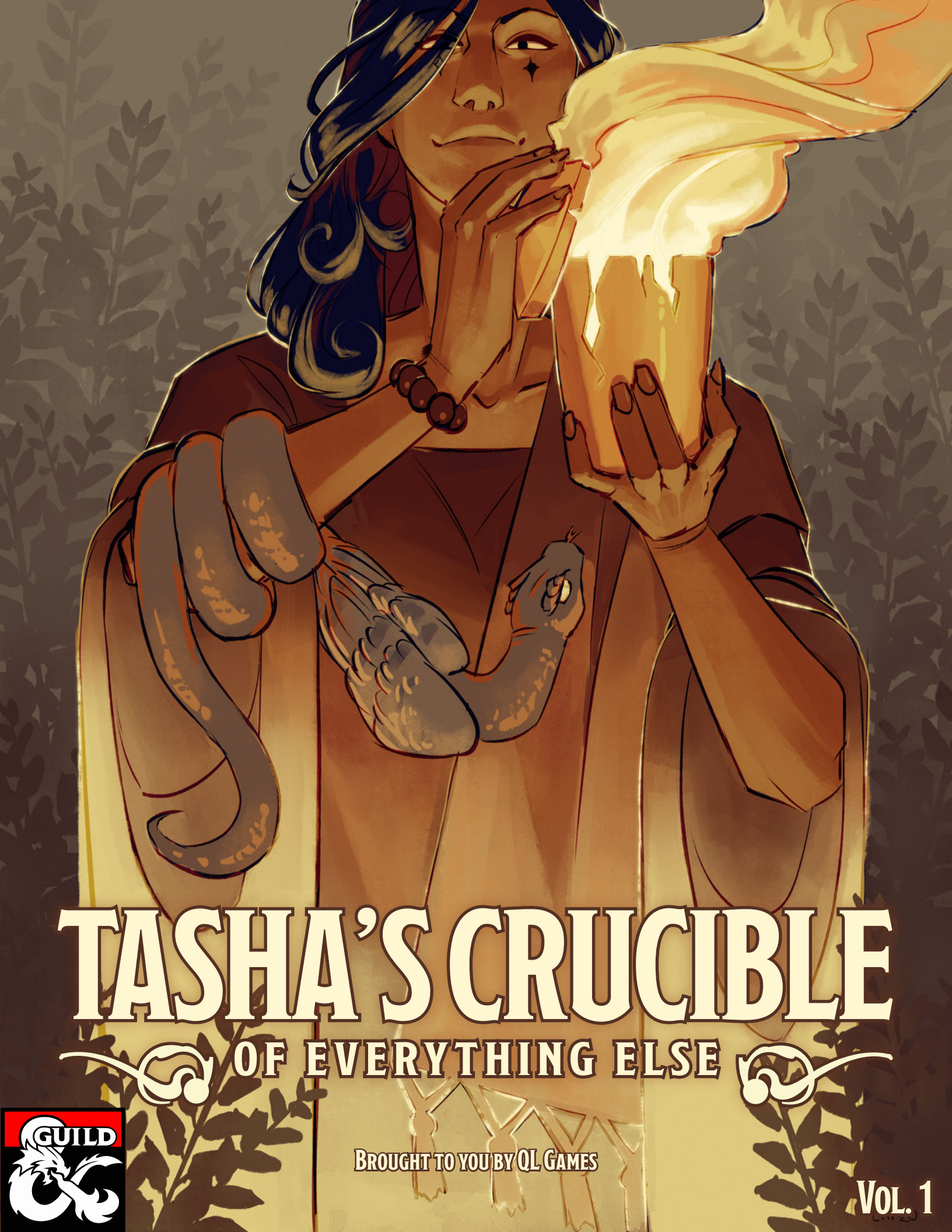




TASHA'S CRUCIBLE

OF EVERYTHING ELSE



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VOL. 1

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Special thanks to the dozens of playtesters whose feedback made this product more fun at every turn.

FOUND A TYPO?

Have you found a typo or misprint in this book? Let us know at QLGames@yahoo.com, and we'll make sure to fix it in the next update!

ON THE COVER

Tasha peers at someone unfortunate enough to stumble upon one of her arcane ceremonies. If the adventurer speaks fast, they may be able to win her mercy (or incur an even greater wrath!).

Cover artist Emmy Rodgers holds a bachelor's degree in Illustration from Brigham Young University. You can find more of her work at www.tattered-demalion.tumblr.com or on her Instagram page, @TatteredDemalion.

INTRODUCTION

Tasha's Crucible of Everything Else is a massive collaboration of over 25 talented creators, a two-volume product that delivers new subclasses, spells, items, Dungeon Master tools, races, and creatures ready to be used in any campaign.

The options here build on the official rules contained within the *Player's Handbook*, the *Monster Manual*, and the *Dungeon Master's Guide*. Think of this source as a companion to those volumes. It builds on their foundation, exploring pathways first laid in those publications. Nothing herein is required for a D&D campaign - this is not an additional core rulebook - but we hope it will provide you new ways to enjoy the game.

Volume 1 (this volume) contains new subclasses for every class, new spells, new items, and Dungeon Master tools. Volume 2 (forthcoming) contains yet more new subclasses, new character races, and new creatures. While some of this new content has its roots in specific campaign settings, such as the Forgotten Realms or Eberron, all content can be placed in any world.

You do not need to own or have access to *Tasha's Cauldron of Everything* to use any part of *Tasha's Crucible of Everything Else*.



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CHAPTER 1: SUBCLASSES

The main figures in any D&D campaign are the characters created by the players. The heroics, folly, righteousness, and potential villainy of your characters are at the heart of the story. This chapter provides a variety of new options for them, focusing on additional subclasses for each of the classes in the *Player's Handbook*.

