ability to do so when you finish a long rest.

CLOAK OF THE PALE NIGHT

Prerequisites: 5th level

As an action, you can make yourself invisible to undead creatures. This effect lasts for 1 minute. Anything carried by you becomes invisible as long as it is on your person. The effect ends if you attack or cast a spell. You regain the ability to do so when you finish a short or long rest.

DAGON'S TOUCH

You gain a swim speed equal to your walking speed and can breathe underwater.

OBOX-OB'S COURT

You can cast the *conjure animals* without using a spell slot or material components, however you may only use it to summon Giant Rats. They appear even if they're not appropriate to your environment. You regain

the ability to do so when you finish a short or long rest.

THE PASSING OF MALGOTH

Prerequisites: 5th Level

You can cast the *etherealness* spell on yourself without using a spell slot or material components. However, this iteration only lasts a number of turns equal to half your Warlock level. You can cast the spell in this way once, regaining the ability to do so when you finish a short or long rest.

TONGUE OF PAZUZU

You are immune to the effects of *zone of truth* and other creatures Wisdom (Insight) checks made against your Charisma (Deception) checks have disadvantage.

UBOTHAR'S PREPARATION

Prerequisites: 7th level

You can cast a spell and store it in an item to be triggered later by a keyword of your choosing. When the spell is cast, your spell slot is expended and does not return until the prepared spell is triggered.

Once the trigger command is spoken, the spell is cast immediately. If it has a range, then it is centered upon the item that had stored the spell. If it has a range of touch, it can be cast upon any valid target touching the item that stored the spell. If it's on self, it only affects you and only if you are holding the item that had stored the spell.

UGUDENK'S TUNNELING

As a bonus action, you can teleport through solid materials no thicker than half your walking speed, provided there's a space large enough for you at your destination. You touch one side of a wall or other structure, and appear on the other side instantly. You regain the ability to do so when you finish a short or long rest.

WIZARD ARCANE TRADITION:

SCHOOL OF FORCE

At the cross-section of conjuration and illusion, creations created from the will of powerful wizards appear as needed. Should a student require a catapult, a set of stairs, or a giant glowing boxing glove, the caster needs only use their own force of will as a conduit and it appears.

SCHOOL OF FORCE FEATURES

Wizard

Level	Features
2nd	Force of Will, Hard-Light Projection
6th	Offensive Projections
10th	Emerald Barrier
14th	Green Will's Light

FORCE OF WILL

Starting at 2nd level, you gain a pool of willpower points. Your pool is equal to your Intelligence modifier. You regain all points when you complete a long rest. As long as you possess one or more willpower points, you have resistance to force damage and incorporeal creatures cannot pass through you.

HARD-LIGHT PROJECTION

Starting at 2nd level, you can use your bonus action and expend a willpower point to project a part of your body anywhere within 10 feet for the purposes of interacting with a target. You cannot use this ability to touch targets for the purposes of spell targets. For example, you could create a hand to open a door or shove a foe. This projection disappears at the end of your turn.

OFFENSIVE PROJECTIONS

Starting at 6th level, you can use your hard-light projection to create a weapon or armor. As a bonus action, you expend a willpower point to create a melee or ranged weapon either in your hand or the hand of a creature your size category or smaller who is within 20 feet. The weapon functions

identically to the mundane version with the following exceptions:

- ✧ If the weapon takes ammo, it creates ammo as part of attacking with the weapon.
- ✧ The weapon deals force damage instead of the usual type. This weapon uses your Intelligence modifier instead of the wielder's Strength or Dexterity modifier, and counts as magical for the purposes of overcoming resistances.
- ✧ When a creature attacks with one of these weapons using their action, they can make an additional attack. If they can already make multiple attacks with their attack action, they can make one additional attack as part of their attack.
- ✧ If the wielder wouldn't normally be proficient with the weapon, they are considered proficient with it.

While you are manifesting a weapon with this feature, as long as your Hard-Light Projection feature is available, you can generate armor for yourself if you're not wearing any. In this case, your AC is equal to 10 + your Dexterity modifier + your Intelligence modifier. You can end this effect whenever you choose.

While manifesting as a weapon in another creature's hand, you cannot use your Hard-Light Projection feature, and any existing projections from that feature disappear.

EMERALD BARRIER

Starting at 10th level, you can use your hard-light projection to create a barrier. As a reaction to a creature within 60 feet being attacked, you expend a willpower point and your will forms an emerald wall that grants the target half cover. If the target isn't further than 20 feet away from you, they gain three quarters cover instead.

This barrier has a width of 5 times your proficiency bonus in feet, a height of 3 feet, and a thickness of eight inches. Otherwise, the barrier looks however you describe. The barrier stays in place until the end of the current turn. Creatures of size categories larger than you do not benefit from this cover.

While active, you cannot use your Hard-Light Projection feature.

GREEN WILL'S LIGHT

Starting at 14th level, you expend a willpower point and gain a fly speed of 60, with which you can hover as long as you are not unconscious. You can extend the effect to as many as 5 willing creatures within 10 feet of you, but your fly speed is reduced by 10 feet for each creature you bring with you. These creatures move with you. Creatures who move more than 10 feet away from you fall. You can end this effect without using an action as long as you and all carried creatures are on the ground. While you have this effect active, you cannot use your Hard-Light Projection feature.

In addition, when you gain this feature, your other features from this subclass improve, as follows:

Emerald Barrier. While you are manifesting a barrier, it grants three quarters cover to affected creatures.

Hard-Light Projection. While you are flying, you and any creatures you bring with you are encased in a transparent green orb of light. This carries an atmosphere you can breathe in, and grants full cover. The orb

can sustain 20 total points of damage. If it takes damage that exceeds this amount, the orb collapses unless you voluntarily gain a level of exhaustion that cannot be removed except by completing a long rest.

Offensive Projections. You can create a number of weapons equal to your intelligence modifier.



FEATS

For campaigns that use the optional Feat rules, these options are provided.

Distinction Feats. Beyond providing mechanical benefits, the feats here are intended to help establish who your character is and what distinguishes them from others. Each represents a key portion of a character's identity. This may be a cultural heritage, a vocation, a course of education, a defining experience, or a unique, life-changing gift. None of these feats should be taken lightly, and each should be chosen in consultation with the DM.

ALCHEMIST TRAINING

The secrets of alchemy are crucial to the survival of many adventurers, requiring professionally trained experts such as yourself. Alchemists can be found in any major city, though they are most common in places where the ways of mages and artificers are taught formally. This feat grants you the following benefits:

- ✧ Increase your Intelligence score by 1, to a maximum of 20.
- ✧ You gain proficiency with alchemist's supplies, and with the Arcana skill.
- ✧ You gain expertise with alchemist's supplies, which means your proficiency bonus is doubled for any ability check you make with them.
- ✧ As an action, you can choose one potion you can see within 5 feet of you. You identify that potion as if you had tasted it.
- ✧ When you finish a short rest, if you have alchemist's supplies, you can improve the potency of certain kinds of healing potions. Choose one potion you have had access to for the past hour, which must be one of the following potion

types: *potion of healing*, *potion of greater healing*, *potion of superior healing*, or *potion of supreme healing*. If that potion is drunk within 1 hour of the end of the short rest, when the creature drinking the potion rolls to determine the amount of healing they receive, they add your proficiency bonus to the final total, and they can reroll a number of the dice up to your Intelligence modifier (minimum of one). They must use the new rolls.

BLADE SPELL INITIATE

Prerequisites: Intelligence 13 or higher, proficiency with at least one martial melee weapon

Training has taught you some of the martial magical techniques of swordmages, eldritch knights, bladesingers, or hexblades, granting you the following benefits:

- ✧ You learn one cantrip of your choice that requires you to make a melee attack with a weapon (such as *booming blade*^{TCOE} or *green-flame blade*^{TCOE}).
- ✧ Whenever you finish a long rest, you can touch one melee weapon that you are proficient with and that lacks the two-handed property. Until the next time you finish a long rest, you can use that weapon as a spellcasting focus for any spell you cast that uses Intelligence as its spellcasting ability, and you have advantage on saving throws against being disarmed of that weapon.
- ✧ When you hit a creature with a melee weapon attack, you can mark the creature until the end of your next turn. This effect ends early if you are incapacitated or you die, or if someone else marks the creature. While it is within 5 feet of you, a creature marked by you has disadvantage on any attack roll that doesn't target you.

- ✧ At 9th level, you learn one of the following spells of your choice: *aegis of assault**, *aegis of ensnarement**, or *aegis of shielding**. You can cast the chosen spell without using a spell slot, and you must finish a short or long rest before you can cast it in this way again. You can also cast the spell using any spell slots you have as a spellcasting focus for any spell you cast that uses Intelligence as its spellcasting ability.

Intelligence is your spellcasting ability for all spells gained from this feat.

CHILD OF THE HIDDEN FOREST

Past cruelties gave your ancestors good reason to distrust the ambitions of “civilized” nations, so their descendants make secret homes in deep forests inaccessible to outsiders. Growing up in such a refuge taught you ancient ways of

oneness with nature, granting you the following benefits:

- ✧ If your proficiency bonus is no higher than +2 when you gain this feat, you can choose one of the following ability scores: Dexterity, Constitution, or Wisdom. Increase the chosen score by 1, to a maximum of 20.
- ✧ You gain proficiency in two of the following skills of your choice: Animal Handling, Nature, Perception, Stealth, or Survival.
- ✧ When you make a Dexterity (Stealth) or Wisdom (Perception) check, you can roll a d4 and add the number rolled to the ability check.
- ✧ You are proficient with herbalism kits, and you know the *druidcraft* cantrip. When you reach 3rd level, you can cast the *detect poison and disease* spell once with this benefit. When you reach 5th level, if you have an herbalism kit on

your person, you can cast the *lesser restoration* spell once with this benefit. You regain the ability to cast these spells when you finish a long rest. Wisdom is your spellcasting ability for these spells.

- ✧ You gain advantage on all Intelligence and Wisdom checks related to recalling information about your homeland and its inhabitants, and to surviving in your homeland or similar climates.

COMPETITOR

You are an expert in games, tournaments, jousts,



and other competitions. You gain the following advantages:

- ✧ Increase one of your ability scores by 1, to a maximum of 20.
- ✧ You gain proficiency with one type of gaming set or vehicle.
- ✧ You always know the current gambling odds on any public game, competition, or sport.
- ✧ You have 3 *competition points*. Whenever you make an ability check that is directly related to a game, sporting event, or competition, or that is contested by another creature's ability check, you can spend a competition point to gain advantage on that roll. You regain your expended competition points when you finish a long rest.

DEFENDER'S MARK

Prerequisites: Proficiency with all martial weapons

Your weapon prowess and combat agility make it dangerous for any foe to ignore you. This feat grants you the following benefits:

- ✧ When you make a melee weapon attack against a creature, whether the attack hits or misses, you can mark the creature until the end of your next turn. This effect ends early if you are incapacitated or you die, or if someone else marks the creature. While it is within 5 feet of you, a creature marked by you has disadvantage on any attack roll that doesn't target you.
- ✧ When you make a melee weapon attack as part of your reaction, you can move up to 5 feet before you make the attack roll.
- ✧ When you hit with an opportunity attack using a melee weapon, if the target is a Large or smaller creature marked by you, you can force that creature to make a Strength saving throw. The DC equals

8 + your proficiency bonus + your Strength or Dexterity modifier (your choice). On a failure, the creature is knocked prone.

EXPERT MOUNTAINEER

Prerequisites: Constitution 13 or higher

You are a skilled climber of mountains and other great heights. You gain the following benefits:

- ✧ Choose one of the following ability scores: Strength, Dexterity, or Constitution. Increase the chosen ability score by 1, to a maximum of 20.
- ✧ You gain advantage on Strength (Athletics) checks related to climbing, and on Dexterity (Acrobatics) checks related to keeping your balance.
- ✧ You have advantage on all saving throws against being pushed, pulled, or knocked prone.
- ✧ You are acclimated to high altitude, including elevations above 20,000 feet.
- ✧ Climbing does not cost you extra movement.

FOLK OF THE FROZEN FRONTIER

Your people dwell in the harshness of the coldest wilds. This feat grants you the following benefits:

- ✧ If your proficiency bonus is no higher than +2 when you gain this feat, you can choose one of the following ability scores: Strength, Constitution, or Wisdom. Increase the chosen score by 1, to a maximum of 20.
- ✧ You are naturally adapted to cold climates. Also, when you would take cold damage, you can use your reaction to roll 2d4 and reduce the damage by that total.

- ✧ You are proficient with herbalism kits, and you know the *druidcraft* cantrip. When you reach 3rd level, you can cast the *detect poison and disease* spell once with this benefit. When you reach 5th level, if you have an herbalism kit on your person, you can cast the *lesser restoration* spell once with this benefit. You regain the ability to cast these spells when you finish a long rest. Wisdom is your spellcasting ability for these spells.
- ✧ You gain advantage on all Intelligence and Wisdom checks related to recalling information about your homeland and its inhabitants, and to surviving in your homeland or similar climates
- ✧ You gain advantage on Strength (Athletics) checks related to climbing, and on Dexterity (Acrobatics) checks related to keeping your balance.

GIFTED SEER

You have a preternatural bond with nature that grants you special insights, including the ability to foresee future events. This grants you the following benefits:

- ✧ You can take an action to detect the presence of aberration, beast, dragon, fey, giant, and undead creatures within 300 feet until the end of your next turn. You can identify the type of creature, but cannot determine the creature's exact location, only the general direction if they are within 300 feet.
- ✧ You learn one of the following cantrips of your choice: *druidcraft*, *guidance*, *mending*, *resistance*, *shillelagh*, or *true strike*.
- ✧ You learn certain spells and gain the ability to innately cast them. You can cast each spell at its lowest level without using a spell slot. Once you cast a spell in this way, you must finish a long rest before you can cast that spell with this

benefit again. You choose the first spell you learn and cast in this way, which can be a 1st-level divination spell from any class's spell list. At 5th level, you also learn and cast the *augury* spell with this feat. At 9th level, you also learn and cast the *commune with nature* and *scrying* spells.

- ✧ Your spellcasting ability for all spells and cantrips gained from this feat is Wisdom. You cast these spells and cantrips innately without verbal or somatic components, though you must still expend any material components.
- ✧ At 9th level, choose a particular type of inanimate plant (oak trees, rosebushes, mistletoe, etc.). When touching a plant of that type, you can use it as a scrying focus for the *scrying* spell, without having to pay a cost in gold to make it a focus. If the subject of a *scrying* spell you cast is within sight of that plant or another plant of that same type, its saving throw is modified as if you have familiar knowledge of it.
- ✧ You can take reactions even when you are surprised. When you take damage from an attack while surprised, you can use a reaction to take the Disengage, or Hide action, moving up to 15 feet as part of the same reaction.

GREAT FORTITUDE

You are blessed with great inherent toughness, mass, strength, and resilience of physique. Whenever you make a contested ability check using Strength or Constitution, you can treat a d20 roll of 4 or lower as a 5.

Additionally, whenever you make a Strength or Constitution saving throw, you can choose to use either your Strength or Constitution modifier when making the roll.

HOUSE OF GOLD

You are part of a noble house known for extravagant wealth, ruthless cunning, and a victorious history. Masters of both intrigue and warfare have arisen from your family over the years. They are famous for handsomely rewarding loyal support, and for brutally punishing those who offer harm. This feat grants you the following benefits:

- ✧ If your proficiency bonus is no higher than +2 when you gain this feat, you can choose either Intelligence or Charisma. Increase the chosen score by 1, to a maximum of 20.
- ✧ You gain proficiency in your choice of one of the following skills: Deception, Insight, Intimidation, Performance, or Persuasion. When you make an ability check with the chosen skill to influence a creature that is indifferent or hostile towards you, you add double your proficiency bonus to the check, instead of your normal proficiency bonus.
- ✧ Your jaded attitude is so deeply ingrained that it grants you resistance to psychic damage and advantage on saving throws against being charmed.
- ✧ You can influence others with your family's reputation for always paying its debts—whether that means rewarding aid or punishing defiance. As an action, you can choose one humanoid creature that can hear you. For 1 minute, you have advantage on all Charisma checks directed at that creature. After this effect ends, you must finish a long or short rest before you can use this trait on that particular creature again. If a creature



previously influenced with this effect is confronted with proof that the promise of repayment cannot or will not be fulfilled, it becomes hostile towards you, and may seek retribution later or even immediately attack.

HYPNOTIST

Prerequisites: 3rd level or higher, proficiency in Insight

You have learned to influence others' minds with the power of suggestion. You automatically succeed on ability checks to counsel a character afflicted with madness, and if you speak to a creature for 10 minutes while you have its undivided attention, you can make an Intelligence (Medicine) or Wisdom (Insight) check. The

creature must then make a Wisdom saving throw against a DC equal to your ability check result. If the saving throw fails, the creature is affected as if you had cast the *suggestion* spell on it (though this is not a magical effect). While a creature is under these effects, it has disadvantage on all Wisdom saving throws against you.

Once a creature has failed a Wisdom saving throw against this effect, it will always have at least a small vulnerability to this effect. If such a creature can hear or see you, you can use an action to grant the creature confidence, as if it has benefitted from a *guidance* spell cast by you.

While such a creature can hear you and is within 30 feet of you, if you can see it, you can also give it a one-word command, and the creature must make a Wisdom saving throw (DC = 8 + your proficiency bonus + your Intelligence or Wisdom modifier (your choice)). On a failure, it must obey the command, as if it had failed a saving throw against a *command* spell cast by you.

None of the spell-like abilities granted by this feat are actual magical effects, and they are not affected by the casting of spells like *counterspell* or *dispel magic*.

INTELLIGENT CASTER

Prerequisites: At least one level in a class that allows you to cast spells using Charisma or Wisdom with the Spellcasting feature.

Though spellcasting abilities of a type you practice are usually fueled by faith or force of personality, your own approach focuses more on study, rigor, and education. This feat grants the following benefits:

- ✧ Increase your Intelligence score by 1, to a maximum of 20.
- ✧ Choose one class in which you have at least one level, which grants you the Spellcasting class feature, and which specifies Charisma or Wisdom as the spellcasting ability for its Spellcasting

feature. Your spellcasting ability for the Spellcasting feature provided by that class becomes Intelligence instead of Charisma or Wisdom.

- ✧ You become proficient in the Arcana skill if you are not already.
- ✧ You learn one cantrip of your choice from the wizard's spell list.
- ✧ If your campaign uses the optional multiclassing rules, if Charisma or Wisdom is a prerequisite for multiclassing from the class you chose for this feat, you can substitute Intelligence for Charisma or Wisdom when multiclassing from that class.

IRON WILL

You are gifted with uncommon strength of will, self-discipline, and personal bearing. Whenever you make a contested ability check using Wisdom or Charisma, you can treat a d20 roll of 4 or lower as a 5.

Additionally, whenever you make a Wisdom or Charisma saving throw, you can choose to use either your Wisdom or Charisma modifier when making the roll.

JADED URBANITE

Whether you grew up in a large city or spent time in one as an adult, you are familiar with life on crowded urban streets, and you know to be on constant guard against attack, theft, or clever deceit. This grants you the following benefits:

- ✧ If your proficiency bonus is no higher than +2 when you gain this feat, you can choose either Wisdom or Charisma. Increase the chosen score by 1, to a maximum of 20.
- ✧ Choose one of the following skills: Deception, Insight, Intimidation, or Persuasion. You gain proficiency in that skill if you don't have it already, and you

also gain expertise, meaning you double your proficiency bonus on ability checks with it.

- ✧ Your jaded attitude is so deeply ingrained that it grants you resistance to psychic damage and advantage on saving throws against being charmed.
- ✧ Within a village, town, or city, you are never slowed by difficult terrain unless it is magical, and you can move through spaces occupied by non-hostile humanoids and beasts as if they were allies.
- ✧ When you are surprised, you can still take a single action during the surprise round, but it can only be the Disengage or Help action. As part of the same action, you can move up to half your speed.

LIGHTNING REFLEXES

You are able to predict, deflect, or dodge sudden dangers with uncanny speed. When you roll an ability check for initiative, you can treat a d20 roll of 4 or lower as a 5.

Additionally, whenever you make a Dexterity or Intelligence saving throw, you can choose to use either your Dexterity or Intelligence modifier when making the roll.

MASTER OF THE DESERT

Your ancestors fought relentlessly to hold a homeland dominated by arid sands and oppressive heat. This feat grants you the following benefits:

- ✧ If your proficiency bonus is no higher than +2 when you gain this feat, you can choose Dexterity, Constitution, Wisdom, or Charisma. Increase the chosen score by 1, to a maximum of 20.
- ✧ You have advantage on saving throws against becoming exhausted, and you are naturally adapted to hot climates.

- ✧ Choose any one martial weapon. You gain proficiency with that weapon, and when you roll damage for a critical hit with that weapon, you can re-roll any damage die that rolls a 1. You must use the new roll.

- ✧ You gain proficiency in your choice of one of the following skills: Deception, Insight, Intimidation, Performance, or Persuasion. When you make an ability check with the chosen skill to influence a creature that is indifferent or hostile towards you, you add double your proficiency bonus to the check, instead of your normal proficiency bonus.

- ✧ You have a great affinity for poisons. You are proficient with poisoner's kits, and have advantage on ability checks to identify particular types of poison. When you would make a saving throw against poison or take poison damage, you can use your reaction to roll 2d4. You add the total to your saving throw result or, if you would take poison damage, you reduce the damage by that total.

NORTHLANDER

Your kinfolk founded or ruled settlements in the cold north, and had to fight both to retain your authority and to defend your subjects. This feat grants you the following benefits:

- ✧ If your proficiency bonus is no higher than +2 when you gain this feat, you can choose Strength, Constitution, Wisdom, or Charisma. Increase the chosen score by 1, to a maximum of 20.
- ✧ You are naturally adapted to cold climates. Also, when you would take cold damage, you can use your reaction to roll 2d4 and reduce the damage by that total.

- ✧ Choose any one martial weapon. You gain proficiency with that weapon, and when you roll damage for a critical hit with that weapon, you can re-roll any damage die that rolls a 1. You must use the new roll.
- ✧ You have advantage on saving throws against becoming charmed, frightened, or exhausted.
- ✧ You have advantage on Intelligence and Wisdom checks related to recalling information about your homeland and its inhabitants, and to surviving in your homeland or similar climates.

SCION OF MARAUDERS

Your people are great riders and nomads with a history of raiding non-migratory settlements. You learned to ride before you could walk, and ranged across a vast expanse. Even if you or your kin are no longer directly involved in raiding, you've still learned relevant techniques for maneuvering to strike swiftly and intimidate targets. This feat grants you the following benefits:

- ✧ If your proficiency bonus is no higher than +2 when you gain this feat, you can choose one of the following ability scores: Strength, Dexterity, or Wisdom. Increase the chosen score by 1, to a maximum of 20.
- ✧ Choose any one martial weapon. You gain proficiency with that weapon, and when you roll damage for a critical hit with that weapon, you can re-roll any damage die that rolls a 1. You must use the new roll.
- ✧ You gain proficiency with one of the following skills: Animal Handling, Athletics, Intimidate, Nature, or



Survival. You also gain expertise with the chosen proficiency, meaning you double your proficiency bonus for all ability checks with it.

- ✧ You have advantage on all ability checks and saving throws related to controlling, maneuvering, or staying on a mount. In addition, mounting or dismounting a creature costs you only 5 feet of movement, rather than half your speed.
- ✧ You learn the Menacing Attack maneuver from the Battle Master archetype in the fighter class. The saving throw DC for this maneuver equals 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice). If you already have superiority dice, you gain one more; otherwise, you have one superiority die, which is a d6. This die is used to fuel your maneuvers, and is expended when you use it. You regain your expended superiority dice when you finish a short or long rest.
- ✧ If you have no superiority dice, you regain one expended superiority die when you deal damage to a hostile creature that is frightened of you. Once you regain a superiority die in this way, you cannot do so again for 1 minute.

SEA RAIDER HERITAGE

You come from a culture known for using ships to engage in piracy or raid mainland settlements. This feat grants you the following benefits:

- ✧ If your proficiency bonus is no higher than +2 when you gain this feat, you can choose one of the following ability scores: Strength, Dexterity, or Constitution. Increase the chosen score by 1, to a maximum of 20.
- ✧ You have advantage on all saving throws and ability checks related to swimming and to staying aboard any water vehicle.
- ✧ You gain proficiency with your choice of land vehicles, water vehicles, or one of the following skills: Animal Handling, Athletics, Intimidate, Nature, Stealth, or Survival. You also gain expertise with that proficiency, meaning you double your proficiency bonus for all ability checks with it.
- ✧ You learn the Menacing Attack maneuver from the Battle Master archetype in the fighter class. The saving throw DC for this maneuver equals $8 + \text{your proficiency bonus} + \text{your Strength or Dexterity modifier (your choice)}$. If you already have superiority dice, you gain one more; otherwise, you have one superiority die, which is a d6. This die is used to fuel your maneuvers. A superiority die is expended when you use it. You regain your expended superiority dice when you finish a short or long rest.
- ✧ If you have no superiority dice, you regain one expended superiority die when you deal damage to a hostile creature that is frightened of you. Once you regain a superiority die in this way, you cannot do so again for 1 minute.



STEADY AT THE HELM

You are highly skilled in steering vessels that travel by sea, such as ships, sailboats, fishing boats, yachts, and other types of maritime vessels. This feat grants you the following benefits:

- ✧ Increase your choice of either your Dexterity or Wisdom score by 1, to a maximum of 20.
- ✧ You gain proficiency with navigation tools and with vehicles (water).
- ✧ You gain expertise with your proficiency in vehicles (water), which means your proficiency bonus is doubled for any ability check you make with that proficiency.