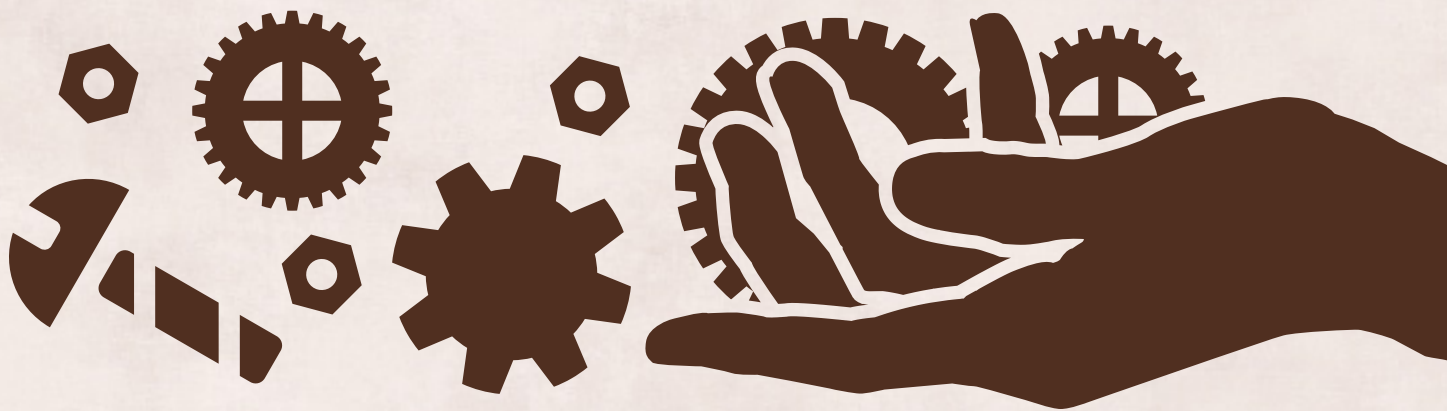
Each class offers a character-defining choice at 1st, 2nd, or 3rd level that unlocks a series of special features, not available to the class as a whole. That choice is called a subclass. Each class has a collective term that describes its subclasses; in the fighter, for instance, the subclasses are

called martial archetypes, and in the paladin, they're sacred oaths. The table below identifies each of the subclasses in this book. In addition, the section for druids presents details on how the Wild Shape feature works, and the warlock receives a collection of new choices for the class's Eldritch Invocations feature.

Each of the class presentations leads off with advice on how to add depth and detail to your character's personality. You can use the tables in these sections as a source of inspiration, or roll a die to randomly determine a result if desired.

SUBCLASSES OF VOLUME ONE

Class	Subclass	Level Available	Description
Artificer	Effigist	3rd	Controls others' actions by way of profane figurines
Barbarian	Path of the Abomination	3rd	Fuelled by great eldritch horror that grotesquifies its form
Barbarian	Path of the Alchemical Brute	3rd	Injects itself with special concoctions to gain special powers
Barbarian	Path of Infiltration	3rd	Swallows light, sound, and emotion from its surroundings
Bard	College of Harmony	3rd	Channels the power of teamwork to boost allies
Bard	College of Pantomime	3rd	Creates invisible weapons and objects
Cleric	Inquisition Domain	1st	Utilizes fear and surprise to confound enemies
Cleric	Seership Domain	1st	Visionaries that guide their allies and themselves to victory
Cleric	Trade Domain	1st	Invokes the power of golden rule; has the gold, makes the rules
Druid	Circle of the Bough	2nd	Adopts tree-like forms to overcome foes and obstacles
Druid	Circle of the Dragonfriend	2nd	Garners power from an intimate partnership with dragons
Fighter	Bodyguard	3rd	Defends allies and takes bullets
Fighter	Fencer	3rd	Swashbuckling swordwork and savvy panache
Fighter	Scrapper	3rd	Did someone say barfight?
Monk	Way of Mundanity	3rd	Counters magic with ki
Monk	Way of the Iron Grasp	3rd	Wrestles enemies, large and small
Monk	Way of the Four Elements	3rd	A new take on an old classic
Paladin	Oath of Enlightenment	3rd	Provides guidance and empowers a party to accomplish greatness
Ranger	Dark Trapper	3rd	Uses tendrils of shadow to gain and keep the upper hand
Ranger	Herbalist	3rd	Gathers powerful components and remedies from the surroundings
Ranger	Stargazer	3rd	Harnesses the power of the stars in battle and navigation
Rogue	Improviser	3rd	Utilizes nearby supplies to smith traps with impressive skill
Rogue	Temple Raider	3rd	Ventures into sacred spaces and emerges with prizes beyond value
Rogue	Witchblade	3rd	Mixes magic and metal with deadly results
Sorcerer	Spellslinger	1st	Expertly duels even the finest of mages
Sorcerer	Wild Magic Remastered	1st	A new take on an old classic
Warlock	The Creeping Vine	1st	Serves the eldritch side of the natural world
Warlock	The Inevitable	1st	Hunts wanted persons across the myriad planes
Warlock	The Undying Remastered	1st	A new take on an old classic
Wizard	Numerology	2nd	Harnesses fate and finesse through numbers, calculation, and a bit of luck



ARTIFICER

At 3rd level, an artificer gains the Artificer Specialist feature. The following Effigist option is available to an artificer, in addition to those offered in Eberron: Rising from the Last War or Tasha's Cauldron of Everything.

EFFIGIST

Effigists use a combination of arcane and eldritch arts to manipulate the bodies of other creatures by way of dolls and figurines. Many effigists come from rural tribes, but the tradition is slowly gaining students in more populated areas.

TOOL PROFICIENCY

3rd-level Effigist feature

You gain proficiency with one of the following: mason's tools, potter's tools, or weaver's tools.

EFFIGIST SPELLS

3rd-level Effigist feature

You always have certain spells prepared after you reach particular levels in this class, as shown in the Effigist Spells table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you prep

EFFIGIST SPELLS

Artificer Level	Spells
3rd	<i>hex, sleep</i>
5th	<i>hold person, silence</i>
9th	<i>bestow curse, slow</i>
13th	<i>compulsion, dominate beast</i>
17th	<i>dominate person, hold monster</i>

EFFIGY CONNECTION

3rd-level Effigist feature

You learn how to create magical effigies. Using any set of artisan's tools of your choice, you can take an action to

magically create a Tiny figurine in your hands. This figurine can be held in one hand, and you can use it as a spellcasting focus. When you create the effigy, you determine its appearance. It may be a jade figurine, a sackcloth doll, a clay mock-up, or even spoons in a pickle jar.

Once you create a magical effigy, you can't do so again until you finish a long rest or until you expend a spell slot of 1st level or higher. You can only have one magical effigy at a time. If you create a new one, the original one loses its magic. The effigy also loses its magic after 1 hour, and you can dismiss its magic early as an action.

When you create an effigy you designate a creature within 60 feet of you that you can see or hear for it to represent. This connection remains even if the creature moves out of range. As an action on each of your turns, you can designate for the effigy to represent a new qualifying creature. This connection ends when the effigy loses its magic.

You can target the represented creature with spells that have a range of Touch, by casting such a spell on the effigy. The effigy counts as a creature that you can see for the purposes of what you can target with such a spell.

As a bonus action on each of your turns, you can expose the effigy to a harmful effect within 5 feet of you to potentially damage the represented creature. The harmful effect must deal bludgeoning, piercing, slashing, acid, cold, fire, lightning, necrotic, radiant, or thunder damage. When you harm the effigy, the represented creature must succeed on a Wisdom saving throw or else take 2d8 of the corresponding damage type.

If you use your action to cast a spell that deals a qualifying type of damage, you can choose



for the effigy connection to deal that type of damage. For example, if you use your action to cast *frostbite*, you can choose for the effigy connection to deal cold damage, regardless of whether you exposed the effigy to the actual spell effects or not.

MODIFY MOVEMENT

5th-level Effigist feature

If your represented creature makes a Strength or Dexterity based saving throw, attack roll, or ability check, you can use your reaction to force them to do it with advantage or disadvantage (your choice).

CONCENTRATED CONNECTION

9th-level Effigist feature

The damage rolls caused by your effigy increase by 1d8. As an action, you can see through the creature's eyes and hear what it hears, and continue to do so until you use your action to return to your normal senses or until the effigy disappears. The creature is aware someone is perceiving through its senses, but does not necessarily know who it is or how they can do it.

COMPLETE CONTROL

15th-level Effigist feature

By 15th level, you have become a master of control. You can cast *dominate monster* on a represented creature once without expending a spell slot, provided that you use your effigy as the spellcasting focus. Once you have used this feature, you cannot use it again until you finish a long rest.





BARBARIAN

At 3rd level, a barbarian gains the Primal Path feature. The following options are available to a barbarian, in addition to those offered in the *Player's Handbook*: the Path of the Abomination, the Path of the Alchemical Brute, and the Path of Infiltration.

PATH OF THE ABOMINATION

There are whispers of barbarian tribes that possess otherworldly abilities, able to take on grotesque forms that defy the laws of the natural world. Some say these barbarians happened upon a long forgotten elder being, or they are the remains of a once knowledgeable cult driven mad by the things they discovered. Others say they are not native to the material plane at all but instead travelled here from the Far Realm millenia ago.

Regardless of their origin, these vile warriors often perform ancient and evil magic rituals of mutilation to transform their flesh. These actions warp both their bodies and minds in horrific ways that augment their already profound combat abilities.

ELDRITCH

TRANSFORMATION

3rd-level Path of the Abomination feature

You begin to perform vile rituals to improve your capabilities and strike terror into the hearts of your foes. These manifest as horrific physical transformations during the height of your fury. When you rage, choose a transformation from one of the options detailed below. Your choice lasts for the duration of the rage.

If your transformation's effects require a saving throw, the DC equals 8 + your proficiency bonus + your Constitution modifier.

Bloated Form. While raging, your body swells to an unnatural bloated state. You increase in size by one category— from Medium to Large, for example, your carrying capacity is doubled, and you have advantage on saving throws that would move you or knock you prone.

Corrupted Flesh. While raging, your skin hardens in a scaly or scab-like manner, granting you a +1 bonus to your AC. As a reaction, when you fail a Constitution or Dexterity saving throw you can shed the skin to reroll, using the new result. If you do so, the bonus to your AC ends.

Reprehensible Stench. While raging, you emit a foul-scented cloud of decaying matter, potentially sickening those in an area around you. When a creature within 5 feet of you hits you with a weapon attack, it takes 1d4 poison damage. The damage die increases when you reach certain levels in this class, increasing to 1d6 at 10th level, 1d8 at 15th level, and 1d10 at 20th level.

ABERRANT FORM

6th-level Path of the Abomination feature

Your dedication to the maddening forces of ancient evils has granted you a permanent benefit. Choose one of the following options.

Unsightly Visage. Your appearance takes on a permanent repulsive form— perhaps additional eyes on your neck or tiny tentacles across your face. You gain advantage on Charisma (Intimidation) checks but disadvantage on Charisma (Persuasion) checks against creatures that can see you.

Gruesome Appendage. A partially-functional extra arm or tentacle grows from your torso. The appendage cannot wield weapons or a shield, but can manipulate simple objects. While the appendage is not carrying anything, you can use a bonus action to take the Use an Object action.