- ✧ You have advantage on all Strength (Athletics) and Dexterity (Acrobatics) checks related to swimming, climbing, keeping your balance, or avoiding falling.
- ✧ You can use a sudden maneuver to aid an ally in combat. You can use the Help action to aid an ally's attack roll, even if they are not within 5 feet of you, so long as you can see both your ally and their target, and both are aboard a vehicle you are piloting.

SUPERNATURAL BLOODLINE

In ancient times, your ancestors attained supernatural power that now abides in you. Whether you descend from the masters of a long-dead empire, warlocks tainted by pacts with otherworldly powers, coastal folk who bred with hybrids from beneath the sea, or dragonlords who conquered astride powerful wyrms, your birthright is one of

both power and instability. This feat grants you the following benefits:

- ✧ If your proficiency bonus is no higher than +2 when you gain this feat, you can choose one of the following ability scores: Constitution, Intelligence, or Charisma. Increase the chosen score by 1, to a maximum of 20.
- ✧ Choose one of the following damage types: acid, fire, lightning, necrotic, or radiant. You gain resistance to that damage type. In addition, choose one of the following creature types: aberration, beast, dragon, fey, fiend, giant, or undead. You have advantage on Charisma checks to interact with creatures of the chosen type that have immunity or resistance to the same damage type you chose for this benefit.
- ✧ You gain proficiency in your choice of one of the following skills: Deception, Insight, Intimidation, Performance, or Persuasion. When you make an ability

check with the chosen skill to influence a creature that is indifferent or hostile towards you, you add double your proficiency bonus to the check, instead of your normal proficiency bonus.

- ✧ You know the *guidance* cantrip. When you reach 3rd level, you can cast the *heroism* spell as a 2nd-level spell once with this benefit, and when you reach 5th level, you can cast the *alter self* spell once with this benefit. You regain the ability to cast both spells when you finish a long rest. Choose Charisma or Intelligence as your spellcasting ability for these spells.
- ✧ You have advantage on saving throws against becoming charmed or frightened, but disadvantage on saving throws against both madness and psychic damage.

SWAMP DWELLER

You are well-accustomed to life in swamps, marshlands, or bogs. Having few resources, your neighbors could only survive by foraging, fishing, and hunting, all while navigating treacherous terrain and avoid deadly wildlife. This feat grants you the following benefits:

- ✧ If your proficiency bonus is no higher than +2 when you gain this feat, you can choose one of the following ability scores: Dexterity, Constitution, or Wisdom. Increase the chosen score by 1, to a maximum of 20.
- ✧ You are proficient with herbalism kits, and you know the *druidcraft* cantrip. When you reach 3rd level, you can cast the *detect poison and disease* spell once with this benefit. When you reach 5th level, if you have an herbalism kit on your person, you can cast the *lesser restoration* spell once with this benefit. You regain the ability to cast these spells

when you finish a long rest. Wisdom is your spellcasting ability for these spells.

- ✧ You gain advantage on all Intelligence and Wisdom checks related to recalling information about your homeland and its inhabitants, and to surviving in your homeland or similar climates.
- ✧ You have a great affinity for poisons, and you are proficient with poisoner's kits. When you would make a saving throw against poison or take poison damage, you can use your reaction to roll 2d4. You add the total to your saving throw result or, if you would take poison damage, you reduce the damage by that total.
- ✧ You can move across difficult terrain made of earth, foliage, snow, ice, or water-logged material of any kind without expending extra movement.

TELEPATH

You possess the psionic ability to touch other minds with your own, granting you the following benefits:

- ✧ You learn the *message* cantrip, and can cast it without any components.
- ✧ You learn certain spells and gain the ability to innately cast them. You can cast each spell at its lowest level without using a spell slot. Once you cast a spell in this way, you must finish a long rest before you can cast it with this benefit again. The first spell you learn and cast in this way is *charm person*. At 5th level, you also learn and cast the *detect thoughts* spell with this feat. At 9th level, you also learn and cast the *sending* spell.
- ✧ If you are 3rd level or higher, you can telepathically speak to any creature you can see within 30 feet of you. You must share a language with the creature for it



to understand your telepathic utterances. You can speak telepathically in this way to one creature at a time.

- ✧ You add a bonus equal to your Intelligence modifier (minimum of 1) to all Wisdom (Insight) checks.

Your spellcasting ability for all spells and cantrips gained from this feat is Intelligence. You cast these spells and cantrips innately without verbal or somatic components, though you must still expend any material components.

TEMPEST TECHNIQUE

You are an expert in a special two-weapon fighting style that makes you the point of calm within a whirling barrier of deadly blades. This gives you the following benefits:

- ✧ When you use your bonus action to make a melee attack with a light or finesse weapon, you gain a +2 bonus to that attack roll if you have already hit the target with another weapon attack during the same turn.
- ✧ When you make an opportunity attack with a light weapon, you can roll a d4 and add the number rolled to the attack roll.
- ✧ You gain your choice of one of the Fighting Styles available to the Fighter class, which can only be chosen from the following options. You can never take the same Fighting Style option more than once:
 - **Defense.** While you are wearing armor, you gain a +1 bonus to AC.
 - **Harrier.** When you hit a creature with an unarmed strike or a melee attack using a weapon that doesn't have the two-handed or heavy property, the creature's speed is reduced by 10 feet until the end of its next turn.
 - **Two-Weapon Fighting.** When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

THOUSAND FACES

You are able to quickly change your appearance or that of an ally, allowing you to disguise your appearance at a moment's notice or to create a false cover identity. This grants you the following benefits:

- ✧ Increase your Charisma score by 1, to a maximum of 20.
- ✧ You gain proficiency with disguise kits.
- ✧ You gain expertise with disguise kits, which means your proficiency bonus is doubled for any ability check you make with them.
- ✧ You have a number of pre-made disguises or specialty outfits, known as looks, equal to 1 + your proficiency bonus. Due to hours of practice, when you put on one of these looks, you may do so as a bonus action. You can also give someone else one of your prepared looks, though doing so takes 1 minute instead of just 1 bonus action. Putting on a prepared look can give you the fabulous air of a noble at a ball, the extravagant beauty of a celebrated stage performer, or the humble anonymity of a workaday commoner. A look that functions as a disguise is nearly perfect if properly applied. Such disguises are generally not based on an individual, but are invented identities based on a general type (a local lord, a helmed member of the Town Watch, a wealthy merchant bearing expensive pigments from distant lands, etc.). If you wish to create a look that is a specialty disguise based on a specific person, you must observe that person for 8 hours.
- ✧ When your proficiency bonus increases, you automatically gain a new look. However, if you wish to replace one of your existing looks, doing so takes 8 hours.
- ✧ You can establish a reputation or unique social status for the identity you take on in one of your specialty disguises by spending downtime to Sow Rumors (as per the downtime activity described in the *Dungeon Master's Guide*).

WINTER FEY SURVIVOR

You were kidnapped and likely enslaved by the evil otherworldly beings known as the Winter Fey and somehow escaped to tell the tale, though the experience changed you forever. You gain the following advantages:

- ✧ Increase your Constitution score by 1, to a maximum of 20.
- ✧ As an action, you can sense the presence of the fey. Until the end of your next turn, you know the location of any fey creature within 60 feet of you that is not behind total cover. In addition, if there is any location within 1 mile that is linked to the Feywild or Shadowfell (such as a fey crossing, gate, portal, or teleport circle), you are aware of the nearest such location and what direction it is from you until the end of your next turn. Once you use this benefit, you cannot do so again until you finish a short or long rest.
- ✧ As an action you can cast *etherealness* as a 7th-level spell without using a spell slot or any components. When you cast the *etherealness* spell in this way, it ends at the end of the current turn. Once you cast *etherealness* with this benefit, you cannot do so again until you finish a long rest. Constitution is your spellcasting ability score for this spell.

WONDER WORKER

Whether or not you create magic items or wondrous devices, you practice eldritch crafting techniques. This grants you the following benefits:

- ✧ You learn two of the following cantrips of your choice: light, mending, magecraft focus*, minor illusion, prestidigitation, spare the dying, or thaumaturgy.
- ✧ Choose one spell that has the ritual tag. You can cast the chosen spell, but only

as a ritual. You keep a written record of any ritual spell you learn to cast with this feat (if you keep a wizard's spellbook or another book that contains ritual spells, the record can be kept in the same book). In order to cast the spell as a ritual, you must have had access to the written record for that spell for at least 1 minute since the last time you finished a long rest. At 9th level, you learn one additional ritual spell, subject to the same limitations. Any ritual spell you choose for this feat must be of a level less than or equal to half your current level (rounded up). If the written record of a ritual spell you learned with this feat is lost or destroyed, you can recreate it by writing it down using appropriate means (such as pen, ink, and parchment), a process which takes 2 hours per level of the spell.

- ✧ You gain one tool proficiency of your choice.
- ✧ You gain expertise in the use of one tool in which you are proficient, which means your proficiency bonus is doubled for any ability check you make using that tool proficiency.
- ✧ You can grant temporary hit points to crafted objects. By spending 10 minutes using appropriate tools to work on an object or structure you can touch, you can make a DC 10 ability check with those tools. On a success, you grant that object (or a section of it equivalent to a 5-foot cube if it is larger than that) temporary hit points equal to your proficiency bonus + your level.

Choose Intelligence or Wisdom as your spellcasting ability score for spells gained from this feat.



CHAPTER 2: VARIANT RULES

AGES & AGING

Fantasy stories feature characters at many different ages. Readers see Conan as both a young barbarian and an older king, while J.R.R. Tolkien's Bilbo Baggins, Ursula K. LeGuin's Sparrowhawk, and the legendary King Arthur all move through many different stages of the aging process over the course of many tales.

Such stories give us world-changing heroes in various phases of life. Child protagonists abound in fantasy, including Narnia's Pevensie children, Lyra and Will in the *His Dark Materials* trilogy, or the students in various tales set in magical schools. Older heroes are common as well. Just looking within the worlds of D&D, we see seasoned heroes such as Elminster the Sage, Rudolf van Richten, and Flint Fireforge. *A Game of Thrones* begins with a particularly diverse range of ages: children like Bran and Arya Stark; teenagers like Jon Snow and Daenerys Targaryen; middle-aged heroes like Ned and Catelyn Stark; older characters such as Ser Barristan Selmy and Tywin Lannister; and even truly ancient characters like the Maesters Aemon and Pycelle.

In general, however, D&D characters are assumed to be in their "prime": the 20's or 30's for humans, or an equivalent age for other races. The rules included here present additional mechanics for characters younger or older than most, making them viable options and also distinguishing them from the average adventurer.

Rather than focusing too closely on a character's specific age in years, these rules define a number of age categories. The categories represent general attributes and

expectations associated with that phase of life.

Years of age for real-world humans are often used in descriptions of these categories, since this is the measure of maturity with which we are all (presumably) most familiar, but these numbers can and should be translated into different chronological terms for non-human races. In general, other D&D races tend to age through the same phases as humans, even if it is across a different expanse of years. These rules should be adaptable for nearly



any species whose members are born and mature physically over time.

Obviously, for some D&D creatures (such as constructs), the principles of human aging do not apply. Warforged, for example, are created as adults, and do not naturally age, though a particularly old and worn warforged might become middle-aged after a long career.

CHOOSING YOUR AGE CATEGORY

To use these rules, select an age category for your character alongside that character's race. An age category has mechanical repercussions, modifying and adding to your character's racial traits. For each category, example ranges of years for humans are given, but many other races (such as elves and dwarves) age at a different rate, so you and your DM will need to adjudicate equivalents for you if you are not human.

These age categories purposefully overlap, leaving it up to the player and DM to determine if and when a character matures and changes to a new age category.

If you prefer to generate a character age randomly rather than choose, roll 3d6 and consult the following table:

AGE CATEGORIES

3d6 Roll	Age Category	Age Range in Human Years	Random Roll for Age (In Human Years)
3-5	Child	9 to 14 years	1d6 + 8 years
6-8	Young Adult	13 to 18 years	1d6 + 12 years
9-11	Adult	17 to 39 years	2d12 + 15 years
12-14	Middle-Aged	36 to 55 years	2d10 + 35 years
15-16	Old	51 to 70 years	2d10 + 50 years
17-18	Venerable	65 or older	2d10* + 65 years

* = If both dice roll a 10, roll an additional d10 and add it to the total. If that die rolls a 10, roll another and add it, and so on.

THE AGING PROCESS

As time passes, you and your DM may decide that your character grows older, and that it is appropriate to move you from one age category to another. In terms of rules, this change is simple. Work with your DM to remove all the traits from your current age category and their effects (for example, aging out of the Child age category would restore previously decreased hit points). Then replace those traits with those of your new age category. In some cases, you retain a trait from younger age categories, but if so, this will be described under the new age category.

YOUNG CHILD

Human Age Range: Birth to 8 years old

Characters in this first stage of life are generally too immature and vulnerable to be adventurers. Such characters would not yet have the full range of ability scores. They are also extremely unlikely to be left unsupervised in times of conflict, and many players find the idea of young children in danger too emotionally difficult to contemplate. Rules are not provided for playing a character of such a delicate age.

CHILD

Human Age Range: 9 to 14 years old

These characters have just emerged from their early youth. This is the youngest category suitable for player character adventurers, since there are many areas in which children of this age may be able to move and act without adult supervision. In fact, depending on their personal situation, they may find themselves operating with complete independence much of the time. They are just old enough to find their way into the kinds of trouble that would challenge adventurers—one hopes they also have the maturity to find their way out of it.

CHILD AGE TRAITS

The child age category adds the following traits.

Fragility. The child character's hit point maximum decreases by 1 at 1st level. Whenever the child character gains a level thereafter, their hit point maximum decreases by an additional 1.

Limited Size. Regardless of race, the character's size cannot be larger than Small. (For members of certain particularly large races, such as goliaths, firbolgs, bugbears, or loxodons, the DM may rule that this trait is lost partway through the childhood years).

Narrow Escape. Small size and youthful vigor (as well as common social taboos against harming children in most cultures) may combine to allow the character to avoid a devastating blow. A humanoid creature that rolls a critical hit against a child character must roll a Wisdom save. The saving throw DC equals 8 + the child character's proficiency bonus + the child's Dexterity or Charisma modifier (whichever is higher). If the creature fails, the attack does not inflict extra damage for being a critical hit. Creatures that are good-aligned have disadvantage on saving throws against this trait.

Reduced Speed. A child character's base walking speed is 5 feet lower than that of an adult member of their race.

Underfoot. The child character can move through the space of any creature that is of a size larger than their own. (If the character already possesses this trait due to their race, they can also move through the spaces of creatures who are of the same size.)

YOUNG ADULT

Human Age Range: 13 to 18 years old

Young adults approach or equal the size and physical maturity of grown adults. Their emotional maturity, however, varies widely. It often depends on the particular experiences and advantages (or disadvantages) of their upbringing. Fueled

by the passion and energy of youth, young adults may be capable of prodigious feats, but if they take the wrong risks, their mistakes can haunt them into adulthood and beyond.

YOUNG ADULT AGE TRAITS

The young adult age category adds the following traits.

Energetic. When a young adult character spends Hit Dice, they can roll a DC 15 Constitution save. If they succeed, they regain one of the used Hit Dice, as if it had never been spent. Once this trait has been used, the young adult character cannot use it again until they finish a long rest.

Emotional. The young adult character has disadvantage on all saving throws against being charmed. In addition, if the young adult character spends Inspiration to gain advantage on an ability check or attack roll, and the roll still fails, they must succeed at a DC 13 Wisdom save or take 1d4 psychic damage.

ADULT

Human Age Range: 17 to 39

Adulthood is the default age for player characters unless they specifically choose another category.

ADULT AGE TRAITS

The default racial traits presented in the *Player's Handbook* and other rules sources are those of an adult member of a given race.

MIDDLE-AGED

Human Age Range: 36 to 55 years old

Middle-aged characters are largely the same as those of the Adult age category. Many of the differences are merely psychological, as a middle-aged character's viewpoint is informed by longer experience (of course, some experiences are more informative than others). The boundless energy and

passion of youth may have dimmed to some degree, but this is generally balanced by a deeper self-knowledge.

MIDDLE-AGED AGE TRAITS

The middle-aged category adds the following traits.

Knowledgeable. The middle-aged character gains proficiency with any one type of tool or vehicle.

Lost a Step. When the middle-aged character takes the Dash action, that action increases their speed by 5 fewer feet than normal.

OLD

Human Age Range: 51 to 70 years old

In most D&D worlds, characters who reach this age tend to have some advantage that has allowed them to survive. Their choices are now informed by a longer perspective on their own lives and the progress of history. They also reckon with increased evidence of their own mortality, and their willingness to endure danger or discomfort may have decreased along with their general stamina. However, by remaining active and engaged with the world around them, many characters of this age may largely retain the vigor of their younger years.

OLD AGE TRAITS

The old age category adds the following traits.

Skilled. The old character retains the extra proficiency in any one type of tool or vehicle from being middle-aged (or gains such proficiency if they did not already have it), and also gains proficiency in any one skill.

Reduced Speed. An old character's base walking speed is 5 feet lower than that of an adult member of their race.

VENERABLE

Human Age Range: 65 years or older

This category represents the upper age range of the lifespan for most races. The danger present in most D&D worlds means that very few characters live to see this advanced age, and those who do are seldom reckless or foolhardy. Most members of this age category are among the very oldest members of their communities. Those who reach this age category usually command some level of respect in most cultures. A venerable character is a natural mentor for younger adventurers, passing on their wisdom and experience to a younger generation.



VENERABLE AGE TRAITS

The venerable age category adds the following traits.

Easily Winded. When a venerable character regains Hit Dice at the end of a long rest, they must roll a DC 15 Constitution save. If they fail, they lose one Hit Die, as if it had already been spent. If they roll a 1 on the die, they gain a level of exhaustion as well.

Seen It All. The venerable character retains the extra proficiency in any one type of tool or vehicle from being middle-aged and the added skill proficiency from being old (or gains such proficiencies if they did not already have them). In addition, choose one of the following types of saving throws: Intelligence, Wisdom, or Charisma. The character gains proficiency in the saving throw type chosen.

Reduced Speed. A venerable character's base walking speed is 5 feet lower than that of an adult member of their race.

DEATH AND DYING

In each edition of *Dungeons & Dragons*, the threat of character death looms over the table. Earlier editions had a simple "save or die" mechanic that many players either loved or hated. Newer editions have saving grace mechanics, giving multiple death saving throws before our characters shuck their mortal coils.

In fifth edition, this has brought out a very unusual method of healing: waiting until a character hits zero hit points to heal them. This is a more "effective" way of healing from a math standpoint. Presented here are alternative rules for dying and death, designed to encourage your healers to not allow characters to reach 0 hit points.

Reaching 0 Hit Points. When your character is reduced to 0 hit points, you must immediately make a death saving throw.

Death Saving Throws. Whenever you roll a death saving throw, on a 10 or higher you succeed. After your third success, you become stable. Rolling 9 or lower is a failure. Whenever your character suffers a failed death saving throw, they gain a level of exhaustion.

Damage at 0 Hit Points. If you take damage while you're at 0 hit points, you suffer a failure. If the damage is from a critical hit, you suffer two failures instead. If the damage equals or exceeds your hit point maximum, you suffer two additional failures.

ROLLING 1 OR 20

Even with the changes to death saving throws, one rule remains the same. A roll of 20 automatically stabilizes your character and you regain 1 hit point. Rolling a 1 counts as two failures.



IMPROVED INVESTIGATION

A common difficulty in role-playing games arises when players fail to uncover a piece of information that is crucial to the adventure. For example, they might fail to find a secret door that is the only way into an important location. While some failures can make a game more interesting, failing to obtain information adds little to the experience.

This problem is exacerbated in games of investigation or intrigue, which tend to focus on uncovering secrets and leveraging knowledge others would prefer to keep hidden. There are a number of ways to handle this (including crafting adventures that do not grind to a halt based on failure to gain information), but the solution proposed here is a relatively simple one: the price of an unsuccessful roll to learn necessary information can be paid in other ways, rather than merely failing to learn it.

With these optional rules, if a player character has failed an ability check to gain a piece of information, the DM gives the player the option to learn the information, but at a cost. The DM chooses one of the following consequences based on the situation, or rolls randomly, then offers the consequence to the player. The player can then choose if the consequence is worth it.

INVESTIGATION CONSEQUENCES

D12

Roll	Consequence
1-4	The player must spend Inspiration. If the player does not have Inspiration, choose or roll a different consequence.
5-7	The act of gaining the information takes the character 10 times longer than it normally would.
8-9	Due to the extreme concentration or effort required, the character must immediately spend a Hit Die (regaining no hit points) or take 1 level of exhaustion.

- | | |
|-------|--|
| 10-11 | Some aspect of how the PC gains the information causes an unfriendly creature to become aware of both the information gained and the fact that the character knows it. |
| 12 | Some aspect of how the PC gains the information draws immediate unwanted attention. |

The process of paying this alternate price for information is often initiated by the DM, who offers the consequence and the choice. However, a player (either the one who failed the roll or another at the table) can also ask the DM if the character who failed can gain the information by this method.

Determining which rolls (if any) qualify for this option is left entirely left to the discretion of the DM. However, DMs should make careful note of a player's intent when they ask to use this option. If the players are trying to short-circuit an interesting investigation, that is likely to hurt their experience in the game, but allowing players to move past a frustrating or uninteresting stopping point created by unlucky die rolls is likely to improve it.

EXPANDING TO OTHER ABILITY CHECKS

Some groups using the improved investigation system may choose to adapt it to include ability checks of all kinds, instead of just rolls to gain information. To do so, simply substitute the desired result of a successful roll for gaining information when you use the listed alternate consequences. The DM remains the sole arbiter of when a die roll can benefit from these rules. Wise DMs will only allow the use of these consequences for failed rolls when doing so won't defuse tension or make the game less interesting.

NEW CONDITIONS

The following conditions are meant to add new flavor to conflicts—both physical and personal—in your D&D campaign. Some also call back to fondly-remembered rules from previous editions of the game. Two of the new conditions described here, *compromised* and *stressed*, form the basis

of the social combat rules in the next section.

BLOODIED

- ✧ A creature that currently has no more than half of its maximum hit points is bloodied.
- ✧ When damage causes a creature to become bloodied, every creature that could perceive that damage being dealt knows it.
- ✧ Ability checks to discern a bloodied creature's relative health are made at advantage.

COMPROMISED

- ✧ Charisma checks against a compromised creature have advantage.
- ✧ When a successful Charisma check suggests a course of action to a compromised creature, the creature pursues it as if it were under the effects of a *suggestion* spell, even if it is immune to being charmed. This is not a magical effect. Depending on the course of action, it may choose to stop pursuing it as soon as it is no longer compromised. When suggested courses of action conflict, the creature chooses which to pursue.
- ✧ A compromised creature has disadvantage on Intelligence, Wisdom, and Charisma saving throws, and on Intelligence, Wisdom, and Charisma checks.

FLANKED

- ✧ A creature is flanked when it is within reach of the attacks of a number of hostile creatures greater than its proficiency bonus. If a creature is unconscious or it does not have proficiency with the weapon it wields, it does not count towards this number.

- ✧ A flanked creature has disadvantage on attack rolls.

STRESSED

Successful social checks to influence a character can inflict the stress condition. Stress is measured in seven levels. An effect can give a creature one or more levels of stress, as specified in the effect's description. If an already stressed creature suffers another effect that causes stress, its current level of stress increases by the amount specified in the effect's description, but inflicting more stress levels does not increase a creature's stress beyond 7 levels.

STRESS EFFECTS

Stress Level	Effect
1	-1 penalty on Intelligence, Wisdom, and Charisma saving throws
2	-2 penalty on Intelligence, Wisdom, and Charisma saving throws
3	-3 penalty on Intelligence, Wisdom, and Charisma saving throws
4	Disadvantage on Intelligence, Wisdom, and Charisma saving throws, and on Intelligence checks
5	Disadvantage on Intelligence, Wisdom, and Charisma saving throws, and on Intelligence and Charisma checks
6	Disadvantage on Intelligence, Wisdom, and Charisma saving throws, and on Intelligence, Wisdom, and Charisma checks.
7	Compromised condition for 10 minutes, then reduce stress by 1 level

A creature suffers only the effects of its *current* level of stress, not those of the lower or higher levels.

Recovering from Stress. All stress effects end if a creature's stress level is reduced below 1. A creature's stress level is reduced by 1 for every 10 minutes it has gone without receiving a stress level, provided it has not had any interaction during that time with any of the sources of its stress.

SOCIAL COMBAT

Some social interactions are best resolved with dice, but should also require more than a single Charisma or Wisdom check. These rules allow a creature to be “defeated”

through interpersonal interaction using two new conditions from the previous section (*stressed* and *compromised*) as well as an additional combat action.

NEW ACTION: INFLUENCE

The following action is added to the list of combat actions. Though dice are being rolled, social combat actions should be narrated like any social interaction.

Influence. You make a Charisma check (modified by any appropriate skill proficiency) to inflict stress on a creature that can see or hear you. The target must make a Wisdom saving throw against a DC equal to the result of your Charisma check. A creature that is engaged in combat gains advantage on this save if it still has more than half its maximum hit points.

On a failure, the target takes 1 level of stress, or 2 levels of stress if it failed the save by 5 or more. If the save is failed by 10 or more, it takes 3 levels of stress instead.