Slithering Skin. Your body begins to produce an oily and repulsive slime. You have advantage on saving throws to avoid



being grappled or restrained as well as advantage on ability checks made to escape a grapple.

MONSTROUS MANIFESTATION

10th-level Path of the Abomination feature

Your body has been so heavily warped by eldritch forces that you have become hardened to that which would hinder lesser beings. You are immune to poison.

TWISTED METAMORPHOSIS

14th-level Path of the Abomination feature

You have mastered ancient techniques and dark rituals to be able to truly become an unrecognisable shadow of your former self. As part of a long rest, you can spend 1 hour performing a ritual to transform yourself in one of the ways detailed below. The metamorphosis lasts until you use this feature again or until you finish a long rest.

Unstoppable Bulk. Your body becomes a mass of writhing flesh. While raging, you can use a bonus action to take the Dash action. If you end the dash next to a creature, it must succeed on a Strength saving throw or be pushed 15 feet away from you and take bludgeoning damage equal to $1d12 +$ your Strength modifier.

Vile Presence. Your appearance becomes the stuff of nightmares, preventing enemies from escaping through sheer terror. While you're raging, you can use a reaction after hitting a creature to force it to make a Wisdom saving throw. On a failed save, the creature takes $2d8$ psychic damage and falls prone. On a successful save, the creature is immune to this effect for 24 hours. A creature is also immune to this effect if it can't see or hear you or if it can't be frightened.

Tentacled Fury. You can transform your arms into powerful eldritch tentacles. While you are raging, you can use a bonus action to increase your reach with melee weapon attacks by 15 feet until the end of your turn. If you hit a target while using this feature, you can choose to drag the creature towards you. The target must succeed on a Strength saving throw with a DC equal to $8 +$ your proficiency bonus $+ your Constitution modifier$, or be pulled up to 10 feet in a straight line toward you.

PATH OF THE ALCHEMICAL BRUTE

You have been unflinchingly exposed to the brutal violence people are capable of. Underneath the thin veneer of civility, rage and fury lurks within everyone, no matter how mild mannered they appear under normal circumstances. Given the right conditions, everyone is capable of becoming a monster. Including you.

You move in polite society as well as anyone else, and are possessed of a level of intellect unusual to other barbarians. Through careful study and alchemical experimentation, you

have learned to tap into the primal beast inside you, and manifest it in physical ways.

GENIUS BRUISERS

Many alchemical formulae and path features described here make extensive use of Intelligence, an ability score not usually considered very important barbarians. If you plan to take this subclass at 3rd level, consider putting your highest ability score in Strength, followed by Intelligence as your second highest ability score.



BONUS PROFICIENCIES

3rd-level Path of the Alchemical Brute feature

When you choose this archetype, it represents the culmination of your research into alchemically altering your biology and psychology.

You gain proficiency with alchemist's supplies, the Medicine skill, and Intelligence saving throws. If you are already proficient in alchemist's supplies or the Medicine skill, you add double your proficiency bonus to ability checks you make that use them.

ALCHEMICAL PREPARATION

3rd-level Path of the Alchemical Brute feature

You have refined your experiments and discovered alchemical formulae that, when administered, can alter your body and mind whenever you enter a rage. You know 3 alchemical formulae from the Alchemical Formulae list below.

You prepare doses of these formulae when you finish a long rest, provided you have a set of Alchemist's supplies available to you. You prepare one dose of each formula, which are unstable and lose their potency 24 hours after you prepare them. The physical nature of how you administer your formulae is up to you (such as vials of liquid you drink, a mist you inhale, an injection, etc.)

Whenever you enter a rage, you may expend a dose of one of your prepared alchemical formulae, granting you its effects for the duration of that rage. Your prepared alchemical formulae have no effect if used by creatures other than you, or if you attempt to administer them when not entering a rage, as they are tailored to your own unique body chemistry and psychology.

Some formulae require creatures to make saving throws to resist their effects. The DC to resist a formula's effect is equal to 8 + your proficiency bonus + your Intelligence modifier.

AUGMENTED FORTITUDE

3rd-level Path of the Alchemical Brute feature

Your biological experiments upon yourself have had a lasting effect on your body, even when not raging. You may use your Intelligence modifier in place of your Constitution modifier when calculating your AC using your barbarian Unarmored Defense feature, to determine how many hit points you restore when you roll a Hit Die, and for calculating your maximum hit points. You may recalculate your hit point maximum retroactively when you gain this feature.

ALCHEMICAL ADMIXTURE

6th-level Path of the Alchemical Brute feature

You discover 3 more alchemical formulae, for a total of 6, and you can prepare two doses of each formulae you know when you finish a long rest. Additionally, when you enter a rage, you can consume up to two doses of different prepared alchemical formulae at once.

HULKING

10th-level Path of the Alchemical Brute feature

You may add your Intelligence modifier as a bonus to Constitution saving throws. Additionally, when you enter a rage, you can increase your size by one (Small to Medium, Medium to Large, etc). Mundane clothing or armor you are wearing is ruined in the transformation, unless specially made to accommodate your expanding bulk. Such clothing costs twice as much as normal. Magical equipment you wear resizes to your new form, but does not change in statistics.

When your rage ends, you and any magical equipment you wear revert to normal size.

MONSTER

14th-level Path of the Alchemical Brute feature

You discover additional alchemical formulae equal to your Intelligence modifier (minimum 1), for a total of 6 + your Intelligence modifier. Additionally, whenever you enter a rage, you can gain the effects of up to three alchemical formulae you have prepared.



ALCHEMICAL FORMULAE

The Path of the Alchemical Brute grants barbarians an array of options to augment their physical and mental states when raging. When you gain a feature that allows you to discover alchemical formulae, you choose from those described below. You can select an alchemical formula only once, unless otherwise specified.

Aerial Mutation. When you enter a rage using this formula, you mutate in some manner that gives you the ability to make stupendous leaps, whether that is grotesquely muscular legs, vestigial wings, or some other mutation. For the duration of your rage, you can make a running long jump or running high jump after moving only 5 feet on foot, and your jump distance is doubled.

When your rage ends, the mutation caused by this formula ends.

Aquatic Adaptation. When you enter a rage using this formula, your body mutates to adapt to aquatic environments. For the duration of your rage, you have a swim speed equal to twice your walking speed, and you can breathe both air and water.

When your rage ends, the mutation caused by this formula ends.

Bloodgorging. For the duration of a rage infused with this formula, you have an insatiable thirst for blood or life essence, allowing you to bite a creature as an unarmed strike. Your bite deals piercing damage equal to 1d8 + your Strength modifier when you hit with it. When you hit with your bite, if the target creature is not a construct or undead, you gain a number of temporary hit points equal to your Intelligence modifier.

Energy Endurance. When you learn this formula, choose one of the following damage types: acid, cold, fire, lightning, necrotic, poison, psychic, radiant, or thunder. When you enter a rage using this formula, you gain resistance to the chosen damage type.

Unlike most alchemical formulae, you may learn this formula more than once, to a maximum of 3 times. When you learn this formula for the second and third time, you choose one additional damage type each time, and you gain resistance to all chosen damage types when you enter a rage using this formula.

Firestarter. For the duration of a rage infused with this formula, you can ignite objects and creatures with the pure, distilled anger of your concentrated will. When you enter a rage using this formula, and as a bonus action on each of your turns during your rage, you can cause an object or creature within 10 feet of you to combust. The target must make a Constitution saving throw, taking 1d6 fire damage on a failed save, or half as much damage on a successful one. The damage increases when you reach certain levels in this class, increasing to 2d6 at 10th level, 3d6 at 15th level, and 4d6 at 20th level.

Heightened State. During a rage infused with this formula, when you make a saving throw, you can add your Intelligence modifier to the roll. You can gain this bonus only once during each rage, and you can choose to apply it after you know if your saving throw succeeded or failed.

Iron Skin. For the duration of a rage infused with this formula, bludgeoning, piercing, and slashing damage that you take from nonmagical weapons is reduced by an amount equal to your Intelligence modifier. You apply this reduction before any damage resistance.

Long Limbs. When you enter a rage using this formula, your body mutates to lengthen your arms and legs. For the duration of your rage, your reach with melee attacks increases by 5 feet and your walking speed increases by 10 feet.

When your rage ends, the mutation caused by this formula ends.

Psychic Fury. When you enter a rage using this formula, you can channel your anger into pure psychokinetic energy through your attacks. During your rage, the first creature you hit on each of your turns with a melee weapon attack takes extra psychic damage equal to 1d4 + your Intelligence modifier.

When you reach 11th level in this class, this damage increases to 2d4 + your Intelligence modifier.

Subterranean Mutation. When you enter a rage using this formula, your body mutates to adapt to subterranean environments. For the duration of your rage, you have a burrow speed equal to your walking speed, allowing you to burrow through unworked earth, but not stone, metal, or structures. You do not leave a tunnel behind you as you burrow. Additionally, for the duration of your rage, you have darkvision out to 60 feet. If you normally have darkvision, the range of your darkvision extends by 30 feet during a rage infused with this formula.

When your rage ends, the mutation caused by this formula ends.

Thunderous Roar. During a rage infused with this formula, you may release a deafening howl of your alchemically enhanced fury as an action. Each creature in a 15-foot cone originating from you must make a Constitution saving throw. On a failed save, a creature takes 2d6 thunder damage, is deafened for 1 minute, and pushed 10 feet away from you. On a successful save, the creature takes half as much damage and isn't deafened or pushed.

This damage increases by 1d6 when you reach 6th level (3d6), 9th level (4d6), 12th level (5d6), 15th level (6d6), and 18th level (7d6) in this class.

In addition, unsecured objects that are completely within the area of effect are automatically pushed 10 feet away from you by the roar, which itself is audible out to 300 feet.

Time Dilation. Once during a rage infused with this formula, you may perceive time quicker than a normal person, allowing you to gain an additional action on your turn. You can use this action to make one melee attack, or take the Dodge, Disengage, or Help actions.

PATH OF INFILTRATION

To barbarians who follow the Path of Infiltration, rage does not mean battle cries and violent screams. Instead, it means deafening silence and uncertain shadows. Drawing upon magic from the Shadowfell, these infiltrators breathe in sound and light and hold it within, suppressing it as they lay

waste to enemies, doors, and any other barriers between them and their goal.

In the world of Ravnica, House Dimir makes ample use of these barbarians. In the Forgotten Realms, the Zhentarim includes such ranks. Thieves' guilds, cults, or noble houses might also recruit these silent terrors as thieves or assassins.

These powers are usually gained from dark rituals or curses. In either case, obtaining and using these powers is often painful, causing these barbarians to become part-shadow and suffer—and make others suffer—in silence. At your option, you can pick from or roll on the Infiltration Barbarian Quirks table to create a quirk for your character.

INFILTRATION BARBARIAN QUIRKS

1d6 Quirk

- | | |
|---|---|
| 1 | Your eyes are pitch black. |
| 2 | You get headaches from bright light and loud noises. |
| 3 | You often wake up screaming, but make no noise when you do. |
| 4 | Your blood is black and quickly evaporates into shadowy mist. |
| 5 | You have a habit of unintentionally sneaking up on people. |
| 6 | You rarely talk, preferring to write or gesture instead. |

BREAKING AND ENTERING

3rd-level Path of Infiltration feature

You become adept at finding a way past nearly any obstacle:

- You deal double damage to objects.
- You can use a bonus action on each of your turns to make a single weapon attack against an object that isn't being worn or carried.
- While you are raging, your rage doesn't end early as long as you end your turn in dim light or darkness.