OPTIONAL BONUS ACTIONS

Assess. As a bonus action, you make a Wisdom (Insight) check against a creature you can see or hear within 15 feet. The DC equals that creature’s passive Charisma (Deception) score. On a success, you gain advantage on the next Charisma check or Wisdom saving throw you make against that creature before the end of your next turn.

Reassure. As a bonus action, you can make a DC 15 Charisma (Persuasion) or Wisdom (Insight) check. On a success, one creature that can hear you within 5 feet can make a Wisdom saving throw (DC = 13 + its current number of stress levels), recovering one level of stress on a success as long as it shares a language with you.

Threaten. When you hit with an attack roll during your turn, you can use a bonus action to halve the damage dealt. The target must then succeed on a Wisdom saving throw (DC = 9 + the ability modifier you applied to the attack roll (usually Strength)) or take one level of stress. If you are proficient in the Insight or Intimidate skills, add your proficiency bonus to the DC.



VARIANT CLASS FEATURES

These optional rules allow the class features listed in this section to be added to the existing classes for which they are listed. Most don't require any other changes, but some replace an existing feature, as noted at the end of the feature description. If a feature does not specify a certain level, you gain it at 1st level.

ARTIFICER VARIANT FEATURES

The following variant features can be added to those granted by the artificer class.

UNCANNY PREPAREDNESS

At 3rd level, when you need a commonly sold piece of gear or set of tools, you can make a DC 15 Intelligence check if you have a container (such as a backpack or sack) that could hold that gear or tool. On a success, you find the needed gear or tool is in your container, provided it is worth 50 gp or less and less than 1 foot long or wide). You must immediately pay the gp cost of the item to use this ability, otherwise it does not work—you previously thought ahead and purchased this item when you last had the opportunity to do so. Once you successfully gain an item with this feature, you cannot do so again until you finish a short or long rest.

(Uncanny Preparedness replaces the artificer's 3rd level feature, The Right Tool for the Job.)

OCCULT INVESTIGATOR

Starting at 5th level, whenever you fail an Intelligence (Investigation) or Wisdom (Insight or Perception) check, you can spend a spell slot of 5th level or lower to reroll, gaining a bonus on the second roll equal to

2d4 + the level of the spell slot spent. You must use the second roll.

BARBARIAN VARIANT FEATURES

The following variant features can be added to those granted by the barbarian class.

MAGEKILLER'S RAGE

When you use a bonus action to enter your rage, you can choose not to gain the advantage on Strength checks and saving throws the Rage feature normally grants. When you do so, until the rage ends, when any creature within 5 feet of you casts a spell, it provokes an opportunity attack from you.

HUNTER'S RAGE

When you use your bonus action to enter a rage, you can choose to cast the *hunter's mark* spell as part of the same bonus action without using a spell slot. When you do so, the duration of the spell changes to 1 minute for this casting, and it does not require concentration. Until the spell ends, you do not deal your extra rage damage against all targets, but the first time during each of your turns that you deal the extra damage from your *hunter's mark*, you add your rage damage bonus to that damage. When you cast *hunter's mark* with this feature, Wisdom is your spellcasting ability score for it.

PRIMAL PRESENCE

Civilized folk sense your innate ferocity, finding themselves either drawn to it or upset by it. Whenever you make a Charisma check to interact socially with one or more humanoids raised in civilized cultures, if the number you rolled on the d20 is 11 or higher, or if it is a Charisma (Intimidation) check, you add a bonus to your result check equal to your rage damage bonus.

Otherwise, you suffer a penalty on the check equal to your rage damage bonus.

WARY MIND

At 2nd level, you are constantly on guard against magical attempts to influence your mind. Whenever a creature you can see forces you to make an Intelligence, Wisdom, or Charisma saving throw, you can choose to make a Wisdom (Insight) check. You can substitute the result of this Wisdom (Insight) check for the result of your saving throw. To gain this benefit, you can't be blinded, deafened, or incapacitated.

(This feature replaces a barbarian's Danger Sense feature.)

VIGILANCE AGAINST SORCERY

Starting at 5th level, when a creature you can see forces you or a creature within 5 feet of you to make a saving throw, you can use your reaction to move up to half your speed to a space closer to the creature that forced the triggering saving throw. This movement doesn't provoke opportunity attacks.

(This feature replaces a barbarian's Fast Movement feature.)

BARD VARIANT FEATURES

The following variant features can be added to those granted by the bard class.

SILVER-TONGUED

When you make a Charisma check, you can expend one use of your Bardic Inspiration to gain a bonus on that roll equal to the number you roll on the Bardic Inspiration die.

INSPIRED MAGIC

Whenever you hear a new piece of music or a powerful oration, or read a new tome of ancient lore, it can change your relationship to magic and alter the way in which you use it. When you encounter any kind of new art, the next time you finish a long rest you can

choose one spell you learned from the Spellcasting feature of your bard class and replace it with another spell from the bard spell list. The new spell must be of the same level as the spell you replace.

BEGUILING SPELLS

Starting at 2nd level, whenever your Spellcasting feature lets you learn a bard spell of 1st level or higher, you can select that spell from another class's spell list, instead of the bard spell list, as long as the spell you choose to learn is an enchantment spell. In addition, you can add half your proficiency bonus, rounded down, to any Intelligence, Wisdom, or Charisma check you make that doesn't already include your proficiency bonus.

(This feature replaces a bard's Jack of All Trades feature.)

PRESCIENT SPELLS

Starting at 2nd level, whenever your Spellcasting feature lets you learn a bard spell of 1st level or higher, you can select that spell from another class's spell list, instead of the bard spell list, as long as the spell you choose to learn is a divination spell. In addition, you can add half your proficiency bonus, rounded down, to any Intelligence, Wisdom, or Charisma check you make that doesn't already include your proficiency bonus.

(This feature replaces a bard's Jack of All Trades feature.)

BLOOD HUNTER VARIANT FEATURES

The following variant features can be added to those granted by the blood hunter class.

WISE HUNTER

Whenever one of your Blood Hunter class features (including features for your Order) refers to your Intelligence modifier, you can substitute your Wisdom modifier for

purposes of that feature. This includes your Hemocraft save DC.

UNNATURAL PRESENCE

Beginning at 3rd level, humanoids instinctively sense your unnatural power, and when their response isn't irrational fear and hatred, it's usually intense interest or attraction. Whenever you make a Charisma check to interact socially with one or more humanoids, you must roll your hemocraft die. If the number you rolled on the d20 for your Charisma check is 11 or higher, or if it is a Charisma (Intimidation) check, you gain a bonus to the check equal to your hemocraft die roll. Otherwise, you suffer a penalty on the check equal to your hemocraft die roll.

RELENTLESS HUNTER

When you reach 9th level, you can sharpen your mind with blood magic to ensure your quarry cannot escape you. Whenever you fail an Intelligence or Wisdom check to find or track fey, fiends, or undead, or to discern or recall information about such a creature, you can roll your hemocraft die to reroll that check. When you do so, you gain a bonus on the check equal to your hemocraft die roll, but you also lose a number of hit points equal to that bonus. You must use the second roll.

(This feature replaces a blood hunter's Grim Psychometry feature.)

COLD REASON

By 14th level, you've learned to keep a tight rein on your emotions, to the point where some folk mistakenly believe you have no emotions at all. You know the *guidance* cantrip, and you can cast the *calm emotions* spell without using a spell slot. When you cast *calm emotions* in this way, the spell's range changes to touch for this casting, and you can only target yourself and

one creature you touch. You can cast *calm emotions* in this way once, regaining the ability to do so when you finish a short or long rest.

You cast spells gained from this feature using your choice of Intelligence or Wisdom



as your spellcasting ability, and you do not require any components except verbal components.

(This feature replaces a blood hunter's Hardened Soul feature.)

MAGNETIC PRESENCE

At 17th level, your unnatural presence and power become something most mortal humanoids instinctively sense, and many find themselves unconsciously drawn to you. If you spend at least 1 hour within 60 feet of one or more humanoid creatures that are indifferent to you and which can see you, each such humanoid becomes friendly to you, remaining so until you do something to change that attitude or the creature is no longer within 60 feet of you. If a creature is already friendly to you, if you spend 10 minutes interacting with it and it is still friendly to you at the end of those 10 minutes, that creature must make a saving throw. On a failure, it is charmed by you until it takes damage, rolls initiative, or is no longer in your presence.

These effects are not magical, and they happen whether you wish them to or not.

CLERIC VARIANT FEATURES

The following variant features can be added to those granted by the cleric class.

SWIFT MERCY

When you reduce a creature to 0 hit points with a spell during your turn, you can use a bonus action to make your choice of either an Intelligence (Religion) or Wisdom (Medicine) check. The DC equals 10 or half the damage you dealt, whichever number is higher. On a success, you knock the creature out instead of killing it. A creature knocked out in this way is unconscious and stable at 0 hit points.

PROPHETIC BLESSINGS

When you prepare your cleric spells, you can choose some of your spells from the spell lists of other classes, rather than from the cleric spell list. Each non-cleric spell you prepare in this way must be a divination spell, and while you have it prepared it is a cleric spell for you. The maximum number of non-cleric divination spells you can prepare with this feature is equal to half your Wisdom modifier (minimum 1). When you prepare non-cleric spells in this way, none of the other spells you prepare can be evocation spells, even if they are on the cleric spell list.

CHANNEL DIVINITY: PRAYERFUL RECOVERY

Starting at 3rd level, when you use your action during your turn to cast a spell using a spell slot, you can expend a use of your Channel Divinity as a bonus action to pray for renewed faith. If the spell slot's level was lower than your proficiency bonus, you immediately regain that spell slot.

DEVOUT STRIKE

Starting at 8th level, once during each of your turns, when you deal damage to one or more targets, you can choose to deal an extra 2d4 damage to one of those targets. This extra damage is magical damage, but it is of the same type as the damage already being dealt to the target. At 17th level, this extra damage increases to 3d4.

(This feature replaces the Divine Strike or Potent Spellcasting feature of a cleric's divine domain.)

DRUID VARIANT FEATURES

The following variant features can be added to those granted by the druid class

PRESERVE LIFE

When you reduce a creature to 0 hit points with a spell during your turn, you can use a

bonus action to make your choice of either an Intelligence (Nature) or Wisdom (Medicine) check. The DC equals 10 or half the damage you dealt, whichever number is higher. On a success, you knock the creature out instead of killing it. A creature knocked out in this way is unconscious and stable at 0 hit points

SOOTHSAYER

When you prepare your druid spells, you can choose some of your spells from the spell lists of other classes, rather than from the druid spell list. Each non-druid spell you prepare in this way must be a divination spell, and while you have it prepared it is a druid spell for you. The maximum number of non-druid divination spells you can prepare with this feature is equal to half your Wisdom modifier (minimum 1). When you prepare non-druid spells in this way, none of the other spells you prepare can be evocation spells, even if they are on the druid spell list.

CALL PRIMAL SPIRIT

At 2nd level, you can conjure a primal spirit to protect you or otherwise assist you. As an

action, you can expend one use of your Wild Shape feature to cast either *find familiar* or *protection from evil and good* as a druid spell. When you cast *find familiar* in this way, the familiar is an elemental instead of a beast, and it vanishes the next time you finish a short or long rest.

FIGHTER VARIANT FEATURE

The Extreme Effort variant feature can be added to the existing features granted by the fighter class. You gain it at 1st level.

EXTREME EFFORT

When you make an ability check, you can add a bonus to your result by spending a Hit Die. The bonus equals the number you roll on the Hit Die. You do not regain any hit points from spending a Hit Die in this way. You can wait until after you roll the d20 before deciding to use this feature, but must decide before the DM says whether the roll succeeds or fails.

MONK VARIANT FEATURES

The following variant features can be added to those granted by the monk class.

LONG ARM STYLE

When you wield a quarterstaff or spear, that weapon gains the reach property. (This feature replaces a 1st-level monk's weapon proficiency with shortswords. A shortsword is not a monk weapon for a monk with this feature.)

VERSATILE DEFENSE

Beginning at 1st level, while you are wearing no armor and not wielding a shield or a martial weapon, your AC equals 10 + your Dexterity modifier + your choice of your Constitution, Intelligence, or Wisdom modifier. (*This*



feature replaces a 1st-level monk's Unarmored Defense feature.)

KI MEDITATION

Starting at 2nd level, you gain additional ki features:

✧ MYSTIC STRIKE

During each of your turns, if you spend 1 or more ki points as part of your action, you can then immediately make one unarmed strike as a bonus action.

✧ PERFECTED AIM

When you make a ranged weapon attack, you can spend 1 ki point to prevent attacking at long range from imposing disadvantage on your attack rolls until the end of the current turn.

✧ UNCEASING FOCUS

When you fail a Constitution saving throw to maintain concentration on a spell, you can spend 1 ki point to reroll that saving throw. You must use the new roll.

IRON BODY

Starting at 2nd level, you can use your Constitution modifier, instead of your Wisdom modifier, to determine your ki save DC, and you can use an action to spend 2 ki points and roll a Martial Arts die. You regain a number of hit points equal to the number rolled.

In addition, once you choose a Monastic Tradition at 3rd level, whenever one of your Monastic Traditions refers to your Wisdom modifier, you can substitute your Constitution modifier for purposes of that feature.

MARTIAL STANCE

At 2nd level, you can choose one of the following martial stances. You can replace the chosen martial stance option with another one whenever you gain a monk level:

Air Dragon Stance. As a bonus action, you can spend 2 ki points to enter a state of oneness with the air around you. For 1 minute, you can run up anything that has any substance, even if it could not normally bear your weight: a cloud of dust, falling snowflakes, tiny branches, cherry blossoms on the breeze, and so on. For the same duration, you gain a climbing speed equal to your walking speed, and you can climb vertically, at an angle, or move horizontally, through any unoccupied space, as long as there is anything more substantial than air within that space and it is not more than 40 feet above a surface on which you can stand.

Crane Wing Stance. This is identical to the Deflect Missiles feature of a 3rd-level monk

Eagle Claw Stance. You can spend 2 ki points as a bonus action during your turn to take an amazing leap. Doing so allows you to fly up to 15 feet without provoking opportunity attacks. If you end this movement within 5 feet of one or more creatures, you have advantage on the next melee attack you make against one of those creatures before the end of the turn.

Iron Flurry Stance. At the end of any turn in which you hit one or more creatures with an attack using your Flurry of Blows, you can spend 1 ki point to choose any creature within 5 feet of both you and one of the targets you hit. That creature takes psychic damage equal to your Constitution or Wisdom modifier (your choice, minimum 1) and cannot take the Disengage action until the start of your next turn. If that creature is one of the creatures you hit with a Flurry of Blows attack that turn, it also cannot make opportunity attacks until the start of your next turn.

Lion's Den Stance. At the end of your turn, if you hit at least one creature with a melee attack during that turn, you can spend 1 ki point to assume an offensive

posture from which you can quickly sting any foe that draws near. Until the start of your next turn, whenever a creature moves within 5 feet of you, it provokes an opportunity attack from you. You add your Constitution or Wisdom modifier (your choice, minimum 1) to the damage that opportunity attack deals. If the opportunity attack misses, the target takes damage equal to your Constitution or Wisdom modifier (your choice, minimum 1).

Menacing Tiger Stance. Once per turn, when you hit a creature with an unarmed strike, you can spend 1 ki point to deal extra psychic damage equal to one roll of your Martial Arts die. If the creature is frightened or below its hit point maximum, it takes psychic damage equal to two rolls of your Martial Arts die instead.

Serpent Venom Stance. Whenever you hit a creature with a melee attack, you can spend 1 ki point to deal extra damage to it equal to your Constitution or Wisdom modifier (your choice, minimum 1) and reduce that creature's speed by 15 feet until the end of your next turn.

(The Martial Stance feature replaces a 3rd-level monk's Deflect Missiles feature.)

PALADIN VARIANT FEATURES

The following variant features can be added to those granted by the paladin class.

SCHOLARLY KNIGHT

You use your Intelligence modifier, instead of your Charisma modifier, as your spellcasting ability score for your paladin spells. In addition,

whenever one of your paladin class features (including features for your Sacred Oath) refers to your Charisma modifier, you can substitute your Intelligence modifier for purposes of that feature.

SWIFT MERCY

When you reduce a creature to 0 hit points with a spell, you can use a bonus action to make your choice of either an Intelligence (Religion) or Wisdom (Medicine) check. The



DC equals 10 or half the damage you dealt, whichever number is higher. On a success, you knock the creature out instead of killing it. A creature knocked out in this way is unconscious and stable at 0 hit points.

DIVINE GUARDIANSHIP

Starting at 2nd level, when you or a creature within 15 feet of you are hit with an attack roll, you can expend one spell slot as a reaction to reduce the damage taken by that creature. You roll a number of dice determined by the spell slot used, starting at 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, to a maximum of 5d8. Roll the dice and add them together, then add your Charisma modifier. You reduce the damage by an amount equal to that total.

The damage reduction increases by 1d8 if the attacker is an undead or a fiend, to a maximum of 6d8.

(This replaces a paladin's 2nd level Divine Smite feature.)

ORISONS OF PROTECTION

When you prepare your paladin spells, you can choose some of your spells from the spell lists of other classes, rather than from the paladin spell list. Each non-paladin spell you prepare in this way must be an abjuration spell, and while you have it prepared it is a paladin spell for you. The maximum number of non-paladin abjuration spells you can prepare with this feature is equal to half your Charisma modifier (minimum 1). When you prepare non-paladin spells in this way, none of the other spells you prepare can be evocation spells, even if they are on the paladin spell list.

CHANNEL DIVINITY: PRAYERFUL RECOVERY

Starting at 3rd level, when you use your action during your turn to cast a spell using a spell slot, if the level of that spell slot was

lower than your proficiency bonus, you can expend a use of your Channel Divinity as a bonus action to immediately regain that spell slot.

DIVINE ATHLETICISM

Starting at 3rd level, you add half your proficiency bonus (rounded up) to any Strength or Constitution check you make that doesn't already include your proficiency bonus. In addition, you gain proficiency in the Athletics skill if you don't already have it.

(This replaces a paladin's 3rd level Divine Health feature.)

OCCULT INVESTIGATOR

Starting at 5th level, whenever you fail an Intelligence (Investigation) or Wisdom (Insight or Perception) check, you can spend a spell slot of 5th level or lower to reroll, gaining a bonus on the second roll equal to 2d4 + the level of the spell slot spent. You must use the second roll.

RANGER VARIANT FEATURES

The following variant features can be added to those granted by the ranger class.

BATTLE FOCUS

When you hit with a weapon attack, you deal an extra 1d4 damage to the target if you are not concentrating on a spell. If the target is your favored enemy, this extra damage increases to 1d6.

EDUCATED HUNTER

You use your Intelligence modifier, instead of your Wisdom modifier, as your spellcasting ability score for your ranger spells. In addition, whenever one of your ranger class features (including features for your Ranger Conclave) refers to your Wisdom modifier, you can substitute your Intelligence modifier for purposes of that feature.



ELDRITCH ENEMY

When you deals damage that forces a creature to make a Constitution saving throw to maintain concentration on a spell, your proficiency bonus is added to the DC of that saving throw if the creature is your favored enemy.

INSTINCTIVE MARK

You can cast the *hunter's mark* spell as a 1st-level spell without using a spell slot, using Wisdom as your spellcasting ability score. You can cast the spell in this way a number of times equal to your Wisdom modifier (minimum 1), regaining all expended uses when you finish a long rest. When you cast *hunter's mark* in this way its duration changes to 1 hour for this casting, and it does not require your concentration.

When you gain the Spellcasting feature at 2nd level in your ranger class, you learn *hunter's mark* as a ranger spell, but it does not count against the number of ranger spells you know.

HUNTER'S QUARRY

When you inflict the extra damage from your *hunter's mark* spell on a creature that

is your favored enemy, instead of rolling a d6 to determine that damage, you roll 2d4.

MERCIFUL HUNTER

When you reduce a creature to 0 hit points with a ranged attack or a ranger spell, you can use a bonus action to make your choice of either a Dexterity check or a Wisdom (Medicine) check (your choice). The DC equals 10 or half the damage you dealt, whichever number is higher. On a success, you knock the creature out instead of killing it. A creature knocked out in this way is unconscious and stable at 0 hit points.

TERRAIN MAGIC

The primal energies of your favored terrain resonate with certain spells. When you cast a spell that deals damage of a certain type while in your favored terrain, you can reroll up to two of the damage dice. You must use the new rolls. The damage types which grant this benefit depend on which of your favored terrains you are in, as follows:

Favored Terrain	Damage Type
Arctic	Cold, Radiant
Coast	Acid, Cold
Desert	Fire, Radiant
Forest	Fire, Lightning, Poison
Grassland	Fire, Radiant
Mountain	Cold, Lightning
Swamp	Acid, Poison
Underdark	Cold, Poison

If you use the New Favored Terrain Options from Chapter 1, add the following favored terrains to this list:

Favored Terrain	Damage Type
Enchanted	Psychic, Radiant
Ruins	Necrotic, Psychic
Urban	Fire, Thunder
Wastelands	Cold, Necrotic

OCCULT INVESTIGATOR

Starting at 5th level, whenever you fail an Intelligence (Investigation) or Wisdom (Insight or Perception) check, you can spend a spell slot of 5th level or lower to reroll, gaining a bonus on the second roll equal to 2d4 + the level of the spell slot spent. You must use the second roll.

ROGUE VARIANT FEATURES

The following variant features can be added to those granted by rogue class.

EXTREME EFFORT

When you make an ability check, you can add a bonus to your result by spending a Hit Die. The bonus equals the number you roll on the Hit Die. You do not regain any hit points from spending a Hit Die in this way. You can wait until after you roll the d20 before deciding to use this feature, but must decide before the DM says whether the roll succeeds or fails.

MASTER OF DISGUISE

You gain proficiency with disguise kits, and with your choice of one of the following: forgery kits, jeweler's tools, leatherworker's tools, or weaver's tools. In addition, you make ability checks to use disguise kits normally regardless of your ability to see, even if the area you are in is heavily or lightly obscured.

(This replaces a 1st-level rogue's proficiency with thieves' tools.)

SORCERER VARIANT FEATURES

The following variant features can be added to those granted by the sorcerer class.

ALCHEMICAL RESONANCE

You have an instinctive sense for the secrets of creating certain alchemical wonders, including gunpowder weapons, that have been discovered in various corners of the multiverse. If your Dungeon Master uses the rules on firearms in chapter 9 of the *Dungeon Master's Guide*, you are proficient with them, and with alchemy supplies.

(This replaces the proficiency with light crossbows a sorcerer gains at 1st level.)

PSIONIC SPELLCASTER

You use your Intelligence modifier, instead of your Charisma modifier, as your spellcasting ability score for your sorcerer spells. In addition, whenever one of your Sorcerer class features (including features for your Sorcerous Origin) refers to your Charisma modifier, you can substitute your Intelligence modifier for purposes of that feature.

SHAMANIC SORCERER

Having grown up far from civilized settlements, you developed skills that better suited life in the wilderness. You gain proficiency in two of the following skills of your choice: Animal Handling, Arcana, Intimidation, Perception, Nature, or Survival.

(This replaces the normal skill proficiencies a sorcerer gains at 1st level.)

RITUAL INFUSION

Starting at 3rd level, you can spend 3 sorcery points to perform a 10-minute ritual that infuses magical energy into a mundane weapon, suit of armor, shield, or bundle of 20 pieces of ammunition. If the item is a weapon, it grants a +1 bonus to attack and damage rolls for attacks using it. If the item is a shield or suit of armor, it grants the creature using or wearing it a +1 bonus to Armor Class. This enhancement lasts until the next time you finish a long rest or until it the item is used up (in the case of magic ammunition). You can infuse only one item at a time; if you infuse a second one, the first immediately loses its potency.

MAGNETIC PRESENCE

At 17th level, your unnatural presence and power become something most mortal humanoids instinctively sense, and many find themselves unconsciously drawn to you. If you spend at least 1 hour within 60 feet of one or more humanoid creatures that are indifferent to you and which can see you, each such humanoid becomes friendly to you, remaining so until you do something to change that attitude or the creature is no longer within 60 feet of you. If a creature is already friendly to you, if you spend 10 minutes interacting with it and it is still friendly to you at the end of those 10 minutes, that creature must make a saving throw. On a failure, it is charmed by you until it takes damage, rolls initiative, or is no longer in your presence.

These effects are not magical, and they happen whether you wish them to or not.

FONT OF MAGIC ENHANCEMENTS

The following additional uses of sorcery points are added to the Font of Magic feature a sorcerer gains at 2nd level.

EMPOWERED PRESENCE

When you make a Charisma check, you can spend 1 sorcery point to reroll it. You can wait until after you roll the d20 before deciding to use this feature, but must decide before the DM says whether the roll



succeeds or fails. You must use the second roll.

IMPROVED CONCENTRATION

When you make a Constitution saving throw to maintain concentration on a spell, you can spend 2 sorcery points to gain a bonus on that saving throw equal to your Charisma modifier.

SORCEROUS LUCK

When you make an ability check during your turn that is not a Charisma check, you can spend 2 sorcery points to reroll that check. You must use the second roll.

PRETERNATURAL RECOVERY

On your turn, you can spend one or more Hit Dice, as if at the end of a short rest, as long as you spend 2 sorcery points for each Hit Die you spend. The maximum number of Hit Dice you can spend in this way is equal to half your sorcerer level.

WARLOCK VARIANT FEATURES

The following variant features can be added to those granted by the warlock class.