SILENT RAGE

3rd-level Path of Infiltration feature

Whenever you enter a rage, you can inhale light and sound to create a magical aura of silence and shadow. The aura extends 10 feet from you in every direction, but not through total cover. Your aura lasts until you dismiss it as a bonus action or your rage ends.

Your aura acts as the areas of both a *silence* spell and of a *pass without trace* spell. You can still use your Danger Sense even while you are deafened by your aura.

If you are targeted by a *dispel magic* spell, your aura counts as a spell with a level equal to half your barbarian level.

IMPROVED INFILTRATION

6th-level Path of Infiltration feature

Whenever you hit an object with an attack, the hit is a critical hit.

In addition, dim light doesn't impose disadvantage on your Wisdom (Perception) checks relying on sight.

TRACELESS INTRUDER

10th-level Path of Infiltration feature

While you're raging, you are under the effects of a *nondetection* spell, and whenever you would trigger an abjuration spell, such as by walking through the area of an *alarm* or *glyph of warding*, you can make a Constitution saving throw (DC 10 + the spell's level). On a successful save, the spell isn't triggered.

Additionally, while you benefit from your Danger Sense, the damage you take from traps is halved. This includes magical traps, such as the *glyph of warding* or *symbol* spells.

STRIDE OF SHADOWS

14th-level Path of Infiltration feature

As an action on your turn, you can take on an incorporeal, shadowy form. Until the end of the turn, you can move through creatures and objects as if they were difficult terrain. If you occupy the same spot as a solid object or creature when the turn ends, you are immediately shunted to the nearest unoccupied space and take 1d10 force damage for every 5 feet you are moved. If you take this action while raging, your rage doesn't end early at the end of the turn.





BARD

At 3rd level, a bard gains the Bard College feature. The following options are available to a bard, in addition to those offered in the *Player's Handbook*: the College of Harmony and the College of Pantomime.

COLLEGE OF HARMONY

Bards of the College of Harmony are masters of teamwork and bringing out the best in people. Often natural leaders, bards of this college sometimes favor coordinating the efforts of the party from a ranged position, while some choose to be on the front lines to inspire and encourage their allies.

Not only do their abilities allow them to increase the effectiveness of their comrades, but these bards can bind the group together in magical harmony, allowing each of them to bestow protection on one another and to share in the beneficial effects the bard can produce.

HARMONIC BOND

3rd-level College of Harmony feature

You learn to link your allies with magical synergy to inspire themselves and each other to keep in the fight. When a creature that has a Bardic Inspiration die from you takes damage, it can roll the die and reduce the damage taken by an amount equal to that number plus your Charisma modifier.

Alternatively, a creature with a Bardic Inspiration die from you can use its reaction to grant this benefit to another creature within 30 feet of it, when that other creature takes damage.

GUIDED INITIATIVE

3rd-level College of Harmony feature

You learn the guidance cantrip, which counts as a bard cantrip for you but doesn't count against your number of bard cantrips known. For you, it has a range of 30 feet.

Additionally, whenever you roll initiative, you can use your reaction to grant one creature other than yourself within 30 feet of you a 1d4 bonus to its initiative result.

SHARED SPELL

6th-level College of Harmony feature

When you cast a spell that can only target one creature, and that does not have a range of self, you can instead target two creatures if one of them has a Bardic Inspiration die from you.

HARMONIC LINK

14th-level College of Harmony feature

You can link your allies in perfect harmony, working effortlessly as a team to bolster each other's defenses. When a creature that has a Bardic Inspiration die from you is hit by an attack, it can spend its die to magically reach out to nearby allies. Each creature within 30 feet can use its reaction to grant the target a +2 bonus to the targeted creature's AC.

This effect is cumulative. For example, if two creatures use their reactions to grant this benefit, the creature gains a +4 bonus to its AC against the triggering attack.

COLLEGE OF PANTOMIME

The College of Pantomime is the home of bards who found that the world is a cacophonous place with too much noise and distractions to truly appreciate the Words of Creation or the magic which stemmed from it. They have therefore opted not to add their voices to the multitudes, instead choosing to remain silent, focusing instead on their movements and intentions to weave their magic as they trace the echoes of the Words of Creations which vibrate throughout the planes.

Bards of this college are often considered odd and off-putting. There's something about a performer who won't speak that seems to give onlookers a feeling that something just isn't right. This can be explained by the fact that these silent performers are in fact altering the weave around them through their intricate and specific movements. Members of this college are usually more level-headed than their counterparts from other colleges, or at least seem so since they cannot voice any ridiculous plans they have out

loud. Though those who spend enough time around them to gain an insight into their gesticulations may disagree with the previous assertion.

SILENCE IS GOLDEN

3rd-level College of Pantomime feature

When you join the College of Pantomime at 3rd level you gain a better understanding of how to manipulate the weave of magic around you with your performance.

When casting a spell you can replace any verbal components with somatic components. If a spell requires both verbal and somatic components, you can ignore the verbal components. By mastering the use of your gesticulations you have negated the need to vocalize your intentions.

INVISIBLE BLADES

3rd-level College of Pantomime feature

As a bonus action, you can expend one of your uses of Bardic Inspiration to pantomime an invisible blade in your hand. This blade deals 1d6 slashing damage and uses your Charisma modifier, instead of Strength or Dexterity, for the attack and damage rolls. It has the Light property. The blade ceases to exist after 1 hour, if you are incapacitated, or if you let go of it. You can also dismiss it at will.

The damage for this attack increases when you reach 5th level (1d8), 10th level (1d10), and 15th level (1d12).