EERIE PRESENCE

When you make a Charisma (Intimidation) check, you roll a d4 and add the result as a bonus. When you make a Charisma (Persuasion) check, you roll a d4 and subtract the result as a penalty.

WARLOCK KNIGHT

You were raised to join an eldritch ruling class, such as the Warlock Knights of Vaasa, the Venom Lords, or the Crimson Knights. Since your education focused on leadership and military training, you gain proficiency in two of the following skills of your choice: Arcana, Athletics, History, Intimidation, Insight, Persuasion, or Survival.

(This variant feature replaces the normal skill proficiencies a warlock gains at 1st level.)

ELDRITCH TACTICIAN

Starting at 4th level, whenever you gain a level in your warlock class, you can choose one of the invocations you know and replace it with one maneuver of your choice from among those available to the Battle Master archetype of the fighter class. If a maneuver requires your target to make a saving throw to resist the maneuver's effects, the saving throw DC equals your warlock spellcasting DC. The first time you gain a maneuver with

this feature, you also gain one superiority die, which is a d8 (this die is added to any superiority dice you have from another source). This die is used to fuel your maneuvers. A superiority die is expended when you use it. You regain your expended superiority dice when you finish a short or long rest.

WIZARD VARIANT FEATURES

The following variant features can be added to those granted by the wizard class.

ACADEMIC EDUCATION

You can add half your proficiency bonus, rounded down, to any Intelligence check you make that doesn't already include your proficiency bonus.

ADEPT RESEARCHER

While you are in a good library or well-equipped laboratory, you have advantage on Intelligence checks that include your proficiency bonus.

EVOLVING CANTRIPS

When you gain a level in your wizard class, you can choose one of the cantrips you learned from your Spellcasting feature and replace it with another cantrip from the wizard spell list.

BATTLEFIELD MAGE

Starting at 2nd level, once during each of your turns, when you deal damage to one or more targets with a weapon attack or with a wizard spell of 1st-level or higher you cast that turn, you can choose to roll a d6 and add the result to the damage against one target. When you reach 14th level, this extra damage increases to 2d6.

(The Battlefield Mage feature replaces a wizard's Arcane Recovery feature.)

CHAPTER 3: MAGIC

NEW SPELLS

New spells are listed alphabetically in this section. Most are added to the spell lists of various classes, as noted under the individual spell descriptions. A new type of spells not appearing on any class's spell list, known as weird magic, is introduced here as well. Weird magic spells are marked with a **GREEN TITLE**.

WEIRD MAGICS

There are some magics no university or instructor would dare teach to students. Though not inherently good or evil, these spells may twist the mind or warp the body to use. Consequences of using such magics, known as Side-effects, are listed at the end of the spell description, and can add up with repeated castings of the same spell.

The Weird Spell List. Rather than being learned normally, such spells are considered to be on the Weird spell list, as noted in the description. Characters with access to the spell lists noted in parentheses can potentially learn the spell, but not through normal character progression. Weird spells can only be learned by special means determined by the DM. One exception is that a wizard who finds a weird spell written down somewhere can copy it into a spellbook.

DMs are encouraged to be creative in handing these spells out, and to avoid letting players choose which weird spells they receive.

LEARNING WEIRD MAGIC

Possible options for seeding weird spells into your game include:

- ✧ An old, abandoned lab deep underground yields strange loot. A dusty old tome of

formulae, implements, and recipes never seen in this era, which an artificer can study to add one or more weird spells to their class spell list.

- ✧ A songbook with sheet music in it that seems utterly discordant. A bard who successfully plays said sheet music is wracked with unsettling dreams, but can add one or more weird spells to their class spell list.
- ✧ A strange altar found deep within a sanctum to a dead god. Clerics and paladins who approach feel the urge to speak a prayer in a forgotten tongue, and those who do may add one or more weird spells to their class spell list.
- ✧ The slain body of a strange and wicked beast spills its entrails when gutted. In them, a druid or ranger can see unnatural patterns which, counterintuitively, give insights into the natural world. If they choose to study these patterns, they may add one or more weird spells to their class spell list.
- ✧ A sorcerer discovers a strange energy signature in the Weave that resonates with their very being. Should they choose to focus on it, they can take the tangled energy within themselves, allowing them to add one or more weird spells to their class spell list.
- ✧ A warlock completes a task for their patron, which allows them to move one step closer to being able to act directly in the Material Plane. With their extended reach, they are able to reward the loyalty of their servant by adding one or more weird spells to their class spell list.

It is recommended that, whatever the character does to receive these spells, it should not be repeatable, and efforts to share or disseminate these spells end in frustration. These should be mysterious, unknowable boons, rather than just another way to minmax a spellcasting character. If a DM does spot a player abusing these spells, they should feel free to twist the dial and add odd consequences for these abuses—these magics are forbidden and lost to the ages for a reason, after all!

ABSORB MAGIC

4th-level abjuration

Casting Time: 1 reaction

Range: 60 feet

Components: V, S

Duration: Instantaneous

Spell Lists: Bard, Cleric, Druid, Paladin, Sorcerer, Warlock, Wizard

As a reaction to a spell being cast, you absorb the magic being woven into the spell. If the spell is 3rd level or lower, the spell fails and has no effect. If the spell is of a higher level, it is unaffected.

The next time you cast a spell of 1st level or higher before you finish a short or long rest, that spell is cast as if using a spell slot one level higher. If you currently are

benefitting from this effect, you cannot gain the benefit again.

At Higher Levels. If you cast this spell using a spell slot of 5th level or higher, the interrupted spell has no effect if its level is less than the level of the spell slot you used.

AEGIS OF ASSAULT

3rd-level conjuration

Casting Time: 1 reaction, which you take when a creature within range that you can see succeeds on a melee attack roll that would hit one of your allies

Range: 30 ft.

Components: V, M (a weapon)

Duration: 1 round

Spell Lists: Paladin, Warlock, Wizard

With a flash of light, you bring instant vengeance to the attacking enemy. As part of the reaction used to cast this spell, you choose to do either one or both of the following:

- ✧ Teleport to an unoccupied space within range. That space must not be farther away from the creature that made the triggering attack than you were when you cast this spell.
- ✧ Make one melee weapon attack against the attacker if it is within reach. You can use your spellcasting ability instead of Strength for the attack and damage rolls of this attack if you choose. If that attack hits, it deals an additional 1d4 radiant damage.

If you are unable to do either one, the spell ends. Otherwise, after the triggering attack is resolved, you mark the creature who made that attack until the end of your next turn. While it is within 5 feet of you, a creature marked by you has disadvantage on any attack roll that doesn't target you. This spell ends early if you are incapacitated or you die, or if someone else marks the



creature.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the range increases to 60 feet, and the extra radiant damage inflicted with the melee weapon attack increases by 1d4 for each slot level above 3rd.

AEGIS OF ENSNAREMENT

3rd-level enchantment

Casting Time: 1 reaction, which you take when a creature within range that you can see succeeds on a melee attack roll that would hit one of your allies

Range: 30 ft.

Components: V, M (a weapon)

Duration: 1 round

Spell Lists: Paladin, Ranger, Sorcerer, Wizard

Your magic ensnares an attacking enemy, moving it so its attack targets you instead of your ally. The creature that made the triggering attack roll must roll a Charisma saving throw, which happens before the attack's damage is resolved. On a failure, you teleport the creature to an unoccupied space of your choice within 5 feet of you and the triggering attack targets you instead, comparing the same attack roll to your Armor Class to determine whether it hits or misses.

Whether the saving throw succeeds or fails, after the triggering attack is resolved, the attacking creature takes 1d4 psychic damage and you mark it until the end of your next turn. While it is within 5 feet of you, a creature marked by you has disadvantage on any attack roll that doesn't target you. This spell ends early if you are incapacitated or you die, or if someone else marks the creature.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the range increases to 60 feet, and the psychic damage increases by 1d4 for each slot level

above 3rd.

AEGIS OF SHIELDING

3rd-level abjuration

Casting Time: 1 reaction, which you take when a creature within range that you can see succeeds on a melee attack roll that would hit one of your allies

Range: 30 ft.

Components: V, M (a weapon)

Duration: 1 round

Spell Lists: Artificer, Paladin, Wizard

You protect your ally with a barrier of invisible force. Until the end of the turn, the target of the triggering attack gains resistance to bludgeoning, piercing, and slashing damage and a +5 bonus to AC, including against the triggering attack.

After the triggering attack is resolved (whether it hits or misses), the creature that made the attack takes 1d4 force damage and you mark it until the end of your next turn. While it is within 5 feet of you, a creature marked by you has disadvantage on any attack roll that doesn't target you. This spell ends early if you are incapacitated or you die, or if someone else marks the creature.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the range increases to 60 feet, and the force damage increases by 1d4 for each slot level above 3rd.

ARMBLADE OF THE SWORD ARCHON

2nd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

Spell Lists: Weird (Cleric, Paladin, Sorcerer, Warlock, Wizard)

The target creature has its dominant hand replaced with a blade of heavenly fire. This weapon does 1d10 damage and has the



finesse property. The armblood has +2 to attack and damage rolls made with it. Additionally, the weapon deals an extra 1d6 radiant and 1d6 fire damage.

Side-effect. After this spell ends, the caster's Strength score is reduced by 2 until they finish a long rest.

ARMOR OF DARKNESS

3rd-level abjuration

Casting Time: 1 minute

Range: Self

Components: V, S, M (A piece of black silk)

Duration: 8 hours

Spell Lists: Weird (Sorcerer, Warlock, Wizard)

You envelop yourself in a shroud of swirling, inky shadows that obscure your silhouette. Until the spell ends, your AC cannot be less than 18, regardless of what kind of armor you wear. You also have advantage on Dexterity (Stealth) checks made to hide in areas of dim light or darkness, but have disadvantage on Wisdom (Perception) checks in bright light.

Side-effect. After casting, your Dexterity score is reduced by 3 until you finish a long rest.

AYAILLA'S RADIANT BURST

2nd-level evocation

Casting Time: 1 action

Range: Self (30 feet)

Components: V, S

Duration: Instantaneous

Spell Lists: Weird (Cleric, Druid, Sorcerer, Wizard)

Shards of heavenly light spray from your fingertips, blinding creatures in its path. Creatures in a 30 foot cone must make a Constitution saving throw or take 5d6 radiant damage and be blinded until the end of your next turn. Undead and Fiends make this save with disadvantage. A successful save reduces the damage by half and negates the blindness.

Side-effect. After casting, your Charisma score is reduced by 2 until you finish a long rest.

BECKONING OF SIGIL

3rd-level conjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (a clockwork bell)

Duration: Concentration, up to 1 hour

Spell Lists: Weird (Cleric, Paladin, Wizard)

You reach out with your mind to the axiomatic plane of Mechanus, and pull forth modron allies from beyond. With this spell, you may summon one of the following:

- ✧ Eight monodrones or duodrones
- ✧ Four tridrones
- ✧ Two quadrones
- ✧ One pentadrone

If the modrons are summoned into a place with laws, they intuitively know, and are unable to violate them, but otherwise follow your commands to the letter. When the spell ends, they are recalled to Sigil.

Side-effect. After casting, treat any critical hit you score as a normal hit until you finish a long rest.

BELKER'S CLAWS

1st-level necromancy

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

Spell Lists: Weird (Cleric, Sorcerer, Warlock, Wizard)

Your arms and hands elongate into stringy, shadowy black claws. When you cast the spell, and as an action on your subsequent turns, you can use your claws to make a melee spell attack against a creature you can see within 20 feet of you. On a hit, the target takes 2d10 necrotic damage.

Alternatively, you may attempt to grapple a creature you can see within 20 feet of you with the claws, making an Athletics check with your spellcasting ability modifier in place of your Strength.

Side-effect. When this spell ends, your Charisma score is reduced by 2 until the next time you prepare spells

CONJURE BLACK PUDDING

3rd-level conjuration

Casting Time: 1 action

Range: 60ft

Components: V, S, M (a rusty thimble full of congealed blood)

Duration: 1 hour

Spell Lists: Weird (Druid, Sorcerer, Warlock, Wizard)

When you cast this spell, you can conjure one or more **black puddings**. Their size and hitpoint maximum is dependent on how many you conjure.

- ✧ One Large black pudding with 85hp
- ✧ Two Medium black puddings with 30hp each
- ✧ Four Small black puddings with 15hp each

Oozes summoned in this way attack whatever creatures are closest. They behave as their nature dictates (like hungry oozes trying to devour everything around them) and disappear when the spell ends.

CREATE ITEM

Conjuration cantrip

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: Concentration, up to 1 hour

Spell Lists: Artificer, Bard, Druid, Sorcerer, Wizard

From thought, you create matter, equipping yourself with a simple implement you need. You summon one piece of adventuring gear worth 2 gp or less which you can hold in one hand, and which must weigh less than 10 pounds.

If the item is more than 10 feet away from you at the end of your turn, the spell ends. This object can simulate the effects of a tool that requires proficiency, but it can only be used to make one ability check for a task that takes 1 round or less, after which time

the spell ends. Anyone who holds the item or examines it closely can tell it is not real.

When the spell ends, the item disappears.

DARK WAY

2nd-level conjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 hour

Spell Lists: Weird (Artificer, Cleric, Warlock, Wizard)

As you complete the casting of this spell, you gesture to two points within range, and conjure a ribbonlike path of shadow between them. The path is 10 feet wide, 1 foot thick, spans between the two points, and can support any amount of weight without collapsing. It must be one continuous, unbroken path, but can otherwise be placed at any angle. A creature who wishes to pass through it can do so effortlessly.

DIVINE SANCTION

1st-level evocation

Casting Time: 1 bonus action

Range: 30 feet

Components: V, M (a melee weapon)

Duration: Concentration, up to 1 hour

Spell Lists: Paladin

You place a divinely empowered curse on a creature that you can see within range. While it is within reach of your weapon, the target provokes an opportunity attack from you whenever it makes an attack roll that does not target you. In addition, at the end of each of the target's turns, it takes 1d6 radiant damage if it has hit a creature other than you with an attack roll since the end of its previous turn.

If the target drops to 0 hit points before the spell ends, you can use a bonus action on your turn to move the spell's effect to a new creature within range.

At Higher Levels. When you cast this spell using a spell slot of 3rd or 4th level, you can maintain your concentration on the spell for up to 8 hours. When you use a spell slot of 5th level or higher, you can maintain your concentration on the spell for up to 24 hours.

EMERGENCY BEACON

3rd-level divination

Casting Time: 1 action

Range: Self

Components: V, S, M (a candle, which is used when casting the spell)

Duration: 24 hours

Classes: Wizard

Choose a number of creatures equal to your spellcasting ability modifier. If these creatures are on the same plane of existence as you, they immediately become aware that you require their assistance.

Targets know your direction, the general distance to your location, and your overall health (if you're near death, dying, poisoned, and so on).

At Higher Levels. If you cast this spell using a spell slot of 4th level or higher, the duration extends by 24 hours for each slot above 3rd.

EXTRACT ELEMENTAL

4th-level transmutation

Casting Time: 1 action

Components: V, S

Range: 30 feet

Duration: Instantaneous

Spell Lists: Weird (Druid, Sorcerer, Wizard)

You rend the water from a creature, and compel it to dance. One living creature within range must make a Constitution saving throw, taking 8d8 necrotic damage on a failure, or half on a success. Regardless of the result of the save, if this damage reduces the creature to 0hp, their blood is forcibly drawn from their body, and

composes itself into a blood dancer under your control. This creature uses the statistics of a water weird, but has a move speed of 30 feet and lacks the Water Bound trait. This elemental acts on your turn, following your verbal commands, but if you cause harm to it, or it's still alive after 1 hour, it becomes hostile to you.

FIENDISH SIGHT

2nd-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 8 hours

Spell Lists: Weird (Cleric, Sorcerer, Wizard)

Your eyes become adapted to deeper darkness. You can see in total darkness or dim light, both magical and mundane, as if it were bright light, out to 60ft. You have disadvantage on Wisdom (Perception) checks made in true bright light.

GRIP OF THE HEARTSTOPPER

5th-level necromancy

Casting Time: 1 action

Components: V, S

Range: 60 feet

Duration: Concentration, up to 1 minute

Spell Lists: Weird (Bard, Cleric, Sorcerer, Wizard)

One creature within range must immediately make a Constitution saving throw. On a failure, they take 4d8 necrotic damage and become paralyzed. On a success, they take only half as much and are not paralyzed. At the start of each of that creature's turns, they take another 4d8 necrotic damage. A creature may attempt the saving throw again at the end of each of their turns, ending the effect on a success. If damage from this spell

reduces a creature below 25hp, they immediately die, and their still heart appears in your hand.

Side-effect. For 24 hours after casting this spell, your hit point maximum is reduced by 8, animals instinctively fear you, and your creature type is detected as undead for the sake of effects such as Divine Sense.

GUILT LASH

5th-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

Spell Lists: Weird (any spellcasting class)

You coalesce your own feelings of guilt into



a strand of psychic power that lashes out and forces a nearby creature to relive the moments of its life it feels guiltiest about. You choose one humanoid creature within range and force it to make a Charisma saving throw. On a failure, until the spell ends, the target's speed is reduced by 10 feet and it has disadvantage on all attack rolls, Wisdom and Charisma saving throws, and Wisdom and Charisma ability checks.

At the end of each of the target's turns, it must make another Charisma saving throw. After it fails three of these saving throws, these guilt effects last for the duration, and the creature stops making these saves. After the target succeeds on three of these saving throws, it snaps out of its guilt-driven flashbacks, and the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, the duration increases to 10 minutes.

LEARNING GUILT LASH

The only known way to learn the *guilt lash* spell (besides becoming a warlock of the Wyrld coven or finding it in a spellbook somewhere) is by visiting the Domain of Dread known as Sithicus, a neighbor of Barovia. Since a cataclysmic event known as the Hours of Screaming Shadows, the deathknight Lord Soth (who once ruled that domain) has not been seen, and a miasma of overpowering guilt lingers over the land. One side-effect of this guilt is that any spellcasting creature finishing a long rest in Sithicus will, from that point, treat the *guilt lash* spell as if it were on all of the spell lists from which it can learn spells. They can learn the spell whenever they would normally be able to learn a 5th-level spell, even after they leave that domain. Wizards of 9th level or higher who have finished a long rest in Sithicus can scribe *guilt lash* in their spellbooks at any time after that, for the usual cost in gold and time. It is said those who learn the spell from spending time in Sithicus dream of a chorus of banshees, recounting their sins in song.

HALASTER'S DYSJUNCTION

9th-level abjuration

Casting Time: 1 action

Range: 300 feet

Components: V, S, M (A ruby wand worth 100gp, which is destroyed as part of this spell)

Duration: Instantaneous

Spell Lists: Weird (Wizard)

You target an object, or creature, and attempt to break its magical properties.

Object. A magical object you target with this spell is made mundane. If you target an artifact, you must make an ability check using your spellcasting ability modifier against DC 25. On a failure, the artifact is unaffected. On a success, the artifact is destroyed. In either result, the attempt strips you of your spellcasting ability for 7 days.

Creature. All magical effects on the creature are immediately ended.

Additionally, the caster may choose one magic item to which the target is attuned. Their attunement is immediately broken.

This spell's effects can only be reversed if the ruby wand broken in the process of casting this spell is perfectly repaired.

INSIDIOUS RHYTHM

2nd-level necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (an instrument)

Duration: Concentration, up to 1 minute

Spell Lists: Weird (Bard, Sorcerer)

You target one creature, who must immediately make a Wisdom saving throw. On a failure, they are wracked with a dissonant song that pulses in their very bones. While under the effect of this spell, the target cannot regain hit points, and Constitution saving throws to maintain concentration on spells are made at disadvantage.

JINX SHOT

Enchantment cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, M (a ranged weapon)

Duration: Instantaneous

Spell Lists: Bard

As part of the action used to cast this spell, you must make a ranged weapon attack against a creature within range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects, and your enchanted shot renders your foe unaccountably clumsy. It has disadvantage on the next attack roll it makes before the start of your next turn. If that attack misses, it falls prone and the spell ends.

This spell's damage increases when you reach higher levels. At 5th level, the attack deals an extra 1d4 psychic damage to the target. This extra damage increases to 2d4 at 11th level and 3d4 at 17th level.

LIGHT OF LUNIA

2nd-level evocation

Casting Time: 1 bonus action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 10 minutes

Spell Lists: Weird (Cleric, Paladin, Sorcerer, Wizard)

The target of this spell glows with silvery radiance, shedding bright light in a 30-foot radius and dim light for an additional 30 feet.

As a bonus action, a creature shedding this light may focus it on a single target, engulfing them with silver flames. Make a ranged spell attack against a target in the radius of your bright light. On a hit, they take 2d6 radiant damage, and the range of both the bright and dim light are reduced by 10 feet. When the radius of the light becomes 0, the spell ends.

Side-effect. When you cast this spell, you

are blinded until the start of your next turn.

LIGHT REFRACTION

3rd-level illusion

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a prism)

Duration: Concentration, up to 24 hours

Spell Lists: Wizard

An invisible wall springs into existence at a point you choose within range. The wall appears in any orientation you choose, as a horizontal or vertical barrier at any angle. It can be free floating or rest on a surface. You can form it into a hemispherical dome or a sphere with a radius of 10-feet, or you can shape it into a flat surface made up of ten 10-foot-by-10-foot panels. Each panel must be contiguous with another panel. In any form, the wall has a ¼ inch thickness, lasting for the duration.

Creatures on one side of the wall can only see what you dictate on the other side. For example, you could put a wall up in front of a city street and dictate that an alley cannot be seen. Any creature not immune to illusions finds their mind fills in the details. Some creatures might see a solid wall, while others see nearby buildings close up.

Any creatures interacting with the illusion can attempt a Wisdom saving throw to see through the illusion. On a success, they see the illusion for what it is.

LUMINOUS SHIELD

1st-level abjuration

Casting Time: 1 action

Range: 30ft

Components: V

Duration: Concentration, up to 1 minute.

Spell Lists: Weird (Artificer, Cleric, Paladin)

You grant one creature a shield of force imbued with a spark of divine light. The creature gains +2 to its AC. Additionally, when the creature is hit with a melee attack, it may use a reaction to cause the shield to



cast the spell, you may immediately make a melee spell attack against a creature within 5 feet of the weapon. On a hit, they take necrotic damage equal to $4d8 +$ your spellcasting ability modifier, and cannot regain hit points until the beginning of your next turn. As a bonus action on your turn, you can move the weapon up to 60 feet and repeat this attack against a creature within 5 feet of it. A creature that dies while unable to regain hit points due to this spell has its soul

flare with bright light. After the attack is resolved, the attacker must make a Constitution saving throw or be blinded until the end of their next turn.

Side-effect. The caster's Wisdom score is reduced by 1 when this spell ends.

MADDGOTH'S SOUL-EATER

5th-level necromancy

Casting Time: 1 bonus action

Components: V, S, M (a miniature weapon carved of bone, worth at least 500gp)

Range: 60 feet

Duration: 1 minute

Spell Lists: Weird (Cleric, Sorcerer, Warlock, Wizard)

You create a floating, spectral weapon made of bone in a space within range. When you

trapped within the material component of this spell. The caster may, at any time after, release the soul, which materializes as a spectre under your control, following your verbal orders to the best of its abilities. The material component can only ever hold one soul at a time, and a good or neutral creature who carries it for 24 hours while it contains a soul suffers a level of exhaustion that cannot be removed while they still bear it.

MAGECRAFT FOCUS

Divination cantrip

Casting Time: 1 action

Range: Self

Components: V S

Duration: 1 day

Spell Lists: Artificer, Sorcerer, Wizard

Choose one type of tool with which you are proficient. Until the spell ends or the next time you finish a short or long rest (whichever comes first), whenever you make an ability check with the chosen type of tool to craft or repair an item, you have advantage on the roll. This spell ends early if you roll initiative. Once you cast this spell, you gain no benefit from subsequent castings until after the next time you finish a long rest.

MALEVOLENT MIASMA

2nd-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (A smoking pipe)

Duration: Concentration, up to 1 minute.

Spell Lists: Weird (Bard, Sorcerer, Warlock)

You create a 15-foot-radius sphere of toxic gray fog centered on a point within range. The fog spreads around corners. Its area is lightly obscured.

When a creature enters the spell's area for the first time on a turn or starts its turn there, that creature must make a Constitution saving throw. The creature takes 4d6 poison damage on a failed save, or half as much on a successful save. On a failed save, the creature is also poisoned while they remain in the spell's area. While poisoned in this way, each foot of movement costs two feet. Creatures are affected even if they do not breathe.

Side-effect. While concentrating on this spell, the caster is poisoned.

MISDIRECTED MARK

1st-level illusion

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: 1 round

Spell Lists: Bard

You conceal your arcane attack, manipulating your foe into believing the attack came from your ally and focusing on them obsessively. Make a ranged spell attack against a target within range. On a hit, the target takes 4d6 psychic damage, and you choose one willing ally within 30 feet of both you and the target. That ally marks the target until the end of your next turn. While a target marked with this spell is within 5 feet of the ally that marked it, it has disadvantage on any attack roll that doesn't target that ally. This spell ends early if the marking ally dies or is incapacitated, or if the target marked with this spell is marked by a creature besides the ally you chose.

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

NIGHTMARE LULLABY

2nd-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

Spell Lists: Weird (Bard, Sorcerer, Warlock)

You sing a disturbing lullaby to one creature of your choice within range. The target must make a Wisdom saving throw. On a failure, the target enters a strange, surreal state akin to a walking nightmare. The target feels surrounded by danger and uses its action to attack a random target it can see, moving up to its movement speed to do so if necessary. A deafened creature automatically passes the save.

Side-effect. After casting this spell, your next long rest requires an extra two hours to complete.

PLAYBACK

4th-level divination

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 10 minutes

Spell Lists: Bard, Wizard

An invisible sphere with a 10-foot radius springs into existence at a point you choose within range. Within the area of this sphere, starting from 10 minutes previous to casting, everything that happened in the area is recreated for you to observe. The illusions are intangible and have a monochrome hue (typically blue or green). Sounds and smells are also perfectly recreated.

At Higher Levels. If you cast this spell using a spell slot of 5th level or higher, the spell starts an additional 10 minutes previous to casting for each spell slot above 4th. Additionally, the duration increases by 10 minutes for each spell slot above 4th.

PRIME SHOT

1st-level divination

Casting Time: 1 reaction, which you take when you make an attack roll against a creature and none of your allies are closer to that creature than you are

Range: 120 feet

Components: S

Duration: 1 minute

Spell Lists: Ranger, Warlock

When you cast this spell, you curse the target of the triggering attack roll for the duration. Until the spell ends, whenever you make an attack roll against that creature (including the triggering attack) while none of your allies are closer to that creature than you are, you can roll a d4 and add the result to your attack roll.

If you use a spell slot to cast this spell and deal damage to the target, as part of the magic of this spell, you immediately regain the spell slot you used to cast it.

PROPHESED STRIKE

1st-level divination

Casting Time: 1 action

Range: 5 feet

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

Duration: Instantaneous

Spell Lists: Bard, Cleric

You cast your mind's eye forward a split second, predicting the best moment for a telling blow. As part of the action used to cast this spell, you must make a melee weapon attack against a creature within range, otherwise the spell fails. You can use your spellcasting ability instead of Strength for the attack and damage bonus for this attack. If the attack hits, it deals an extra 2d6 damage of the weapon's type, and the next attack roll made against the target before the end of your next turn is made with advantage.

REDIRECT SPELL

3rd-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 10 minutes

Spell Lists: Artificer, Bard, Cleric, Paladin, Sorcerer, Wizard

You create a magical connection between yourself and an ally, such that any spells that would harm the ally are redirected to you. Touch a willing creature when you cast this spell. Whenever you are within 15 feet of that creature, and it is forced to make a saving throw against a spell, or it is targeted by a spell attack, the spell targets you instead. If the spell forces a saving throw, you make your own saving throw against it and undergo its effects for a success or failure. If the spell is an attack, the attack roll is made against you.

The spell ends early if the chosen ally is ever more than a mile away from you.

SARCOPHAGUS OF BONE

4th-level conjuration

Casting Time: 1 action

Components: V, S

Range: 30 feet

Duration: Until dispelled or destroyed

Spell Lists: Weird (Cleric, Druid, Sorcerer, Warlock, Wizard)

You rend the earth, and from it, slam shut a sarcophagus upon a Large or smaller creature. The target must make a Dexterity saving throw. Large creatures have advantage on this save. On a failure, the creature takes 6d8 bludgeoning damage, and is trapped within the sarcophagus, and restrained. On a success, they take half damage and are not entrapped. The sarcophagus is a Large object with AC 15, 30hp, immunity to poison, psychic, and piercing damage, and resistance to nonmagical bludgeoning and slashing damage not dealt by an adamantine weapon. It is vulnerable to radiant damage. If it is destroyed or dispelled, it crumbles into a pile of twisted, misshapen bones, which decompose into dust after an hour.

Side-effect. After casting this spell, your hit point maximum is reduced by 8 until the next time you finish a long rest.

SWORDSHUN

4th-level necromancy

Casting Time: 1 action

Range: Self

Components: V, S, M (a bejeweled shortsword worth at least 50gp)

Duration: Until dispelled

Spell Lists: Artificer, Cleric, Paladin

As you cast this spell, you plunge the shortsword into the side of your own body. You or any other creature within 5 feet of you can end this spell instantly by taking an action to remove this shortsword from your side, which requires only a DC 5 Strength

(Athletics) check. Until the spell ends, you cannot regain hit points, and at the start of each of your turns you take 1d6 magical piercing damage that cannot be reduced or avoided by any means, but you are also immune to nonmagical bludgeoning, piercing, and slashing damage for the same duration.

TELEPORT OBJECT

Conjuration cantrip

Casting Time: 1 bonus action

Range: 30 feet

Components: V, S

Duration: Instantaneous

Spell Lists: Artificer, Bard, Sorcerer,



Warlock, Wizard

You teleport an object you're holding a short distance away. One object in your hand vanishes in a puff of blue mist as you teleport it to an unoccupied space you can see within range. Alternatively, you can teleport the object to a willing creature you can see within range, either causing the object to land at the creature's feet, or within reach of its free hand.

This spell can only teleport Tiny objects that weigh 25 pounds or less and can be held in one hand.

UNDYING FURY

2nd-level necromancy

Casting Time: 1 reaction, taken when a creature within range drops to 0hp

Range: 60 feet

Components: V

Duration: Concentration, up to 1 minute

Spell Lists: Weird (Cleric, Druid, Paladin)

You may cast this spell as a reaction when a creature you can see within range is reduced to 0 hit points, but not killed outright. The creature remains conscious, fully able to act, though they still roll death saving throws at the beginning of each of their turns. Taking damage still causes death saving throw failures as usual, and the creature still dies if it accumulates three failures. This spell ends if they regain any hit points.

Side-effect. A creature who benefits from this spell gains only half as many hit points from any hit dice they spend in the next eight hours.

VITAL FLAME

2nd-level evocation

Casting Time: 1 minute

Range: Touch

Components: V, S

Duration: Until dispelled

Spell Lists: Weird (Cleric, Druid, Sorcerer, Wizard)

Holding an object in your hand, you imbue it with a piece of your own inner light. The object permanently sheds light, as per the *continual flame* spell. If you are ever killed, all instances of this spell cast by you end at once.

Side-effect. If this spell is ever dispelled, the caster's Charisma is immediately reduced by 2, and they are blinded for one hour, regardless of the distance between the caster and the object. This reduction lasts until the caster finishes a long rest. If this reduces their Charisma to 0, they become a babbling, incoherent mess until they can recover.

WARNING SHOT

1st-level enchantment

Casting Time: 1 bonus action

Range: 60 feet

Components: V, M (a ranged weapon or spellcasting focus)

Duration: 1 minute

Spell Lists: Ranger, Warlock

With an aggressive strike, you threaten to punish any creature that dares enter the space you claim as yours. Until this spell ends, whenever you hit one or more creatures with a ranged attack, you can psychically claim an unoccupied space of your choice within 5 feet of one target that attack.

Every creature within 30 feet of a space claimed with this spell perceives the illusion of a swirling ring of red energy floating just above that space, emitting tiny sparks. These creatures all know this is an illusion, but also instinctively sense the consequences for entering that space. Until the spell ends, if any creature willingly enters the claimed space, you can use your reaction to either make a ranged weapon attack against that creature or to cast a

cantrip with a casting time of 1 action that targets only that creature. If you hit the creature or it fails its saving throw, you deal an extra 1d8 psychic damage to the creature.

A space you claim with your *warning shot* remains claimed until the spell ends, until

the space is occupied at the end of any creature's turn, or until you use this spell to claim a different space.

At Higher Levels. If you cast this spell using a spell slot of 3rd level or higher, the psychic damage dealt by this spell increases by 1d8 for every two levels above 1st.

If you cast this spell using a spell slot of 4th level or higher, you can have up to two spaces claimed at once. When you claim a third space, the space you've claimed longest stops being claimed.

GIFTS OF THE GUARDINALS

The Guardinals are powerful celestial creatures, each an anthropomorphic animal. They wander the planes looking for adventure, but in their journeys they come across mortals who aid them. The gifts given to these mortals are rare indeed.

COMPANION'S CHARM

This charm grants you the ability to cast the following spells without using a spell slot or components (with the name of the guardinal who grants it listed after each spell): *animal friendship* (Manath), *detect magic* (Bharrai), *divine favor* (Talisid), *feather fall* (Sathia), *hunter's mark* (Kharash), and *jump* (Vhara).

Once you cast one of these spells, remove it from the



list. Once all spells have been removed, you lose this charm.

GUARDINAL BLESSING

This blessing grants you the power to summon spirit warriors, as if you had blown a *silver horn of Valhalla*. Once you use this blessing, you can't use it again until 7 days have passed.

LIGHT LANCE

Weapon (lance), rare (requires attunement)

When you hit a fiend or undead creature with this magic weapon, that creature takes an extra 2d6 radiant damage. If the target has 25 hit points or fewer after taking this damage, it must succeed on a DC 15 Wisdom saving throw or be destroyed. On a successful save, the creature becomes frightened of you until the end of your next turn.

While you hold this weapon, it sheds bright light in a 20-foot radius and dim light for an additional 20 feet.

LIONHEART ARMOR

Armor (Any), rare (requires attunement)

Wearing this armor grants you a +1 bonus to your AC. While attuned to this armor, your hit point maximum increases by 1 for every level you've attained. Your hit point maximum returns to its normal value if you lose attunement.

MANATH'S PIPES

Wondrous item, uncommon (requires attunement)

While playing this instrument, you are considered proficient with it. As an action you can play these pipes. All animals within 30 feet need to make a DC 13 Charisma saving throw or be affected by the *animal friendship* spell.

STALKER'S CLOAK

Wondrous item, rare (requires attunement)

While you are attuned to this cloak, it grants you the benefits of both *boots of elvenkind*

and a *cloak of elvenkind*.

URSINAL CROWN

Wondrous item, rare (requires attunement)

While you are attuned to this crown and wearing it, you gain the following benefits:

- ✧ You take the form of an anthropomorphic bear.
- ✧ Your size changes to Medium..
- ✧ You have advantage on Wisdom (Perception) checks that are based on vision or scent.
- ✧ You have advantage on all Strength checks.
- ✧ Your claws are natural weapons, which you can use to make unarmed strikes. They deal slashing damage equal to 1d8 + your Strength modifier.
- ✧ Your bite is a natural weapon, which you can use to make unarmed strikes. It deals piercing damage equal to 1d6 + Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.
- ✧ You may use your action to make three attacks: one bite and two claws.
- ✧ Your AC when wearing no armor cannot be lower 16.

WINGS OF THE SKY DUCHESS

Wondrous item, uncommon

While you wear this cloak, it functions as a *broom of flying* and you gain the benefits of a *ring of feather falling*.

OTHER MAGIC ITEMS

New magic item descriptions appear in this section, listed alphabetically.

AMULET OF THE BLOODWEAVER

Amulet, rare (requires attunement by a spellcaster)

This onyx pendant dangles on a silver chain, and its many cracks and fractures are filled with crimson crystal. It is supernaturally cold to the touch, as if sucking in all the energy from its surrounding area, and allows you to sacrifice your vitality to regain some arcane power. As a bonus action, you can regain one expended spell slot up to 5th level. When you do so, your current and maximum hit points are both reduced by an amount equal to five times the level of the slot restored. Your hit point maximum does not return to normal until the next time you regain all your spent spell slots. You may use this property three times, and it regains all expended uses at dawn.

THE FOXBLADE

Weapon (shortsword), uncommon

This shortsword appears rusted at first glance, due to the unique crimson-orange color of the metal. Combining this color with a triangular white mother-of-pearl inlay near the hilt, the blade resembles the tail of a fox. The crossguard is made of the same unique crimson metal, set with round yellow and black stones made to resemble vulpine eyes. This description matches that of a magical weapon lost during the most recent destruction of the town of Ylraphon, when it was razed by the Rage of Dragons in the 14th century. Said to have been crafted by forest gnomes, it was known as the *foxblade*.

This weapon grants you a +1 bonus to attack and damage rolls made with it, and while you are in any forest, you gain

advantage on all Wisdom (Perception) checks you make while hidden.

THE GREATER FOXBLADE

Weapon (longsword), very rare

A rare version of the *foxblade* exists, in the form of a longsword with a more powerful enchantment. This weapon grants all the same benefits as the lesser *foxblade*, but also grows in power with its wielder. The bonus you gain to attack and damage rolls you make with this weapon is equal to half your proficiency bonus. While you carry the *greater foxblade*, you add this same magical bonus to all your Dexterity checks (even if the check already includes your proficiency bonus).

MOUSE CART

Wondrous item, uncommon

A mouse cart resembles a miniature wooden cart with two wooden wheels and a tiny leather harness. When you secure a normal mouse or other Tiny sized beast that has four legs in the harness, the cart expands to the size of a normal cart (roughly 5 square feet). The Tiny beast retains its normal size, but it increases its Strength to 16 and its Constitution to 12, allowing it to pull the cart plus its cargo. The beast's speed also increases to 60 feet.

As long as the mouse or other beast remains in the harness, it obeys all verbal commands from the creature that harnessed it, as if it were under the effects of a *dominate monster* spell, and understands all that creature's words..



NETHERESE LODESTONE

Wondrous item, rare

A remnant from the mythallars of the old empire of Netheril. Hailing from a time before Mystra tamed magic, this cracked, iridescent shard wobbles when left on a flat surface, as if writhing with energy. When you cast a spell of 1st-level or higher while this crystal is on your person, roll a d20. If you roll a number equal to or lower than the level at which the spell was cast, you immediately trigger a Wild Magic Surge (as described in the Wild Magic sorcerous origin for the sorcerer class).

RELOCATING RECURVE

Weapon (shortbow), uncommon

Crafted by the satyr Tathinne from the wood of an ancient hawthorn tree felled by careless loggers, this bow became his favorite tool for vexing those who would seek to spoil his spaces of revelry. In his hands, it was as lethal as it was infuriating. A creature hit by an attack from this bow must immediately make a DC 14 Charisma saving throw. On a failure, it is teleported 20 feet in a random direction (roll a d8 to determine direction). When you reduce a creature to 0 hit points with this weapon, you can choose to incapacitate it instead of killing it. The creature then becomes stable at 0 hit points.

RING OF THE MYTHALLAR

Ring, very rare (requires attunement)

Crafted from a *Netherese lodestone*, this ring is inset with a small shard of iridescent crystal that causes a faint headache when touched directly. This ring functions as a *ring of spell-storing*, able to hold up to 9 levels worth of spells, though no one spell can be of 6th level or higher. When you cast a spell from this ring, you immediately trigger a Wild Magic Surge (as described in the Wild

Magic sorcerous origin for the sorcerer class).

SYMBIOTIC MIMIC RING

Ring, rare

This small gold ring appears to have a small mouth in it lined with sharp, ruby teeth. This ring is, indeed, a living mimic, with a particularly active metabolism and a taste for meat. While wearing this ring, you can activate it as an action to camouflage with your surroundings. While camouflaged, you gain a +10 bonus to Dexterity (Stealth) checks to remain hidden. This effect ends if you move or take any actions.

Each day, the wearer must feed the mimic a full day's worth of rations. If the wearer fails to do this, the mimic exacts its toll in its own way; turning on the wearer at an inopportune time and trying to bite them (+5 to hit, 1d8+3 piercing damage plus 1d8 acid damage). The ring has an AC of 12 and 58 hitpoints. Like a mimic, it can adhere to anything that touches it, and a creature adhered to it is grappled by it (the personal escape DC is 13, or 18 to remove the ring from a creature wearing it). Ability checks made to escape this grapple have disadvantage.



VALOUR'S COVENANT

Ring, rare (requires attunement)

This bloodstained ring barely resembles a piece of jewelry, being little more than a blackened loop of rusty iron. It feels cold to the touch, but grows hotter as its wearer is wounded. This ring appears, initially, to have no magical effects. However, its potency becomes clear when its wearer becomes bloodied. While your current hit points equal half your maximum hit points or fewer (excluding temporary hit points), you gain the following benefits:

- ✧ You gain immunity to the charmed and frightened conditions, and any such conditions affecting you are suppressed.
- ✧ Your melee weapon attacks deal an extra d8 damage of your weapon's type. When you deal this extra damage, you also gain temporary hit points equal to the result of the d8 roll.
- ✧ You gain a bonus to AC equal to the number of hostile creatures within 5 feet of you, up to a maximum of +4.

Curse. While attuned to this ring, you fail death saving throws on a roll of 14 or lower. Furthermore, its beneficial properties are suppressed if you don armor, wield a shield, or benefit from *mage armor*.



WAND OF AIMING

Wand, very rare (requires attunement by a spellcaster)

While holding this thin, tapering wand wrought from heart pine, you gain a +1 bonus to ranged spell attack rolls, and your ranged spell attacks score a critical hit on a roll of 19 or 20. The wand has 7 charges. When you hit with a spell attack, you can expend 1 of the wand's charges as a bonus action to force one of the targets you hit to make a saving throw (DC equal to your spellcasting DC) against one of the following effects of your choice:

- ✧ The target must succeed on a Strength saving throw or drop one item of your choice that it is holding.
- ✧ The target must succeed on an Intelligence saving throw or it can't take reactions until after the end of your next turn.
- ✧ The target must succeed on a Charisma saving throw, or it has disadvantage on Wisdom and Charisma checks for 1 minute.

The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

TONGS OF THE ARMORER

Wondrous item, uncommon (requires attunement)

This magical metal tool grants you supernatural prowess in the making and maintenance of arms and armor. While you have this item on your person, you gain advantage on all ability checks to use leatherworker's tools, smith's tools, tinker's tools, or woodcarver's tools.

CHAPTER 4: MONSTERS

ANGELS

Created by gods of god from their own astral essence, angels are celestial agents known for their power, their foresight, and their absolute devotion to their divine creators.

ARCHONS

Powerful creatures from Mount Celestia, archons are extensions of the gods themselves. These goodly beings are tirelessly acting out the wills of the divine beings who formed them.

While all angels are extraordinarily beautiful, the archons have a diverse appearance, with little homogeneity across their kind.

Pure Goodness. Every fiber of their being is dedicated towards goodness. Archons do not lie, cheat, or steal and they always keep their word.

Enlightened Growth. Although a deity can create precisely the archon they require, archons themselves can aspire to be greater than they are. Examining the core of their own individuality, they strive to become more enlightened and more pure. Those who succeed grow in power.

However, this-self examination carries the risk of lost ideals, which in turn can result in a fall towards chaos. This apotheosis would change them into an asura at best, but it could also lead to them falling from grace.

The hierarchy from lowest to greatest is as follows: lantern, hound, justice, warden, hammer, word, sword, owl, trumpet, throne, and tome.

Heavenly Diplomats. It is said that if a deity were to appear before mortals, the pure radiance before them would likely

overwhelm the followers of the divine. Instead, archons are created as intermediaries to contact these faithful.

HAMMER ARCHON

Protector of deep places, the hammer archon stands nine feet tall. A hairless body, appearing to be chipped from stone itself, hammer archons are brutal with massive weapons (typically hammers, although any suitably massive slab of metal will work).

Their skin ranges from light brown like fresh earth to deep obsidian and rich grays. Their eyes sparkle like gemstones of various luster and color.

Heroes of the Earth. The infinite mountain of Celestia is riddled with caves that other creatures might use as entry points to corrupt heaven. The mortal realm is fouled as well with demons, drow, mind flayers, and aboleths all tainting the underground. Hammer archons prevent these incursions.

Allies to the Dwarves. In the dwarven gods' realms, hammer archons are second only to souls who come to final rest. Dwarves celebrate hammer archons as saints, and consider their presence to be a blessing.



HAMMER ARCHON

Large celestial, lawful good

Armor Class 17 (natural armor)

Hit Points 196 (17d10 + 102)

Speed 20 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	11 (+0)	23 (+6)	13 (+1)	14 (+1)	10 (+0)

Saving Throws Str +11, Con +4

Skills Athletics +11, Perception +5

Damage Resistances radiant; bludgeoning, piercing, and slashing damage from nonmagical weapons.

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 60 ft., passive Perception 15

Languages all

Challenge 9 (5,000 XP)

Spell Resistance. The archon has advantage on saving throws against spells and magical effects.

Magic Weapons. The hammer archon's weapon attacks are magical.

Earth Mastery. While in contact with the ground, the hammer archon has advantage on attack rolls. When not in contact with the ground, the hammer archon suffers disadvantage on attacks instead.

Innate Spellcasting. The hammer archon's spell casting ability is Charisma (spell save DC 15). It can innately cast the following spells, requiring no material components:

At will: *aid*, *detect evil and good*, *teleport* (self only)

3/day each: *stone shape*, *wall of stone*

ACTIONS

Multiattack. The hammer archon makes two warhammer attacks.

Warhammer. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 27 (3d12 + 7) bludgeoning damage plus 9 (2d8) radiant damage.

HOUND ARCHON

Muscular humanoids with canine heads, the hound archons comprise a huge number of the warriors of heaven. Putting their existence on the line to combat the forces of the Hells and the abyss, they are celebrated by paladins as everything they strive to be.

Merciful Warriors. Outside of fiends and other creatures formed of evil, hound

HOUND ARCHON

Medium celestial, lawful good

Armor Class 15 (natural armor)

Hit Points 120 (16d8 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	17 (+3)	10 (+0)	14 (+2)	16 (+3)

Saving Throws Dex +5, Con +6, Wis +5

Skills Athletics +8, Perception +5

Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical weapons.

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 60 ft., passive Perception 15

Languages all

Challenge 5 (1,800 XP)

Menacing Aura. Any creatures who attempt to attack the hound archon within 20 feet of it must make a DC 15 Wisdom saving throw. Creatures who fail this saving throw have disadvantage on attack rolls against the hound archon. Once they successfully deals damage to the hound archon, they no longer need to make this saving throw against that archon.

Keen Smell. The hound archon has advantage on Wisdom (Perception) checks that rely on smell.

Spell Resistance. The hound archon has advantage on saving throws against spells and magical effects.

Shapechanger. As an action, the hound archon can polymorph into a dog, wolf, or into its true form. Its statistics remain the same. Any equipment also transforms and cannot be used in dog or wolf form.

Magic Weapons. The hound archon's weapon attacks are magical.

Innate Spellcasting. The hound archon's spell casting ability is Charisma (spell save DC 15). It can innately cast the following spells, requiring no material components:

At will: *detect evil and good*, *misty step*

3/day each: *aid*, *continual flame*, *protection from evil and good*

1/day each: *teleport*

ACTIONS

Multiattack. The hound archon can make any combination of two bite or greatsword attacks.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Greatsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

archons prefer to incapacitate. They hold a heavy dislike for killing, known for their peacekeeping abilities.

Secret Sentinels. Often, hound archons are used to guard sacred areas by shapeshifting into a canine form. From lone wolves to roaming packs, they can watch holy sites for centuries.

Powerful Allies. When waging war against fiends, some hound archons will form partnerships with copper dragons, riding them into the fray with reckless abandon.

JUSTICE ARCHON

These angels, formed in the image of a beautiful human or elf woman, are the holy avengers who bring the wrath of justice down upon evil.

With metallic skin, eyes, and wings, and their shining armor and weapons gleam with radiant energy, these angels always have a foreboding presence.

The higher ranks of angels often try to keep these archons busy in the lower planes.

Strike Force. First to the fray, justice archons are typically the hammer with which heaven strikes. Following the orders of sword archons, they dive upon the forces of the abyss and the nine hells with reckless abandon.

Zealots. While all angels have the potential to fall from grace, it most often happens to justice archons. As they investigate their own actions, the mortal realms, and especially their nihilistic foes, they find themselves overwhelmed by a wall of injustice.

LANTERN ARCHON

Resembling balls of light, the friendly and curious lantern archon

is eager to talk with and assist others. Making excellent scouts and messengers, lantern archons aren't considered heavy hitters when compared to other celestials but should a cloud of these balls of light descend upon a creature weak to radiant damage, the results are effective.

Curious and Quick. Lantern archons are fast and nimble. They use their speed to be the first into a room around a corner, or flying high above. They ask many polite questions of their companions, trying to understand motivations behind the actions of mortals. This is all done with kindness, even to their foes.

First of the Archons. All archons begin life as a lantern. As shining, luminous spheres, they can only physically manipulate their environment through sheer force of will.



JUSTICE ARCHON

Medium celestial, lawful good

Armor Class 16 (plate armor)

Hit Points 136 (16d8 + 64)

Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	19 (+4)	10 (+0)	13 (+1)	14 (+2)

Saving Throws Dex +4, Con +7, Wis +4

Skills Insight +4, Intimidate +5, Perception +4

Damage Resistances radiant; bludgeoning, piercing, and slashing damage from nonmagical weapons.

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 60 ft., passive Perception 14

Languages all

Challenge 6 (2,300 XP)

Divine Awareness. The justice archon knows if it hears a lie.

Menacing Aura. Any hostile creatures within 20 feet that can see the justice archon must make a DC 14 Wisdom saving throw. Creatures who fail this saving throw have disadvantage on attack rolls against the justice archon until it successfully deals damage to the hound archon.

Spell Resistance. The justice archon has advantage on saving throws against spells and magical effects.

Magic Weapons. The justice archon's weapon attacks are magical.

Chastise. When a creature is struck by one of the justice archon's attacks, the next attack against the justice archon from that creature is made with disadvantage.

Innate Spellcasting. The justice archon's spell casting ability is Charisma (spell save DC 14). It can innately cast the following spells, requiring no material components:

At will: *detect evil and good*, *thunderous smite*

3/day each: *protection from evil and good*

ACTIONS

Multiattack. The justice archon makes two greatsword attacks.

Greatsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage. The justice archon can cast *thunderous smite* without using a bonus action.