CONVINCING PERFORMANCE

6th-level College of Pantomime feature

As an action, you can mime the form of any inanimate object with which you are familiar, creating an invisible version of it in your hands. An object created in this way can be no larger than 3 feet on a side and weigh no more than 10 pounds. It ceases to exist after 1 hour, when you dismiss it as an action, when you use this feature again, or if it takes or deals any damage.

You cannot use this feature to create items that ordinarily require a high degree of craftsmanship, such as weapons or armor, unless you have proficiency with the type of artisan's tools used to craft such objects.

TRAPPED IN A BOX

14th-level College of Pantomime feature

At 14th level, by perfecting the art of mime and listening for the Words of Creation, you have developed a mastery of imposing your vision and will on the weave around you.

As an action you may summon up to 6 invisible panels in any orientation and position in any unoccupied spaces within 60 feet of you, each panel must share at least one side with one other panel. The panels exist for up to 1 minute, until you dismiss them as an action or until they are destroyed. The panels are 5 foot squares that are 1 inch thick. A creature can determine the location and orientation of these panels by interacting with them or by succeeding on a Wisdom (Perception) check against your spell save DC.

If a creature would be surrounded on all sides by the panels (or the panels and another solid surface), that creature can make a Dexterity saving throw. On a success, it can use its reaction to move up to its speed so that it is no longer enclosed by the panels.

The panels are magical objects, each one has AC 15 and 30 hit points, and is immune to poison and psychic damage. A dispel magic or disintegrate spell will immediately destroy a single panel.

You can use this feature a number of times equal to your Charisma modifier (minimum of once), and expended uses are replenished when you finish a long rest.





CLERIC

At 1st level, a cleric gains the Divine Domain feature. The following domain options are available to a cleric, in addition to those offered in the *Player's Handbook*: Inquisition, Seership, and Trade.

INQUISITION DOMAIN

Most clerics are pillars of their community, overseeing worship, healing, and religious rites in their god's name. However, all faiths have rules, acts which are seen as taboo and creatures declared anathema. When violations appear, the inquisitors follow, finding the violators and enforcing the law with divine wrath and the point of a sword.

Inquisitors bring safety to some, but are often fearsome figures in their work. At their best, they protect their communities from corrupting influences of cults, undead, and creatures from the outer planes. At their worst, they are tyrants, leading reigns of terror to quash dissent and oppress those who do not share their faiths.

Inquisitors exist throughout the multiverse, serving causes both good and evil. On many planes, the church of Lolth makes extensive use of them to root out dissent among the drow, and inquisitors of Bahamut are tasked with finding and quashing cults in service of Tiamat. In Faerun, Helm's eternal quest to protect his servants draws many inquisitors, and the efforts of Bane's followers to establish dominion over regions they control encourages many onto the path of the inquisitor. In Eberron, Thrane's Church of the Silver Flame and the secret police of Zilargo include many inquisitors among their ranks. Inquisitors abound among the clerics of Ravenloft, given the predominance of malign entities to be fought, corrupt cults to be stopped, and overbearing tyrants to be served.

DOMAIN SPELLS

1st-level Inquisition Domain feature

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

INQUISITION DOMAIN SPELLS

Cleric Level	Spells
1st	<i>cause fear, hunter's mark</i>
3rd	<i>branding smite, detect thoughts</i>
5th	<i>dispel magic, speak with dead</i>
7th	<i>banishment, locate creature</i>
9th	<i>dispel evil and good, flame strike</i>

SEEKER OF APOSTATES

1st-level Inquisition Domain feature

You gain proficiency with martial weapons, thieves' tools and two of the following skills of your choice: Arcana, Insight, Intimidation, Investigation, Persuasion, Sleight of Hand, Stealth or Religion.

FEAR AND SURPRISE

1st-level Inquisition Domain feature

Beginning at 1st level, your god grants you the power to act suddenly in pursuit of your enemies. You can add your Wisdom modifier to your initiative rolls.



CHANNEL DIVINITY: COW THE UNFAITHFUL

2nd-level Inquisition Domain feature

Starting at 2nd level, you can use your Channel Divinity to inspire awe or terror among enemies of your faith. As a bonus action, on the first round of combat you can present your holy symbol and invoke the name of your deity. All hostile creatures within 30 feet of you who can see you must succeed on a Wisdom saving throw or be frightened by you until the end of your next turn. A creature frightened in this way has a speed of 0. Creatures who are surprised when you use this ability have disadvantage on this saving throw.

EXPOSE THE HERETICS

6th-level Inquisition Domain feature

Starting at 6th level, your ability to inspire dread among enemies gains the power to end deceptions or illusions.

Creatures which are frightened or charmed by you have disadvantage on checks made to deceive you or hide from you.

Additionally, you have advantage on checks and saving throws made to perceive or see through illusions, and can cast *see invisibility* on yourself once without using material components or expending a spell slot. Once you have cast the spell in this way, you cannot do so again until you complete a long rest.

DIVINE STRIKE

8th-level Inquisition Domain feature

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

END BLASPHEMY

17th-level Inquisition Domain feature

Starting at 17th level, you may break the ties between an enemy and their magical power.

As an action, choose a creature you can see within 60 feet of you. The creature must make a Wisdom saving throw. On a failed save, any spells on the target and any ongoing spells tcast by the target end. Until the end of your next turn, the creature may not cast spells or use magical abilities or non-artifact magic items. Once you have used this ability, you may not do so again until you finish a long rest.

SEERSHIP DOMAIN

Seers are those touched by gods or other powerful entities in order to help guide others. Rather than being the one to smite those who their patron considers “evil” or “unjust”, Seers help influence events and people in order to gain a favored outcome. While altering Fate is incredibly beneficial, it sometimes comes at a price.