LANTERN ARCHON

Small celestial, lawful good

Armor Class 16 (natural armor)

Hit Points 28 (8d6 + 0)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
2 (-4)	16 (+3)	10 (+0)	6 (-2)	12 (+1)	12 (+1)

Saving Throws Dex +5, Con +2, Wis +3

Skills Perception +3

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons.

Damage Immunities lightning, radiant

Condition Immunities exhaustion, petrified

Senses darkvision 60 ft., passive Perception 13

Languages all

Challenge 2 (450 XP)

Menacing Aura. Any hostile creatures within 20 feet that can see the lantern archon must make a DC 11 Wisdom saving throw. Creatures who fail this saving throw have disadvantage on attack rolls against the lantern archon until it successfully deals damage to the lantern archon.

Illumination. The lantern archon sheds bright light in a 30-foot radius, and dim light in an additional 30 feet.

Spell Resistance. The lantern archon has advantage on saving throws against spells and magical effects.

Magic Weapons. The lantern archon's weapon attacks are magical.

Innate Spellcasting. The lantern archon's spell casting ability is Charisma (spell save DC 11). It can innately cast the following spells, requiring no material components:

At will: *detect evil and good*

1/day each: *aid*, *continual flame*, *protection from evil and good*

ACTIONS

Light Ray. *Ranged Spell Attack:* +5 to hit, range 30 ft., one target. *Hit:* 7 (2d6) radiant damage.

OWL ARCHON

Large celestial, lawful good

Armor Class 17 (natural armor)

Hit Points 228 (24d10 + 96)

Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	18 (+4)	17 (+3)	25 (+7)	15 (+2)

Saving Throws Dex +9, Wis +11

Skills Insight +11, Perception +11, Persuasion +6, Stealth +9, Survival +11

Damage Resistances radiant; bludgeoning, piercing, and slashing damage from nonmagical weapons.

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 60 ft., passive Perception 26

Languages all

Challenge 11 (7,200 XP)

Menacing Aura. Any hostile creatures within 20 feet that can see the owl archon must make a DC 16 Wisdom saving throw. Creatures who fail this saving throw have disadvantage on attack rolls against the owl archon until it successfully deals damage to the owl archon.

Flyby. The owl archon doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Spell Resistance. The owl archon has advantage on saving throws against spells and magical effects.

Predatory Senses. Whenever the owl archon makes a Wisdom (perception) check, it has advantage unless it is both blinded and deafened. If the owl archon rolls a 1 on this check, it may re-roll the ability check and take the second roll.

Magic Weapons. The owl archon's weapon attacks are magical.

Innate Spellcasting. The owl archon's spell casting ability is Charisma (spell save DC 16). It can innately cast the following spells, requiring no material components:

At will: *animal friendship*, *dispel magic*, *faerie fire*, *speak with animals*

3/day each: *banishment*, *greater restoration*, *protection from poison*

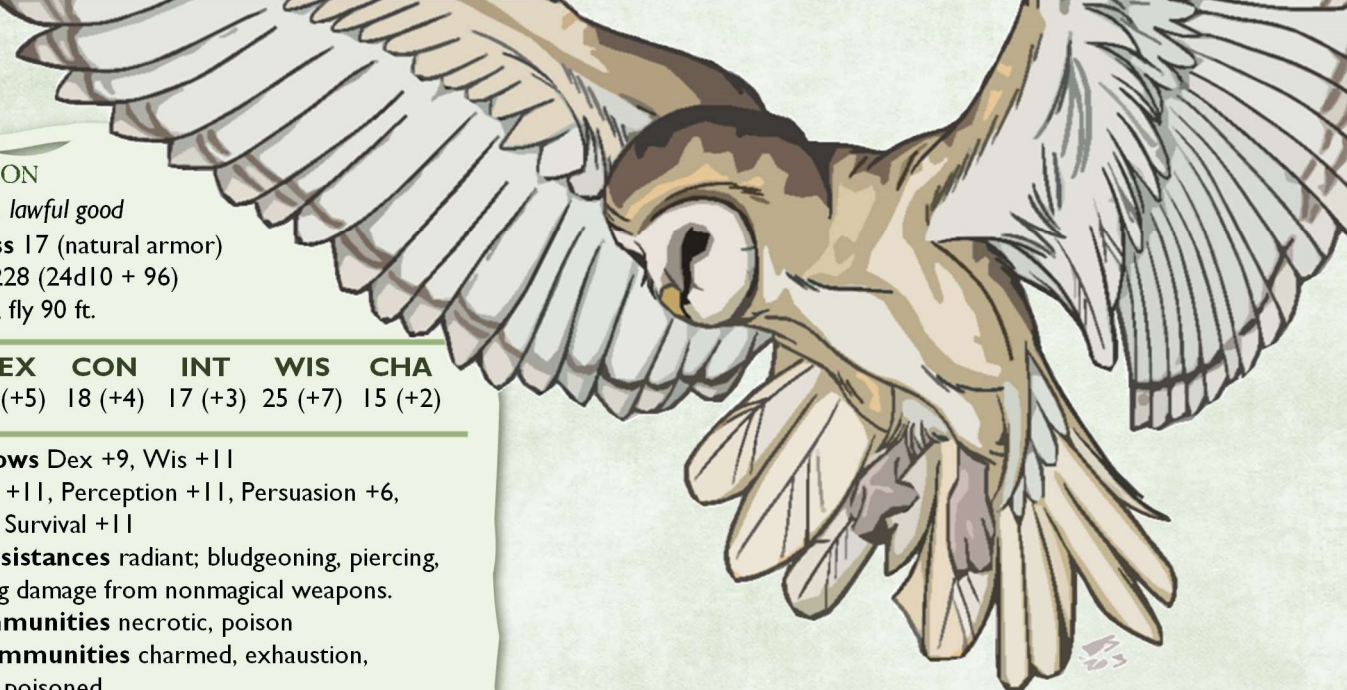
1/day each: *reincarnate*

ACTIONS

Multiattack. The Archon makes two claw attacks and one bite attack.

Bite. *Melee Weapon Attack:* +13 to hit, reach 5 ft, one target. *Hit* 16 (2d10 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +13 to hit, reach 5 ft, one target. *Hit* 14 (2d8 + 5) slashing damage.



OWL ARCHON

Looking exactly like a giant owl, this archon stands 9 feet tall with feathers ranging from white to brown. Possessing large sharp talons and a wickedly sharp beak, the owl archon is an impressive creature.

Preferring diplomacy to violence, the owl archon is wise and graceful. This doesn't mean they are incapable of defending themselves, and should one cross these magnificent beings they will quickly find themselves torn to shreds or turned to stone.

Knowledge Seekers. Owl archons are information gatherers, scouts, and spies. They seek out knowledge to ensure that the heavens are always acting upon proper and current information.

Portent Givers. Sometimes, the forces of heaven want to distance themselves yet achieve a goal. When more gentle action is required, an owl archon might hand down mysterious prophecies to adventurers, in an attempt to drive them to action.

Eye Rays. Twin beams of silver light emanate from the owl archon's eyes, striking a single target the owl archon can see within 30 feet. That target must succeed on a DC 16 Constitution saving throw or begin to turn to stone. On a failed save, a target begins to turn to stone and is restrained. The restrained target must repeat the saving throw at the end of its next turn. On a success, the effect ends on the target. On a failure, the target is petrified until freed by the greater restoration spell or other magic.



SWORD ARCHON

The guardians of Heaven, sword archons resemble incredibly handsome male humans or elves, but with enormous flaming wings. They stand 8 feet tall, with a powerful build, much like an idealized statue.

Trusted with leading the armies of heaven, few sword archons travel alone. Instead most lead a squadron of other archons in their travels.

Ruthless Efficiency. Because of their ability to send creatures directly to a heavenly prison, they often take an "action first" stance when it comes to confronting a foe.

Bounty Hunters. While it is true that most angels will defeat demons and devils on sight, it is these archons' way to allow any other creature they might be pursuing to defend themselves rather than being instantly obliterated. When tact is called for, sword archons answer the call.

THRONE ARCHON

Standing ten feet tall, with skin and hair gleaming gold, the throne archon is a beautiful sight to behold. Diamond like eyes shine with holy energies, casting judgement upon all the heavens. It is by their will that the day to day actions of the heavens are governed.

Rulers. Seeing them as noble, wise, and just, all archons tend to give extra respect to the throne archon, even if they are of a more enlightened station.

Saints. In mortal religions, the throne archon is often seen as a leader to be emulated. Noble kings and queens may try to consort with throne archons and the church reveres them as saints.

TOME ARCHON

Standing ten feet in height, the tome archon resembles a humanoid but with the head and wings of an eagle or hawk. Carrying an enchanted glaive and a book of celestial laws, they are draped in holy robes and armor inscribed with ornate runes.

Defenders of good and order are common, but even in the heavens the best defenders are the tome archons. Their wisdom is shared by lawkeepers and advisors while their robes and tomes display their infamous devotion for all to see.

Tome archons are among the greatest defenders of good and order in existence. These immortal fonts of wisdom are the lawkeepers of Heaven and advisors to gods and archangels.

Angelic Inspiration. Other archons grow to become more and more enlightened and closer to the beings which had created them. The tome archons, hope that through dedication and further refinement, they can ascend to the peaks of Celestia and merge with what lies beyond.

Brewers. The heavenly drink known as ambrosia is brewed by the tome archons

SWORD ARCHON

Large celestial, lawful good

Armor Class 18 (natural armor)

Hit Points 133 (14d10 + 56)

Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	21 (+5)	18 (+4)	12 (+1)	14 (+2)	17 (+3)

Saving Throws Str +9, Con +9, Wis +8

Skills Athletics +9, Insight +6, Perception +6, Persuasion +7

Damage Resistances radiant; bludgeoning, piercing, and slashing damage from nonmagical weapons.

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 60 ft., passive Perception 16

Languages all

Challenge 11 (7,200 XP)

Menacing Aura. Any hostile creatures within 20 feet that can see the sword archon must make a DC 17 Wisdom saving throw. Creatures who fail this saving throw have disadvantage on attack rolls against the sword archon until it successfully deals damage to the sword archon.

Spell Resistance. The sword archon has advantage on saving throws against spells and magical effects.

Magic Weapons. The sword archon's weapon attacks are magical.

Inquisition Dive. If the sword archon moves at least 10 feet directly towards a hostile target that has fewer than half of its total hit points, the sword archon can choose to deal no damage with its armblade attacks. Instead, the target must succeed on a DC 17 Charisma saving throw or be teleported directly to a prison in Celestia.

Innate Spellcasting. The sword archon's spell casting ability is Charisma (spell save DC 17). It can innately cast the following spells, requiring no material components:

At will: *aid*, *detect evil and good*, *locate creature*, *locate object*, *message*, *teleport* (self only)

3/day each: *banishment*, *dispel magic*, *wrathful smite*

1/day each: *magic weapon* (as a 7th-level spell.)

Armblasses. As a bonus action, the sword archon can convert one or both of its arms into swords. While in the form of swords, the archon does not have normal use of its hands. These blades cannot be disarmed or broken. The sword archon can shift these blades back into their hand form without using an action.

ACTIONS

Multiattack. The Archon makes two armblass attacks.

Armblass. *Melee Weapon Attack:* +13 to hit, reach 5ft, one target. *Hit:* 14 (2d8 + 5) slashing damage plus 6 (2d6) radiant damage. If the attack is a critical hit, roll damage three times instead of twice.

Wages of Sin. As an action, the sword archon can target 12 hostile creatures within 200 feet. These creatures must succeed on a DC 17 Wisdom saving throw or fall into deep distrust. Each of those who fail believe all their allies will turn on them eventually, and fall into bickering. Those who fail by 5 or more are hostile to their former allies. At the end of each of their turns, the creatures may make a new saving throw to attempt to end the effect on themselves. Once a creature becomes hostile to their allies from this ability, they remain in that state until they succeed on their saving throw.

and shared on the most holy of days or during celebrations. While celestials have no need for sustenance, the drink is considered a rare treat and enjoyed greatly.

TRUMPET ARCHON

Standing eight to ten feet tall, trumpet archons are beautiful humanoids with pale skin, white hair and beautiful feathered wings. Their eyes are like soft precious stones and they're never without their trumpet.

Messengers to Mortals. When a good aligned divine being has a message to send to mortals, trumpet archons are the ones delivering the message. Their travels do not end at the material plane. Trumpet archons are sent all over the multiverse, even as far as the Nine Hells, or the Abyss to deliver declarations of war.

Trumpet Wielders. Each trumpet archon carries the instrument of their namesake which is created when it evolves into a trumpet archon. These instruments are often decorated with the standard of the trumpet archon's deity.

THRONE ARCHON

Large celestial, lawful good

Armor Class 20 (plate)

Hit Points 266 (32d10 + 90)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	24 (+7)	17 (+3)	18 (+4)	16 (+3)	22 (+6)

Saving Throws Str +11, Con +8, Cha +12

Skills Insight +8, Intimidate +12, Medicine +8, Perception +8, Persuasion +12

Damage Resistances radiant; bludgeoning, piercing, and slashing damage from nonmagical weapons.

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 60 ft., passive Perception 18

Languages all

Challenge 18 (13,000 XP)

Divine Awareness. The throne archon knows if it hears a lie.

Menacing Aura. Any hostile creatures within 20 feet that can see the throne archon must make a DC 19 Wisdom saving throw. Creatures who fail this saving throw have disadvantage on attack rolls against the throne archon until it successfully deals damage to the throne archon. Fiends affected by the Menacing Aura trait take damage at the start of their turn according to their alignment. Fiends of an evil or chaotic alignment take 1d6 radiant damage, while of chaotic evil alignment take 2d6 radiant damage.

Spell Resistance. The throne archon has advantage on saving throws against spells and magical effects.

Magic Weapons. The throne archon's weapon attacks are magical.

Innate Spellcasting. The throne archon's spell casting ability is Charisma (spell save DC 19). It can innately cast the following spells, requiring no material components:

At will: *atonement*, *dispel magic*, *bless*, *cure wounds*, *detect evil and good*, *searing smite*, *thunderous smite*, *wrathful smite*

3/day each: *banishment*, *blinding smite*, *branding smite*, *mass cure wounds*, *restoration*, *raise dead*

1/day each: *resurrection*, *holy weapon*

ACTIONS

Multiattack. The throne archon makes four greatsword attacks.

Greatsword. *Melee Weapon Attack:* +16, reach 5 ft., one target. *Hit:* 13 (2d6 + 5) slashing damage plus 7 (2d6) radiant damage.



TOME ARCHON

Large celestial, lawful good

Armor Class 18 (natural armor)

Hit Points 279 (18d10 + 180)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	19 (+4)	30 (+10)	20 (+5)	20 (+5)	21 (+5)

Saving Throws Dex +10, Con +16, Wis +11

Skills Arcana +11, Acrobatics +10, Insight +11, Religion +11, Stealth +10, Persuasion +11

Damage Resistances radiant; bludgeoning, piercing, and slashing damage from nonmagical weapons.

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 60 ft., passive Perception 18

Languages all

Challenge 18 (13,000 XP)

Divine Awareness. The tome archon knows if it hears a lie.

Menacing Aura. Any hostile creatures within 20 feet that can see the tome archon must make a DC 20 Wisdom saving throw. Creatures who fail this saving throw have disadvantage on attack rolls against the tome archon until it successfully deals damage to the tome archon.

Spell Resistance. The tome archon has advantage on saving throws against spells and magical effects.

Regeneration. At the start of its turn, the tome archon regains 20 hit points.

Magic Weapons. The tome archon's weapon attacks are magical.

Spellcasting. The tome archon is a 18th-level spellcaster. Its spell casting ability is Wisdom (spell save DC 20, +11 to hit with spells). It has the following cleric spells prepared:

Cantrips (at will): *guidance, light, resistance, sacred flame, spare the dying*

1st (4 slots): *bless, cure wounds, detect evil and good, protection from evil and good*

2nd (3 slots): *enhance ability, hold person, silence, spiritual weapon*

3rd (3 slots): *daylight, dispel magic, revivify, spirit guardians*

4th (3 slots): *banishment, divination, freedom of movement, guardian of faith*

5th (3 slots): *greater restoration, mass cure wounds*

6th (1 slots): *forbiddance, planar ally*

7th (1 slots): *plane shift, resurrection*

8th (1 slots): *antimagic field, holy aura*

9th (1 slots): *true resurrection*

Indelible Imprint. When the tome archon is slain, it releases holy energy to brand those that brought about its death for all time. All creatures within 100 feet who have dealt damage to the tome archon must succeed on a DC 20 Wisdom saving throw or have their face branded. Affected creatures are blind until the end of their next turn, and are affected by the *bestow curse* spell with the effect of the dying tome archons' choice.

ACTIONS

Multiattack. The tome archon can either make four glaive attacks, two light ray attacks, or a light ray attack and two glaive attacks.

Glaive. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) slashing damage and 10 (3d6) radiant damage.

Light Rays. *Ranged Spell Attack:* +14 to hit, range 30 ft., one target. *Hit:* 10 (3d6) fire damage and 10 (3d6) radiant damage.

Crown of Brilliance. The tome archon can cause a crown of golden light to surround its head. This lasts for 10 minutes, or can be dismissed as a bonus action. Creatures within 20 feet must succeed on a DC 20 Constitution saving throw or be blinded for 5 rounds. For the duration of the effect, the tome archon is surrounded by a magical effect that replicates the effects of the *daylight* spell. Undead creatures that start or end their turn within the effect take 1d6 radiant damage.

TRUMPET ARCHON

Medium celestial, lawful good

Armor Class 17 (natural armor)

Hit Points 142 (15d8 + 75)

Speed 40 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	20 (+5)	12 (+1)	18 (+4)	20 (+5)

Saving Throws Dex +7, Con +9, Wis +9

Skills Athletics +10, Insight +8, Perception +8

Damage Resistances radiant; bludgeoning, piercing, and slashing damage from nonmagical weapons.

Damage Immunities lightning

Condition Immunities exhaustion, petrified

Senses darkvision 60 ft., passive Perception 18

Languages all

Challenge 10 (5,900 XP)

Divine Awareness. The trumpet archon knows if it hears a lie.

Menacing Aura. Any hostile creatures within 20 feet that can see the trumpet archon must make a DC 17 Wisdom saving throw. Creatures who fail this saving throw have disadvantage on attack rolls against the trumpet archon until it successfully deals damage to the trumpet archon.

Spell Resistance. The trumpet archon has advantage on saving throws against spells and magical effects.

Trumpet Transformation. The archon can instantly turn its trumpet into a greatsword, or it's greatsword into a trumpet..

Magic Weapons. The trumpet archon's weapon attacks are magical.

Innate Spellcasting. The trumpet archon's spell casting ability is Charisma (spell save DC 17). It can innately cast the following spells, requiring no material components:

At will: *continual flame*, *detect evil and good*, *misty step*, *message*, *protection from evil and good*

3/day each: *teleport*

ACTIONS

Multiattack. The trumpet archon makes two greatsword attacks.

Greatsword. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage plus 18 (4d8) radiant damage.

Trumpet. The archon plays beautiful and clear music on its trumpet. All hostile creatures within 100 feet of the archon must succeed on a DC 17 Constitution saving throw or be paralyzed for 1 minute. A creature who fails this saving throw can repeat it on the end of its turn ending the paralyzed condition on a success.



ASURA

Like most angels, the asura resemble extraordinarily beautiful humans with large wings. Standing atop bird legs, most asura tower around nine feet tall. Their huge sweeping wings appear to be made of fire, constantly shifting and smoldering and emanating a low glow. Their skin has a pale appearance, almost like marble, and they typically wear loose togas.

Messengers. Unless assigned a commander for a specific purpose, most asura elect to put their great speed to use and deliver messages between the planes.

Miraculous Vision. A combination of their

great wisdom and keen sight, as well as regular contact with a great number of different beings, have given the asura keen senses when it comes to ferreting out lies or guilt.

The Good of All. There is no one deity or commander who rules over the asura. Instead they go where they are needed, acting on behalf of whatever cause they find suitable to their own sensibilities.

Transformative Beings.

Whenever an archon falls from grace yet remains good, they are transformed into an asura. Because they lack the strict obedience to law, this makes them excellent envoys between the extreme archons and their allies.



ASURA

Medium celestial, chaotic good

Armor Class 16 (breastplate)

Hit Points 156 (24d8 + 48)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	15 (+2)	10 (+0)	14 (+2)	17 (+3)

Saving Throws Con +5, Dex +5, Wis +5

Skills Intimidate + 6, Persuasion +6, Religion +5, Perception +5

Damage Resistances radiant; bludgeoning, piercing, and slashing damage from non-magical weapons.

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 60 ft., passive Perception 18

Languages All

Challenge 8 (3,900 XP)

Divine Awareness. The asura knows if it hears a lie.

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

Magic Weapons. The asura's weapon attacks are magical.

Innate Spellcasting. The asura's spell casting ability is Charisma (spell save DC 15). It can innately cast the following spells, requiring no material components:

At will: *detect evil and good*, *expeditious retreat* (self only)

3/day each: *banishing smite*, *dispel evil and good*

ACTIONS

Multiattack. The Asura can make any combination of three attacks using their claws, scimitars or longbow. They can forgo one of these attacks to use Burning Wind instead.

Flaming Scimitar. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage and 3 (1d6) fire damage.

Holy Longbow. *Ranged Weapon Attack:* +7 to hit, range 150/600, one target. *Hit:* 7 (1d8 + 3) piercing damage and 4 (1d8) radiant damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Burning Wind. The asura spreads its wings wide, emitting divine energies. Each creature of its choice within a 10 ft. radius centered upon itself must make a DC 15 Dexterity saving throw or take 7 (2d6) fire damage and 7 (2d6) radiant damage on a failed save, or half as much on a successful one.

Change Shape: The asura magically polymorphs into a Humanoid or beast that has a Challenge rating equal to or less than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the asura's choice).

In a new form, the asura retains its game statistics and ability to speak, but its AC, movement modes, Strength, Dexterity, and special senses are replaced by those of the new form, and it gains any statistics and capabilities (except class features, legendary Actions, and lair actions) that the new form has but that it lacks.

THE ELDEST

Gargantuan aberration, lawful evil

Armor Class 19 (natural armor)

Hit Points 620 (40d20 + 200)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	21 (+5)	18 (+4)	15 (+2)	18 (+4)

Saving Throws Con +6, Int +8, Wis +6

Skills History +16, Perception +14

Senses darkvision 120 ft., passive Perception 24

Languages Deep Speech, telepathy 120 ft.

Challenge 26 (90,000 XP)

Amphibious. The Eldest can breathe air and water.

Mucous Cloud. While underwater, The Eldest is surrounded by a transformative mucus. A creature that touches The Eldest while within 5 feet of it must make a DC 21 Constitution saving throw. On a failure, the creature is diseased for 1d4 hours. The diseased creature can breathe only underwater (see the *Player's Handbook*, chapter 8 for rules on suffocation)

Probing Telepathy. If a creature communicates telepathically with the Eldest, he learns the creature's greatest desires if the Eldest can see the creature.

ACTIONS

Enslave (3/Day). As an action, The Eldest targets one creature it can see within 30 feet of it. The target must succeed on a DC 21 Wisdom saving throw or be magically charmed by The Eldest until The Eldest dies or until it is on a different plane of existence from the target. The charmed target is under The Eldest's control and can't use their reaction. The Eldest and the target can communicate telepathically with each other over any distance. Whenever the charmed target takes damage, the target can repeat the saving throw. On a success, the effect ends. No more than once every 24 hours, the target can also repeat the saving throw when it is at least 1 mile away from The Eldest.

Savant Glyph Carving. The Eldest can spend 10 minutes performing a ritual that leaves a glyph deeply engraved into a surface, leaving behind a portion of their psionic power. The Eldest can maintain 4 glyphs at one time. If the Eldest creates a new glyph, the oldest one fades..

Glyphs function as the Explosive Runes form of *glyph of warding*, cast at 5th-level (save DC 21). Glyphs can be dispelled via Dispel Magic, their spell level is equal to 5 + the number of glyphs The Eldest can still inscribe. The Eldest can dismiss a glyph without using an action.

Multiattack. The Eldest makes five tentacle attacks.

THE ELDEST

From the center of Xxiphu the aboleth known as The Eldest watched, and waited for perfect moments in which to attack and enslave mortals. Each time his plans have been foiled, but each subsequent effort has gotten closer and closer to success.

The Eldest looks like an aboleth, although one which has grown to the size of a ship.

Mindless Husks. The Eldest has minions as many aboleth do. However, his ancient brain suppresses the minds of his thralls, dominating them completely with his will.. Instead of acting as individuals, those enthralled are linked in a hive mind together, giving the eldritch evil little reason to ever leave his obsidian tower.

The Key to the Stars. His most recent, and nearly successful plan was to capture a powerful artifact known as the Key of Stars and use it to open a gate to the far realm. While the key is no longer in his possession, reacquiring it is high on his list of priorities.

Tail. Melee Weapon Attack: +12 to hit, reach 10 ft., one target.
Hit: 19 (4d6+5) bludgeoning damage.

Tentacle. Melee Weapon Attack: +12 to hit, reach 10 ft., one target. **Hit:** 15 (3d6+5) bludgeoning damage. If the target is a creature, it must succeed on a DC 21 Constitution saving throw or become diseased. The disease has no effect for 1 minute and can be removed by any magic that cures disease. After 1 minute, the diseased creature's skin becomes translucent and slimy, the creature can't regain hit points unless it is underwater, and the disease can only be removed by heal or another disease curing spell cast at 6th level or higher. When the creature is outside a body of water, it takes 6 (1d12) acid damage every 10 minutes unless enough moisture to coat the skin is applied before 10 minutes have passed.

LEGENDARY ACTIONS

The Eldest can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The Eldest regains spent legendary actions at the start of its turn.

Detect. The Eldest makes a Wisdom (Perception) check.

Tail Swipe. The Eldest makes one tail attack.

Psychic Drain (Costs 2 Actions). One creature charmed by the The Eldest takes 10 (3d6) psychic damage, and the The Eldest regains hit points equal to the damage the creature takes.

THE LAIR OF THE ELDEST

Xxiphu is an enormous obelisk coated thick with ancient runes, constantly surrounded by an insidious purple storm. This unusual cloud is actually a connection to the Far Realm, allowing creatures from that dimension to slip towards wherever Xxiphu happens to be. This storm overrides all weather in a six-mile radius.

The eldest maintains a cabal of aboleths taught the secrets of savant glyphs, and the inside of Xxiphu is lined with these magical effects.

LAIR ACTIONS

When fighting anywhere within Xxiphu, the Eldest can use lair actions. On initiative count 20 (losing initiative ties), the Eldest can take one lair action to cause one of the following effects; the Eldest can't use the same lair action two rounds in a row:

- ✧ **Summon Aberration.** The clouds surrounding Xxiphu spew forth a torrent of tiny harmless aberrations, ranging from single flying eyeballs to insect-like crab creatures. In addition to this carpet of madness, roll 1d10 to determine what

monster comes through: (1-2) A Nothic, (3-4) A Chuul, (5-6) An Otyugh, (7-8) A Cloaker, (9-10) A Mind Flayer

- ✧ **Reality Warp.** Two creatures the Eldest can see have their positions swapped.
- ✧ **Break Will.** One creature the Eldest can see has disadvantage on saving throws against spells of the Enchantment school, for as long as the Eldest can see them.

REGIONAL EFFECTS

A six-mile region around Xxiphu is surrounded in storms that summon creatures from the far realm. In addition to this, other effects trail the structure:

- ✧ Within 1 mile of Xxiphu, surfaces grow tentacles, eyes, ears, and mouths. None of which seem to be anything more than vestigial, if not unsettling.
- ✧ The Eldest becomes fluent in any language belonging to any creatures within 6 miles of Xxiphu. This effect ends if no creature other than the Eldest can speak that language within the region.



HOLASHNER, THE HUNGER

This horror has dozens of many-jointed legs, squirming tentacles, and a head like an octopus. While legs splay outwards, with tentacles where a head or tail might be, the body is largely a carapace covered shell glistening with black oil. A single eye dominates the center of its head.

Depths of the Earth. Holashner hungers for gemstones and precious metal seams. By constantly chewing through the earth, it is able to constantly be fed although to what end a horror like this needs to eat is left to the opinion of scholars.

Immortality. Holashner has been defeated many times, and yet always comes back. Some experts believe there is more than one creature, while the faithful of its cult believe that Holashner is unkillable and that death only angers the creature even more.

BLACK BILE OF THE WORLD

Everywhere Holashner passes, a thick black tar is left behind. This bile is volatile and caustic. Worshipers have managed to compress this into bricks called bilestone, which they use to construct their temples of worship. Bilestone is one of the few things Holashner does not destroy when he touches it. Any creature or object coming into contact with the viscous fluid takes 1d8 of acid damage on contact and another 1d8 of acid damage at the start of each of its next 2 turns as the ooze clings and continues to burn. It can be scraped of or washed off with a large quantity of water. If submerged in Black Bile unoccupied objects are damaged by the acid. If an equal or greater quantity of water is added to black bile, the tar loses cohesion and washes away as a harmless stringy mess.

Whenever a structure is made with bilestone, it is considered to be part of Holashner's lair. While this doesn't impart any benefit for the abolethic lord, any non-aberrations in the lair suffer disadvantage on Wisdom saving throws and Wisdom based skill checks.

HOLASHNER

Huge aberration, chaotic evil

Armor Class 19 (natural armor)

Hit Points 207 (18d12 + 90)

Speed 40 ft., swim 40 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
24 (+7)	20 (+5)	21 (+5)	9 (-1)	13 (+1)	10 (+0)

Saving Throws Dex +10, Con +10, Wis +6

Skills Perception +6, Stealth +7

Damage Immunities acid, fire

Condition Immunities charmed

Senses blindsight 60 ft., passive Perception 18

Languages Deep Speech

Challenge 14 (11,500 XP)

Amphibious. Holashner can breathe and exist indefinitely in Black Bile of the World.

Black Bile Affinity. Holashner swims through black bile unimpeded and sees through it as if it were clear, and regenerates 15 hit points at the start of its turn while at least partially submerged in it.

Innate Spellcasting. Holashner's innate spellcasting ability is Wisdom (Spell DC 14). It can innately cast the following spells, requiring no components:

3/day: *Confusion*, *Darkness*

Legendary Resistance (3/Day). If Holashner fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. Holashner makes four attacks: one with its Tail and three with its Tentacles.

Tentacles. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 13 (2d6 + 7) bludgeoning damage plus 1d8 acid damage from Black Bile which seeps from the tentacles. The victim takes 1d8 additional acid damage the next round before the bile from that attack becomes inert.

Tail. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 7) bludgeoning damage and the target is grappled (Escape DC 18).

LEGENDARY ACTIONS

Holashner can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Holashner regains spent legendary actions at the start of its turn.

Detect. It makes a Wisdom (Perception) check.

Tail Attack. Holashner makes a tail attack.

Eat Bilestone. Holashner transforms a 5ft cube of solid bilestone into fluid Black Bile of the World, leaving behind a 5' pool of the black tar.

PISCAETHCES, THE BLOOD QUEEN

The blood queen resembles a giant pink slug, with thick tubular edges. Three glowing green eyes are vertically stacked across her rubbery bloated flesh. Through her flesh, a constant stream of blood-like mucus flows and joins the pool she rests within. Unlike others of her kind, she bares no tentacles on her slithering form.

From the blood pool surrounding her, many smaller aboleths crawl shortly after their creation. It is not known if this birthing is intentional or if she is even aware of it occurring.

Strong Allies. Allied with the evil deities Kiaransalee and Ilxendren. The undead hordes belonging to the drow goddess are mostly unaffected by the presence of aberrations, and the ixitxachitl give the water dwelling aboleth wide berth and occasional assistance. As her goals are mostly domination over all things, the balance of power with her allies heavily skews in her favor.

Extradimensional Brain. Piscaethces is a bizzare creature from unknown realms of existence. While her body is present, her mind exists on multiple planes of existence at the same time. It's impossible to know where or when her mind and senses are at any given time. Trying to communicate with her is like talking to a creature with super omniscience.

Wanderer. All aboleths are aware that she previously left the material plane and is unlikely to return. Her presence causes the blood bog of madness to spread around her, forming shortly before her arrival. The abolethic sovereignty is always watching over Toril for her reappearance so that they might use her for their needs.

Controller. Piscaethces does little on her

own, relying on dominated slaves or aboleth children to enact her will.

LAIR OF PISCAETHCES

The blood bogs that surround Piscaethces grow wherever she moves. Typically, she appears in a location, stays long enough to dominate the locals, and then moves on. Her old lairs tend to dry quickly, leaving behind crimson destruction.

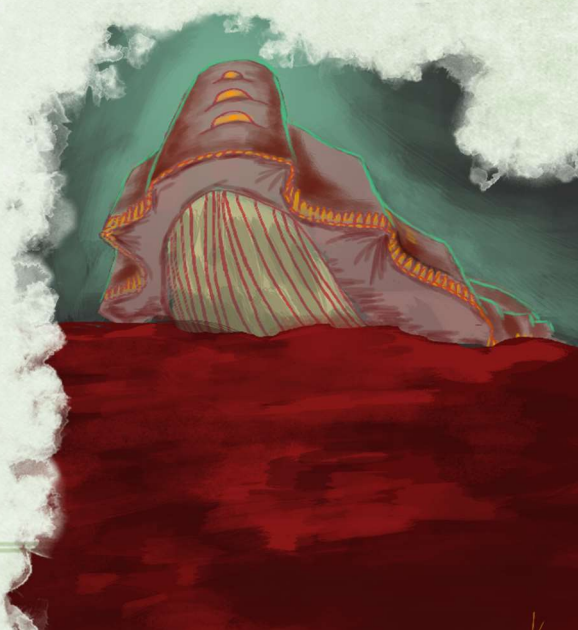
When she first appears, her lair begins growing. It takes at least 24 hours before the region surrounding her counts as a lair and this extends for one mile. Every two days, the lair extends by one mile until it reaches a total distance of six miles. After this, it grows at a rate of one mile per week. Her mucus only extends 1 mile from her body.

For the purposes of her abilities, the first phase (after 24 hours, but before reaching 1 mile) is called "Waning", the second phase (between 1 mile and six miles) is called "Full", and the final phase (a lair larger than six miles) is called "Waxing". Abilities that depend on her bog phase are always written in that order, from waning to full to waxing.

Her abilities are strongest when the lair is fresh, the longer she lingers the easier it is for creatures to resist her control and her abolethic children begin to leave on their own quests for domination, making her more vulnerable to heroes.

LAIR ACTIONS

When fighting anywhere within her blood bog, Piscaethces can use lair actions, but she can't



PISCAETHCES

Gargantuan aberration, Lawful Evil

Armor Class 18 (natural armor)

Hit Points 445 (33d12 + 231)

Speed 10 ft. (40 ft. in her own mucus pool).

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	25 (+7)	19 (+4)	19 (+4)	16 (+3)

Saving Throws Con +6, Int +5, Wis +5

Skills Perception +15

Damage Resistances cold

Damage Immunities acid

Senses darkvision 120 ft., passive Perception 25

Languages Deep Speech, telepathy 120 ft.

Challenge 23 (50,000 XP)

Probing Telepathy. If a creature communicates telepathically with Piscaethces, she learns the creature's greatest desires if Piscaethces can see the creature.

Bog Adaptation. Piscaethces' armor class, multiattack, and legendary actions change based on the phase of her lair.

- ✧ **Full.** Piscaethces' AC becomes 19 and she regains 25 hit points at the start of her turn if she is within her lair. Additionally, her darkvision becomes true sight. Her number of legendary actions increases to 5.
- ✧ **Waning.** Piscaethces' AC becomes 17. Her number of legendary actions decreases to 3.

ACTIONS

Multiattack. Piscaethces takes a number actions depending on which phase the blood bog is currently. She can take 3, 4, or 2 actions, each using Mind Control.

Enslave (3/Day). Piscaethces targets one creature she can see within 30 feet of her. The target must succeed on a DC 20 Wisdom saving throw or be magically charmed by Piscaethces until Piscaethces dies or until she is on a different plane of existence from the target. The charmed target is under Piscaethces' control and can't take reactions, and Piscaethces and the target can communicate telepathically with each other over any distance.

Whenever the charmed target takes damage, the target can repeat the saving throw. On a success, the effect ends. No more than once every 24 hours, the target can also repeat the saving throw when it is at least 1 mile away from Piscaethces.

Mind Control. A creature that Piscaethces can see and is currently affected by Enslave or the Lesser Dominate lair action can make one melee or ranged attack, or can move up to their full speed.

LEGENDARY ACTIONS

Piscaethces can take a number of legendary actions based on the phase of her bog. She can take 4 actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Piscaethces regains spent legendary actions at the start of her turn.

can't use the same lair action two rounds in a row. On initiative count 20 (losing initiative ties), Piscaethces can take one lair action to cause one of the following effects:

Lesser Dominate. Piscaethces chooses a single creature within 120 feet who must succeed on a DC 20 Wisdom saving throw, or become enslaved by Piscaethces. Should the creature leave the blood bog, this effect ends. Whenever the effect ends, the creature cannot be affected by Lesser Dominate for 24 hours.

Blood Waves. Creatures at least waist deep in the blood bog need to succeed on a DC 20 Strength saving throw or be pushed away from Piscaethces by 40 feet. Should a creature strike a solid object such as a wall, they take 1d6 bludgeoning damage for every 10 feet moved.

Congel. Creatures at least waist deep in the blood bog need to succeed on a DC 20 Dexterity saving throw or be held by the blood bog. Creatures that fail this saving throw are restrained until the end of their next turn, unless they succeed at a DC 20 Athletics check as an action to break free of the effect.

REGIONAL EFFECTS

In the region of her blood bog, the following effects are observed:

- ✧ All vegetation takes on either a crimson or black color.
- ✧ All animals become bloodthirsty, including herbivores.
- ✧ Non-aberration creatures suffer disadvantage against effects that dominate the mind, including the *Enslave* ability from aboleths and from spells of the school of Enchantment.

Dominate. Piscaethces can use her Enslave ability.

Control Minions. Piscaethces uses her Mind Control action.

Spawn (3 Actions). Piscaethces takes 50 damage and creates an aboleth. Roll initiative and add this creature anywhere within 50 feet of Piscaethces. This aboleth only has 50 hit points.



PRIMORDIAL TITAN

At the beginning of time, when the multiverse was first created from raw chaos, entities arose with divine levels of power. These primordial titans—sometimes known as the Dawn Titans or simply primordials—were born of chaotic elemental energies, infused with the power of pure entropy. These beings coveted the new worlds that emerged before the advent of mortal life. At some point, this led them to war with the gods over the fate of the newborn cosmos. Depending on the tale one believes, this war ended for the primordial titans with either defeat or a rough truce. Most are now exiled from the Prime Material Plane, hidden in remote places, or bound by powerful magic.

PRIMORDIAL TITAN

Gargantuan elemental, chaotic neutral

Armor Class 16

Hit Points 341 (22d20 + 110)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	22 (+6)	20 (+5)	10 (+0)	10 (+0)	19 (+4)

Saving Throws Con +12, Wis +7, Cha +11

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities acid, fire, poison

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses blindsight 120 ft., passive Perception 10

Languages Ignan

Challenge 23 (50,000 XP)

Empowered Attacks. The Primordial Titan's slam attacks are treated as magical for the purpose of overcoming resistance and immunity to damage from nonmagical attacks.

Illumination. The Primordial Titan sheds bright light in a 120-foot radius and dim light for an additional 120 feet.

Magic Resistance. The Primordial Titan has advantage on saving throws against spells and other magical effects.

Innate Spellcasting. The Primordial Titan can innately cast *fireball* (fire form, spell save DC 19) or *wall of earth* (obsidian form) at will, requiring no material components. The Primordial Titan's innate spellcasting ability is Charisma.

Fire Aura (Fire Form). At the start of each of the Primordial Titan's turns, each creature within 30 feet of it takes 35 (10d6) fire damage, and flammable objects in the aura that aren't being worn or carried ignite. A creature also takes 35 (10d6) fire damage from touching the Primordial Titan or from hitting it with a melee attack while within 10 feet of it, and a creature takes that damage the first time on a turn that the Primordial Titan moves into its space. Nonmagical weapons that hit the Primordial Titan are destroyed by fire immediately after dealing damage to it.

Earth-Shaking Movement (Obsidian Form). As a bonus action after moving at least 10 feet on the ground, the Primordial Titan can send a shock wave through the ground in a 120-foot-radius circle centered on itself. That area becomes difficult terrain for 1 minute. Each creature on the ground that is concentrating must succeed on a DC 25 Constitution saving throw or the creature's concentration is broken. The shock wave deals 100 thunder damage to all structures in contact with the ground in the area. If a creature is near a structure that collapses, the creature might be buried; a creature within half the distance of the structure's height must make a DC 25 Dexterity saving throw. On a failed save, the creature takes 17 (5d6) bludgeoning damage, is knocked prone, and is trapped in the rubble. A trapped creature is restrained, requiring a successful DC 20 Strength (Athletics) check as an action to escape. Another creature within 5 feet of the buried creature can use its action to clear rubble and grant advantage on the check. If three creatures use their actions in this way, the check is an automatic success. On a successful save, the creature takes half as much damage and doesn't fall prone or become trapped.

Legendary Resistance (Obsidian Form, 3/day). If the Primordial Titan fails a saving throw, it can choose to succeed instead.

Obsidian Form (Mythic; Recharges on a short or long rest). When the Primordial Titan is reduced to 0 hit points while in Fire Form, it is not killed. Instead, it recovers 170 hit points, and gains 170 temporary hit points.

After using this ability, the Primordial Titan gains damage immunity to bludgeoning, piercing, and slashing damage from nonmagical attacks. Its size category becomes huge and its AC becomes 18. Additionally it gains a burrow speed of 40 feet.

When this trait triggers, read the following aloud:

Feeling the approach of defeat, the elemental unleashes an alien roar. Its body flares up, and its skin becomes like lava before exploding. Narrowly avoiding catastrophe, what stands before you is a much smaller creature (although as tall as a giant). This creature looks like a humanoid made of rocks and crystals. The rocks are glowing dimly, as they cool off from the fires they were once wrapped in.

Victory might have slipped through your fingers for now, but somehow, you've survived this ordeal.

ACTIONS

Multiattack. The Primordial Titan makes any combination of three attacks from the following: slam, stomp, spit rock

Slam (Fire Form). Melee Weapon Attack: +12 to hit, reach 15 ft., one target. Hit: 15 (3d6 + 5) bludgeoning damage plus 35 (10d6) fire damage

Spit Rock (Obsidian Form). Ranged Weapon Attack: +13 to hit, range 120 ft./240 ft., one target. Hit: 31 (6d8 + 10) bludgeoning damage.

Stomp (Obsidian Form). Melee Weapon Attack: +12 to hit, reach 20 ft., one target. Hit: 26 (3d10 + 10) bludgeoning damage.

LEGENDARY ACTIONS

The Primordial Titan can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Primordial Titan regains spent legendary actions at the start of its turn.

Quench Magic (Fire Form, Costs 1 Action). The Primordial Titan targets one creature that it can see within 60 feet of it. Any resistance or immunity to fire damage that the target gains from a spell or a magic item is suppressed. This effect lasts until the end of its next turn.

Smoke Cloud (Fire Form, Costs 2 Actions). The Primordial Titan exhales a billowing cloud of hot smoke and embers that fills a 60-foot cube. Each creature in that area takes 11 (2d10) fire damage. The cloud lasts until the end of the Primordial Titan's next turn. Creatures completely within the cloud are blinded and heavily obscured.

Create Fire Elemental (Fire Form, Costs 3 Actions). The Primordial Titan's hit points are reduced by 50 as part of it separates and becomes a fire elemental with 102 hit points. The fire elemental appears in an unoccupied space within 15 feet of the Primordial Titan and acts on the Primordial Titan's initiative count. The Primordial Titan can't use this action if it has 50 hit points or fewer. The fire elemental obeys The Primordial Titan's commands and fights until destroyed.

Illuminating Crystals (Obsidian Form). The Primordial Titan's crystalline protrusions flare. Each creature within 30 feet of it becomes outlined in orange light, shedding dim light in a 10-foot radius. Any attack roll against an affected creature has advantage if the attacker can see it, and the affected creature can't benefit from being invisible.

Spew Debris (Obsidian Form, Recharge 5–6). The Primordial Titan exhales rocky debris in a 90-foot cube. Each creature in that area must make a DC 25 Dexterity saving throw. A creature takes 33 (6d10) bludgeoning damage on a failed save, or half as much damage on a successful one. A creature that fails the save by 5 or more is knocked prone.

MYTHIC ACTIONS

If Primordial Titan is a Mythic encounter, it can choose from the options below as additional legendary actions while it possesses temporary hit points from either its Obsidian Form or Pure Flame Form abilities:

Stomp. The Primordial Titan makes one stomp attack.

Move. The Primordial Titan moves up to its speed.

Recover. The Primordial Titan absorbs elemental material from around itself. Dirt or flames wick upwards and the titan recovers 22 (4d20) hit points.

VAMPIRE HERITAGE VARIANTS

Usually, vampirism does not discriminate, granting the same curse and evil powers to any humanoid it infects. Years ago, however, some hateful enemy magically altered the affliction, creating new variations on the curse that visit even greater torment and

alienation on vampires who hail from certain races and cultures.

These insidious cruelties began in the Domains of Dread before spreading to worlds beyond, and the legendary vampire hunter Dr. Rudolph van Richten identified three of them, specific to dwarves, elves, and halflings. In the years since, however, it is believed that van Richten's former student Ezmerelda has identified even more.

VAMPIRE, DWARF HERITAGE

Dwarves are long-lived, and their culture bears an intense hatred of the undead and their evil work. Therefore, those who become vampires are vulnerable to deep self-loathing that leads them into greater and greater acts of wickedness.

Dwarf vampires, like most vampires, look much as they did in life. They are short and stocky, with long, white or silver beards, and heavy, rounded features. In most cases, they retain the trappings of the profession they held in life; a dwarf vampire who was a warrior is often found in full armor with a heavy battleaxe or warhammer in hand.

Bitter Isolation. Dwarf vampires seek out the deepest and darkest of



subterranean lairs. They shun all contact with their kind, perhaps out of disgust or embarrassment at their state. The only time they will seek out other dwarves is when they wish to create a vampire companion or are in need of slaves for some evil deed.

Dwarf vampires tend to keep to themselves and usually do not seek to amass power as other vampires do. However, they are drawn to feed on the essences of the living. Such a monster moves about, spreading death and suffering in an attempt to ease the misery it feels over having been doomed to an eternal life that it detests.

Instead of resting in a coffin, dwarf vampires specially prepare an underground resting place by bringing stone from their homeland or from the region where they were transformed into vampires. Some create elaborate mausoleums for themselves, while others rest in a simple stone enclosure.

Reluctant Sires. All-too keenly aware of the torment that such a transformation causes a dwarf, these vampires are seldom eager to create others of their kind. Usually they do so only when in absolute need of minions, and most kill their spawn after a few months, considering it an act of mercy. Scholars of undeath believe that these vampires still retain vestiges of love for their kin and cannot bear to spread their suffering to others.

In most cases, the free-willed dwarf vampires of the Domains of Dread were created by masters who were slain before they could destroy their minions, leaving their creations to suffer in their place.

DWARF VAMPIRE

Medium undead (shapechanger), lawful evil

Armor Class 15 (natural armor)

Hit Points 161 (17d8 + 85)

Speed 30 ft., burrow 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	20 (+5)	17 (+3)	15 (+2)	18 (+4)

Saving Throws Con +10, Dex +8, Cha +9

Skills History +8, Perception +7, Stealth +8

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Senses darkvision 120 ft., tremorsense 120 ft., passive Perception 17

Languages Common

Challenge 13 (10,000 XP)

Magic Resistance. The dwarf vampire has advantage on saving throws against spells and other magical effects.

Legendary Resistance (1/Day). If the dwarf vampire fails a saving throw, it can choose to succeed instead.

Stonecunning. The dwarf vampire adds an additional +5 to all Intelligence (History) checks related to the origin of stonework.

Earthly Escape. When it drops to 0 hit points outside its resting place, the dwarf vampire immediately uses its stonewalk trait and travels 10 feet instead of falling unconscious, provided that it is underground or within 5 feet of stone, stonework, or earth. If it is not, it is destroyed. If it is able to use its stonewalk trait while at 0 hit points, it travels towards its resting place as best it can, but cannot leave the earth through which it travels until it reaches its resting place. It must reach its resting place within 2 hours or be destroyed. Once in its resting place, it can emerge from the earth and rest there. It is then paralyzed until it regains at least 1 hit point. After spending 1 hour in its resting place with 0 hit points, it regains 1 hit point.

Chthonic Regeneration. The dwarf vampire regains 25 hit points at the start of its turn if it has at least 1 hit point and is underground. If it is not underground, but it has at least 1 hit point and isn't in sunlight or running water, it regains 5 hit points at the start of its turn. If the dwarf vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the dwarf vampire's next turn.

Stonewalk. The dwarf vampire can burrow through earth and stone. While doing so, the dwarf vampire doesn't disturb the material it moves through. The dwarf vampire can extend the magical aura of this power to allow it to bring any object or creature it is carrying or grappling with it when it stonewalks. The dwarf vampire enjoys no special protections when stonewalking except for the cover of the stone or earth around it.

Holy Water. The dwarf vampire has resistance against damage from holy water.

Dwarf Vampire Weaknesses. The dwarf vampire has the following flaws:

- ✧ **Metal Barrier.** The dwarf vampire cannot cross a line of powdered metal (even if using stonewalk). They can take indirect action to break the line, summoning rats to scamper through it, for example, but the dwarf vampire may never directly affect it. If there is even the slightest break in the line, however, the dwarf vampire can move past it with ease.
- ✧ **Earth Forbiddance.** The dwarf vampire cannot enter a structure that is not made in some part of stone or earth (such as a log cabin).
- ✧ **Harmed by Natural Springs.** The dwarf vampire takes 20 acid damage if it ends its turn in natural spring water. If it is splashed by natural spring water from a container, it takes 2d6 radiant damage (treat such an attack as an attack with holy water, but inflicting full damage).
- ✧ **Earthpiercing.** If a natural stalactite or stalagmite is driven into the dwarf vampire's heart while the dwarf vampire is incapacitated in its resting place, the dwarf vampire is paralyzed until it is removed.

ACTIONS

Multiattack (Dwarf vampire Form Only). The dwarf vampire makes two attacks, only one of which can be a bite attack.

Axe. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 13 (2d8 + 4) slashing damage.

Unarmed Strike. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 8 (1d8 + 4) bludgeoning damage. Instead of dealing damage, the dwarf vampire can grapple the target (escape DC 18).

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the dwarf vampire, incapacitated, or restrained. *Hit:* 7 (1d6 + 4) piercing damage plus 10 (3d6) necrotic damage. The dwarf vampire regains hit points equal to the amount of necrotic damage dealt. The creature also reduces its Strength by 1 for every 5 necrotic damage it takes from this attack. Whenever the creature finishes a long rest, it regains half of the Strength it lost to this attack. The target dies if this effect reduces its Strength to 0. A humanoid slain in this way and then buried in the ground rises the following night as a vampire spawn under the dwarf vampire's control. If the vampire spawn was a dwarf in life, and the dwarf vampire who created it is destroyed, the DM may choose for it to become a dwarf vampire.



Terrify. The dwarf vampire targets one humanoid it can see within 30 feet of it. If the target can see the dwarf vampire, it makes a DC 17 Charisma saving throw. If it fails, it is frightened by the dwarf vampire. Rather than fleeing, however, the target is also restrained, held in place by terror until the end of the dwarf vampire's next turn. Each time the dwarf vampire takes damage, the target can repeat the saving throw, ending the effect on itself on a success. Otherwise, the target is restrained and frightened until 24 hours pass, or until the dwarf vampire is out of the creature's sight, destroyed, or takes a bonus action to end the effect.

Dark Children of the Earth (1/Day). The dwarf vampire magically calls 2d4 swarms of rats or poisonous snakes, provided that the sun isn't up. While underground, the dwarf vampire can call 3d6 giant badgers, giant poisonous snakes, giant rats, or giant weasels instead. The called creatures arrive in 1d4 rounds, acting as allies of the dwarf vampire and obeying its spoken commands. The beasts remain for 1 hour, until the dwarf vampire dies, or until the dwarf vampire dismisses them as a bonus action.

LEGENDARY ACTIONS

The dwarf vampire can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dwarf vampire regains spent legendary actions at the start of its turn.

Move. The dwarf vampire moves up to its speed without provoking opportunity attacks.

Unarmed Strike. The dwarf vampire makes one unarmed strike.

Bite (Costs 2 Actions). The dwarf vampire makes one bite attack.



VAMPIRE, ELF HERITAGE

The evil that lurks within elf vampires is so overwhelming that their mere presence transforms the life and vitality around them into death and decay. Drow do not become elf vampires of this type (it is rumored they have a horrific vampire strain all their own). Unlike other breeds of vampire, the elf variety cannot move among others of its kind freely. The evil that has twisted the creature's spirit has also wrought havoc on its fair features. Thus, elf vampires appear as twisted and scarred mockeries of their beautiful and graceful race. Because of this, they often dress in dark robes and wear garments designed to hide their appearance from the world.

Daywalkers. Sunlight does not harm the

elf vampire. In fact, they live their unlives by day and shun the night. As soon as the sun falls behind the horizon, the elf vampire must be in its coffin. As a result, they often employ non-vampire minions. These undead are also master archers and will employ all manner of bows in combat, using magical arrows carved from the bones of living, intelligent creatures.

Living Blight.

Perhaps the cruelest card that fate has dealt the elf vampire is its

“black thumb.” Any plant that the creature touches withers and dies. In small plants, like flowers, this effect is instantaneous. In larger plants, like shrubs or hedges, it takes about a day for the plant's death to become obvious. The largest of plants, trees and such, will take over a week to die, during which time the elf feels the agony they are experiencing. This curse does not travel through clothing, so elf vampires wearing boots do not leave a trail of dead footprints in the grass they walk through, and they can handle even delicate flowers if they wear gloves. Most elves feel a kinship with living things, especially plants, during their lives; the shattering of this relationship deals elf vampires a psychological blow as soon as they are cursed.

ELF VAMPIRE

Medium undead (shapechanger), chaotic evil

Armor Class 17 (natural armor)

Hit Points 144 (17d8 + 68)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	18 (+4)	19 (+4)	15 (+2)	8 (-1)

Saving Throws Dex +10, Wis +7, Cha +4

Skills Nature +8, Perception +7, Stealth +9

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed

Senses darkvision 120 ft., passive Perception 17

Languages Common

Challenge 13 (10,000 XP)

Innate Spellcasting. The elf vampire's innate spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). It knows the following spells:

At will: *animal friendship*, *animal messenger*, *druidcraft*, *entangle*, *pass without trace*, *speak with animals*, *spider climb*, *tree stride*, *thorn whip*

1/day: *antilife shell*, *blight*, *conjure animals*, *dominate beast*, *grasping vine*, *insect plague*, *spike growth*, *transport via plants*, *wall of thorns*

Shapechanger. If the elf vampire isn't outdoors after sunset, it can use its action to polymorph into a blood hawk or back into its true form.

While in blood hawk form, the elf vampire can't speak, its walking speed is 5 feet, and it has a flying speed of 40 feet. Its statistics, other than its size and speed, are unchanged. Anything it is wearing transforms with it, but nothing it is carrying does. It reverts to its true form if it dies.

Legendary Resistance (3/Day). If the elf vampire fails a saving throw, it can choose to succeed instead.

Arboreal Escape. When it drops to 0 hit points outside its resting place, the elf vampire transforms into its blood hawk form and teleports up to 40 feet to the nearest tree instead of falling unconscious, provided that it isn't outdoors after sunset. If there is not a tree within 40 feet, or if it is outdoors after sunset, it is destroyed.

While it has 0 hit points in blood hawk form, the elf vampire has a teleport speed of 40 feet per round, but it can only end its movement within 5 feet of a tree. It can't take any actions, speak, or manipulate objects. It is weightless, and can enter a hostile creature's space and stop there as long as it is within 5 feet of a tree. It has advantage on Strength, Dexterity, and Constitution saving throws, and it is immune to all nonmagical damage, except the damage it takes from being outdoors after sunset. It must reach its resting place within 2 hours or be destroyed. Once in its resting place, it reverts to its elf vampire form. It is then paralyzed until it regains at least 1

hit point. After spending 1 hour in its resting place with 0 hit points, it regains 1 hit point.

Daytime Regeneration. The elf vampire regains 20 hit points at the start of its turn if it has at least 1 hit point and isn't outdoors after sunset. If the elf vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the elf vampire's next turn.

Black Thumb. When the elf vampire touches a nonmagical plant that isn't a creature, the plant withers and dies. Whenever the elf vampire inflicts damage with a melee attack on a plant creature or a magical plant, the target takes an extra 4d8 necrotic damage.

Holy Water. The elf vampire has resistance against damage from holy water.

Sleepless. Magic cannot cause the elf vampire to sleep.

Elf Vampire Weaknesses. The elf vampire has the following flaws:

- ✧ **Floral Forbiddance.** The elf vampire cannot cross a line of flower petals (even if using *tree stride*). The petals must be fresh, plucked from their plants within the last 48 hours. The elf vampire can take indirect action to break the line (summoning birds or wolves to scamper through it, for example), but can never directly affect it. If there is even the slightest break in the line, however, the elf vampire can move past it with ease.
- ✧ **Harmed by Sap.** The elf vampire takes 20 acid damage if it begins its turn in contact with fresh tree sap (drawn within the last 48 hours). If it is smeared by fresh sap from a container, it takes 2d6 radiant damage (treat such an attack as an attack with holy water, but inflicting full damage, and it must be made as a melee attack).
- ✧ **Harmed by the Night.** The elf vampire takes 20 force damage when it starts its turn outdoors after sunset.
- ✧ **Stake to the Heart.** If a piercing weapon made of charred wood or charcoal is driven into the elf vampire's heart while the elf vampire is incapacitated in its resting place, the elf vampire is paralyzed until the stake is removed. If the stake is made of charcoal, a mallet or hammer will likely be required to pound it in.
- ✧ **Turning Vulnerability.** The elf vampire has disadvantage on saving throws against effects that turn undead.

ACTIONS

Multiattack (Elf Vampire Form Only). The elf vampire makes two attacks, only one of which can be a bite attack.

Bone Arrows (Elf Vampire Form Only). Ranged Weapon Attack: +10 to hit, range 150/600 ft., one creature. Hit: 9 (1d8 + 5) necrotic damage.

Unarmed Strike (Elf Vampire Form Only). Melee Weapon Attack: +10 to hit, reach 5 ft., one creature. Hit: 8 (1d6 + 5) bludgeoning damage. Instead of dealing damage, the elf vampire can grapple the target (escape DC 18).

VAMPIRE, HALFLING HERITAGE

Halfling vampires have the same physical characteristics as living halflings, and unlike other vampires, their skin does not become paler when they are cursed with undeath. They tend to dress in dark clothes, however, shunning the happy and colorful garb of their living kin. Few enjoy life and the basic comforts of a quiet, peaceful existence more than halflings. Thus, when one of these fine creatures is driven into a life of evil by the preying of some sinister vampire, the world suffers a great loss.

Resentment and Revenge. Halfling vampires shun the comforts of physical life that were so dear to them before their transformations. They live in dark and dreary places that do not serve to remind them of the happiness they have left behind. Their loss of joy and contentment has led them to despise all those who are able to curl up before a crackling fire with a good story and a mug of ale, driving them to do what they can to shatter the complacent lives of other halflings whenever they are able.

Beckoning Lure. Among their other powers, each halfling vampire can transform itself into a cloud of smoke, such as might be made by a small campfire or burning pipe. It radiates a familiar and pleasing odor, one that will remind those nearby of pipeweed and a comfortable inn. It often uses its spells to lure victims with the promise of fine food.

Bite (Blood Hawk or Elf Vampire Form Only). Melee

Weapon Attack: +8 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the elf vampire, incapacitated, or restrained. **Hit:** 6 (1d6 + 3) piercing damage plus 10 (3d6) necrotic damage. The elf vampire regains hit points equal to the amount of necrotic damage dealt. The creature also reduces its Charisma by 1 for every 5 necrotic damage it takes from this attack. Whenever the creature finishes a long rest, it regains half of the Charisma it lost to this attack. The target dies if this effect reduces its Charisma to 0. A humanoid slain in this way and then buried in the ground rises the following night as a vampire spawn under the elf vampire's control. If the vampire spawn was a non-drow elf in life, and the elf vampire who created it is destroyed, the DM may choose for it to become an elf vampire-- if so, it rises the next dawn instead.

Entrancing Gaze. The elf vampire targets one frightened humanoid it can see within 30 feet of it. If the target can see the elf vampire, the target must succeed on a DC 17 Charisma saving throw against this magic or be restrained. Each time the elf vampire or the elf vampire's companions do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours, or until the elf vampire is out of the creature's sight, destroyed, or takes a bonus action to end the effect.

REACTIONS

Horrifying Visage. When it is damaged by an attack or spell, the elf vampire can horrify its attackers by revealing its scarred and twisted face. Each creature of the elf vampire's choice that is within 30 feet of the elf vampire and can see it must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat its saving throw at the end of each of its turns, ending the effect on itself on a success. Otherwise, the creature is frightened until 24 hours pass, or until the elf vampire is out of the creature's sight, destroyed, or takes a bonus action to end the effect.

LEGENDARY ACTIONS

The elf vampire can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The elf vampire regains spent legendary actions at the start of its turn.

Move. The elf vampire moves up to its speed without provoking opportunity attacks.

Unarmed Strike. The elf vampire makes one unarmed strike.

Bite (Costs 2 Actions). The elf vampire makes one bite attack.

HALFLING VAMPIRE

Small undead (shapechanger), lawful evil

Armor Class 17 (natural armor)

Hit Points 127 (17d8 + 51)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	16 (+3)	17 (+3)	15 (+2)	19 (+4)

Saving Throws Dex +10, Wis +7, Cha +9

Skills Perception +7, Stealth +10, Sleight of Hand +10

Damage Vulnerabilities cold

Damage Resistances fire, lightning, poison, necrotic; bludgeoning, piercing, and slashing from nonmagical weapons

Senses darkvision 120 ft., passive Perception 17

Languages Common, Halfling, Thieves' Cant

Challenge 13 (10,000 XP)

Innate Spellcasting. The halfling vampire's innate spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). It knows the following spells:

At will: *create food and water*, *friends*, *prestidigitation*, *purify food and drink*, *pass without trace*, *speak with animals*

2/day: *charm person*, *conjure animals*

Shapechanger. If the halfling vampire isn't in sunlight or falling rain, it can use its action to polymorph into a tiny woodland beast—such as a badger, rat, or weasel—into a Medium cloud of smoke, or back into its true form.

While in beast form, the halfling vampire can't speak, but its statistics, other than its size and speed, are unchanged. Anything it is wearing transforms with it, but nothing it is carrying does. It reverts to its true form if it dies.

While in smoke form, the halfling vampire can't take any actions, speak, or manipulate objects. It is weightless, has a flying speed of 20 feet, can hover, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, the mist can do so without squeezing, and it can't pass through water. It has advantage on Strength, Dexterity, and Constitution saving throws, and it is immune to all nonmagical damage, except the damage it takes from sunlight.

Legendary Resistance (3/Day). If the halfling vampire fails a saving throw, it can choose to succeed instead.

Smoky Escape. When it drops to 0 hit points outside its resting place, the halfling vampire transforms into a cloud of wood-smoke (as in the Shapechanger trait) instead of falling unconscious, provided that it isn't in sunlight or falling rain. If it can't transform, it is destroyed. While it has 0 hit points in smoke form, it can't revert to its halfling vampire form, and it must reach its resting place within 2 hours or be destroyed. Once in its resting place, it reverts to its halfling vampire form. It is then paralyzed until it regains at least 1 hit point. After spending 1 hour in its resting place with 0 hit points, it regains 1 hit point.

Regeneration. The halfling vampire regains 15 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or falling rain. If the halfling vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the halfling vampire's next turn. If the halfling vampire is in moonlight, it regains 25 hit points instead of 15.

Stealthy Nimbleness. The halfling vampire can move through the space of any creature that is at least one size larger than its current form, and can attempt to hide even when obscured only by such a creature.

Cunning Action/Fast Hands. The halfling vampire can take a bonus action on each of its turns in combat. This action can be used to take the Dash, Disengage, Hide, or Use an Object actions. It can also use this action to make a Dexterity (Sleight of Hand) check, or to use its thieves' tools to disarm a trap or open a lock.

Assassinate. During its first turn, the halfling vampire has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the halfling vampire scores against a surprised creature is a critical hit.

Sneak Attack. Once per turn, the halfling vampire deals an extra 10 (3d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the halfling vampire that isn't incapacitated and the halfling vampire doesn't have disadvantage on the attack roll.

Halfling Vampire Weaknesses. The halfling vampire has the following flaws:

- ✧ **Forbidding Aroma.** The halfling vampire can't come within 60 feet of a lit pipe being smoked. The halfling vampire can take action to indirectly put out the pipe (summoning a servant to extinguish it, for example), but can never directly affect it. Even after the pipe is extinguished, unless there is a strong wind, it takes 1 minute for the smell to dissipate enough for the halfling vampire to enter the area.
- ✧ **Hearth Forbiddance.** The halfling vampire can't enter any room where a fire is burning in the hearth or fireplace. The halfling vampire can take indirect action to put out the fire (summoning a servant to smother it, for example), but can never directly affect it.
- ✧ **Harmed by Falling Rain.** The halfling vampire takes 20 acid damage if it ends its turn in falling rain. The DM decides whether other forms of falling precipitation (such as hail or snow) have this effect.
- ✧ **Stake to the Heart.** If a piercing weapon made of wood that is burning with hearth fire (lit directly from a hearth, fireplace, or campfire) is driven into the halfling vampire's heart while the halfling vampire is incapacitated in its resting place, the halfling vampire is paralyzed until the stake is removed.
- ✧ **Sunlight Hypersensitivity.** The halfling vampire takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

ACTIONS

Multiattack (Halfling Vampire Form Only). The halfling vampire makes two attacks, only one of which can be a bite attack.

Dagger Throw (Halfling Vampire Form Only).

Ranged Weapon Attack: +10 to hit, range 30/120 ft., one creature. *Hit:* 7 (1d4 + 5) piercing damage.

Unarmed Strike (Halfling Vampire Form Only).

Melee Weapon Attack: +10 to hit, reach 5 ft., one creature. *Hit:* 8 (1d6 + 5) bludgeoning damage. Instead of dealing damage, the halfling vampire can grapple the target (escape DC 18).

Bite (Rat or Halfling Vampire Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the halfling vampire, incapacitated, or restrained. *Hit:* 7 (1d6 + 4) piercing damage plus 10 (3d6) necrotic damage. The halfling vampire regains hit points equal to the necrotic damage dealt. The creature also reduces its Dexterity by 1 for every 5 necrotic damage it takes from this attack. Whenever the creature finishes a long rest, it regains half of the Dexterity it lost to this attack. The target dies if this effect reduces its Dexterity to 0. A humanoid slain in this way and then buried in the ground rises the following night as a halfling vampire spawn under the halfling vampire's control. If the vampire spawn was a halfling in life, and the halfling vampire who created it is destroyed, the DM may choose for it to become a halfling vampire.

REACTIONS

Lethargy Aura (Recharge 5-6). When it is damaged by an attack or spell, the halfling vampire can extend an aura of lassitude and torpor. Each creature of the halfling vampire's choice that is within 30 feet of the halfling vampire must make a DC 17 Strength saving throw. Those who succeed have their speed halved until the end of their next turn. Those who fail gain 1 level of exhaustion, and are restrained for 1 minute. A restrained creature can repeat its saving throw at the end of each of its turns; on a success, it is no longer restrained, but the exhaustion level remains.

LEGENDARY ACTIONS

The halfling vampire can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The halfling vampire regains spent legendary actions at the start of its turn.

Move. The halfling vampire moves up to its speed without provoking opportunity attacks.

Unarmed Strike. The halfling vampire makes one unarmed strike.

Bite (Costs 2 Actions). The halfling vampire makes one bite attack.



APPENDIX A: THE EFFECTS OF ENCHANTMENT SPELLS ON MODRONS

Due to their unique nature as living incarnations of law—just as fiends are the embodiment of evil or angels are the essence of good—modrons are known for their zealous adherence to principles of order and hierarchy. Each rank of modrons can only communicate with its direct superiors, its immediate subordinates, and modrons of equal rank. For the most part, these beings aren't much more than wind-up clockworks, needing orders from a high-up to act.

As a result, all modrons have the Axiomatic Mind trait: A modron can't be compelled to act in a manner contrary to its nature or its instructions. This trait, combined with the other unique aspects of a modron's existence, can make it difficult to adjudicate the effects of enchantment spells and other mind-affecting magic on such a creature. To assist the DM in determining the outcomes of such situation, the following information is provided.

When an enchantment spell is cast on a modron, see if it appears on this alphabetically organized list. "Yes" means it works, "No" means it doesn't. For some spells, more detail is provided. In general, enchantment spells not appearing on this list should automatically fail, though the DM remains the final authority.



Antipathy/Sympathy: Yes

Bane: Yes

Bless: Yes

Calm Emotions: Modron do not typically have strong emotions, but they can still be affected by this spell.

Rogue modrons are more prone to having errors in their behavior that resemble strong emotions, and those errors are quelled by this spell.

Catnap: Yes

Charm Monster: Yes, although being charmed does not allow you to override their Axiomatic mind trait.

Command: Yes, provided the command doesn't override existing commands. Otherwise the command fails.

Compelled Duel: Yes, however it can simply choose to succeed on the saving throws if it wishes.

Compulsion: Yes. Provided the movement does not cause them to betray their Axiomatic mind trait. If they are under direct orders that would be contrary to the movement, they do not need to move.

Confusion: No. Their minds are always clear, and they will not perform actions they are not ordered to perform.

Dissonant Whispers: Yes, the modron sees the damage as a threat and will try to escape it.

Dominate Monster: Yes: But also likely to turn the modron rogue.

Enemies Abound: Yes; however if ordered from a higher ranking modron to ignore enemies, it can do so.

Enthrall: Yes

Feeblemind: Yes

Friends: Yes

Geas: Yes

Heroism: Yes

Hex: Yes

Hideous Laughter: Yes, but not Monodrones (Int too low to affect)

Hold Monster: Yes

Mass Suggestion: No: A modron can only take orders from a superior, having all modrons act the same would be "unreasonable" by the condition of the spell.

Modify Memory: Yes

Otto's Irresistible Dance: Yes

Power Word Kill: Yes

Power Word Pain: Yes

Power Word Stun: Yes

Psychic Scream: Yes

Sleep: No: It would contradict their orders.

Suggestion: Maybe: Depends on suggestion. Most cases should fail.

Synaptic Static: Yes

Vicious Mockery: Yes

Zone of Truth: Yes

APPENDIX B: MONSTERS WHO LAY EGGS

Here is a table listing all monsters who lay eggs and what kind of eggs they lay. Just in case.

Creature	Hard Egg	Soft Egg	Other	Special Notes
Aarakocra	X			
Aboleth		X		
Androsphinx	X			As eagle like creatures, they lay eggs
Ankheg	X			
Axe beak	X			
Basilisk	X			
Behir	X			
Beholder			X	A beholder can dream an egg into existence, but they are not natural egg layers.
Black dragon	X			
Blue dragon	X			
Blue slaad			X	Born from red slaad eggs
Brass dragon	X			
Bronze dragon	X			
Brown dragon	X			
Bulette	X			
Bullywug		X		
Carrion crawler		X		
Cave fisher		X		
Chasme		X		
Chuul		X		
Cockatrice	X			
Copper dragon	X			
Couatl			X	Up to the DM. Seems the community agrees: eggs are a go for the couatl.
Darkmantle		X		
Dragon turtle	X			
Dragonborn	X			
Drake	X			
Ettercap		X		
Faerie dragon	X			
Flail snail		X		
Flumph			X	While they normally mate and reproduce on the world of their birth, flumphs occasionally engage in a ritual called the Seeding, in which seed pods are flung into outer space in order to provide other planets with guardians.
Flying snake	X			
Froghemoth		X		
Frost salamander	X			
Githyanki	X			
Githzerai	X			
Gold dragon	X			

Creature	Hard Egg	Soft Egg	Other	Special Notes
Green dragon	X			
Green slaad			X	Created from a red slaad egg in a spellcaster, or blue slaad's chaos phage
Grick		X		
Griffon	X			
Grung		X		
Guard drake	X			
Guardian naga			X	Naga aren't ever specifically stated to have eggs. Some settings do, some don't.
Gynosphinx	X			As eagle like creatures, they lay eggs
Harpy	X			
Hippogriff	X			
Hook horror	X			
Hydra	X			
Jaculi	X			
Kenku	X			
Kobold	X			
Kraken		X		
Kruthik		X		
Kuo-toa		X		
Lizard king	X			
Lizardfolk	X			
Locathah		X		
Merfolk		X		
Morkoth		X		
Naga	X			Not all settings have naga with eggs.
Neogi		X		
Owlbear	X			
Pegasus	X			
Peryton	X			
Phase spider		X		
Phoenix	X			
Piercer		X		
Pseudodragon	X			
Pterafolk	X			
Purple worm	X			
Red dragon	X			
Remorhaz	X			
Riding lizard	X			
Roc	X			
Salamander	X			
Sapphire dragon	X			
Shadow dragon	X			
Silver dragon	X			
Sphinx	X			As eagle like creatures, they lay eggs
Spirit naga	X			
Stirge		X		
Thri-kreen		X		

Creature	Hard Egg	Soft Egg	Other	Special Notes
Turtle	X			
Troglodyte	X			
White dragon	X			
Wyvern	X			
Yuan-ti	X			
Yuan-ti	X			
abomination				
Yuan-ti halfblood	X			
Yuan-ti pit master	X			
Yuan-ti pureblood	X			
Yurian		X		



APPENDIX C: DETAILED CREDITS

For those interested, here is a more specific breakdown of which author wrote each piece of content. Each chapter also benefited from strong developmental notes by Isaac May.

Having a compilation of previously discarded content afforded a gleeful opportunity to put some of our more eclectic writings to use, and we are very grateful to everyone who took the time to check it out!

Cassandra MacDonald wrote: *Druid - Circle of the Vanguard, Paladin - Oath of Enlightenment, Spells - Weird Magic (all weird spells (except Guilt Lash)), Magic Items (Amulet of the Bloodweaver, Netherese Lodestone, Relocating Recurve, Ring of the Mythallar, Symbiotic Mimic Ring, Valour's Covenant)*

Bryan Holmes wrote: *Artificer - Salvager Specialist, Barbarian - Path of Gwynharwyf, Bard - College of Revelations, Warlock - Invocations of the Obyriths, Wizard - School of Force, Feats (Great Fortitude, Iron Will, Lightning Reflexes), Variant Rules (Death and Dying, New Conditions (Flanked)), Magic Items - Gifts of the Guardinals, Monsters - (All but the Vampires), Appendices - The Effects of Enchantments on Modrons, Monsters Who Lay Eggs)*

Jeremy Forbing wrote: *Artificer - New Artificer Infusions, Blood Hunter - Order of the Witchbreaker and New Blood Curses, Cleric - Pyre Domain, Fighter - Hedge*

Knight and New Fighting Styles, Monk - Way of the Faceless, Paladin - New Fighting Styles, Ranger - Deep Dweller and New Fighting Styles, Rogue - Scholar and Expertise Enhancements, Sorcerer - Seer of Spirits and New Metamagic Options, Warlock - Wyrd Coven, Feats (the ones Bryan didn't write), Variant Rules (Ages & Aging, Improved Investigation, New Conditions (Bloodied, Compromised, Stressed), Social Combat, Variant Class Features), Spells (the ones Cassandra didn't write), Magic Items (the ones Cassandra didn't write), Monsters (Vampire Heritage Variants)