The eyes of a Seer can view the threads of magic that weave between creatures and places. They are often wise beyond their intelligence as their patron nudges them forward like the guiding hands of fortune.

Seers are perfect for players who want to have more of a support role, using premonitions in order to aid their allies in battle. These clerics could be randomly chosen by gods who deem them vital to history and fate, or simply fortune tellers whose fortunes were heard by powerful ears.

DOMAIN SPELLS

1st-level Seership Domain feature

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

SEERSHIP DOMAIN SPELLS

Cleric Level	Spells
1th	<i>detect magic, identify</i>
3th	<i>locate object, phantasmal force</i>
5th	<i>clairvoyance, dispel magic</i>
7th	<i>hallucinatory terrain, locate creature</i>
9th	<i>legend lore, scrying</i>

SEER'S INTUITION

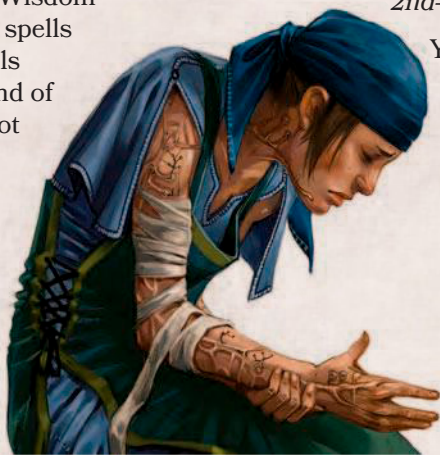
1st-level Seership Domain feature

You begin to see the strings of magic that weave through the world. Whenever you make a Wisdom (Insight) check, you may treat a d20 roll of 9 or lower as a 10. In addition, you learn the *guidance* cantrip, which doesn't count against the number of cleric cantrips you know. For you, it has a range of 30 feet.

CHANNEL DIVINITY: WOESIGHT

2nd-level Seership Domain feature

You can flare your eyes with magical energy as you search for a weakness in an enemy and subtly guide allies toward it. When an ally hits a creature with a weapon attack, you can use your reaction to turn it into a critical hit.



TWISTING FATE

6th-level Seership Domain feature

Your vision extends slightly into the future, alerting you to incoming danger and giving you a small window to alter it. When an enemy you can see hits an ally with a Critical Hit, you can use your Reaction to make them re-roll the attack.

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

POTENT SPELLCASTING

8th-level Seership Domain feature

Starting at 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

KEEPER OF SIGHT

17th-level Seership Domain feature

You have learned how to alter the vision of all creatures around you. As an Action, every hostile creature within 120 feet that can see you must succeed on a Constitution saving throw or become blinded for 1 minute. Each creature can make a new Constitution saving throw at the end of their turn, with a success ending the effect.

In addition, every ally within 120 feet that can see you can make a DC 10 Wisdom (Insight) check. On a success, whenever they make an attack roll, they can treat a d20 roll of 7 or lower as an 8 for 1 minute.

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

TRADE DOMAIN

The Trade Domain focuses on the acquisition of wealth, the safeguarding of items and the negotiation of deals and bargains. In many civilizations, the power and influence of coin is said to rival that of the gods themselves. The gods of trade often promote the betterment of the self through financial success, as well as its benefits to society as a whole — though some are more focused on its more selfish applications. Clerics of this domain often travel as merchants, offering their divine services in each town they visit. Others take a more mercenary path, willing to venture into dangerous places for the right price.

Deities of all alignments can claim influence over this domain, particularly deities of commerce and bargains (such as Tymora, Waukeen, and Vergadain), and gods of greed (such as Abbathor and Tiamat).

DOMAIN SPELLS

1st-level Trade Domain feature

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

TRADE DOMAIN SPELLS

Cleric Level	Spells
1th	<i>alarm, identify</i>
3th	<i>arcane lock, locate object</i>
5th	<i>glyph of warding, nondetection</i>
7th	<i>fabricate, Leomund's secret chest</i>
9th	<i>creation, dominate person</i>

SILVER TONGUE

1st-level Trade Domain feature

You can use any coin as a holy symbol, and you gain proficiency in the Persuasion and Deception skills. While your holy symbol is in your hand, you can expend a spell slot of 1st level or higher to double your proficiency bonus for any ability check you make that uses those skills for 1 minute. In addition, you learn the *friends* cantrip, which doesn't count against the number of cleric cantrips you know.

DIVINE APPRAISAL

1st-level Trade Domain feature

As an action, you can instantly discern the approximate market value of a nonmagical item that you can see within 30 feet of you.



CHANNEL DIVINITY: INSTANT TRANSACTION

2nd-level Trade Domain feature

You can use your Channel Divinity to cause a creature to partake in a magical and instantaneous trade.

As an action, you present a coin, used as your holy symbol, to a creature you can see within 30 feet. That creature must succeed on a Strength saving throw or else one nonmagical object it is holding that weighs less than 10 pounds is forcibly pulled towards you and comes to a rest in your empty hand (provided you are able to hold it) or at your feet. The coin you presented is magically teleported to the ground in the creature's space.

At the start of its next turn, the creature becomes aware of what has occurred and might take measures to retrieve the item. Once you have successfully used this on a creature, you cannot use this on that same creature again until you finish a long rest.

CHANNEL DIVINITY: DEFENSIVE DEAL

6th-level Trade Domain feature

You gain the ability to magically entice your foes, momentarily reducing their commitment to an attack. When a creature within 30 feet of you makes an attack roll against you or an ally, you can use your reaction to present a coin, used as your holy symbol, and impose a -10 penalty to the roll, using your Channel Divinity. You can make this choice after you see the roll, but before you know whether the attack hits or misses.

POTENT SPELLCASTING

8th-level Trade Domain feature

You add your Wisdom modifier to the damage you deal with any cleric cantrip.

BUY LOYALTY

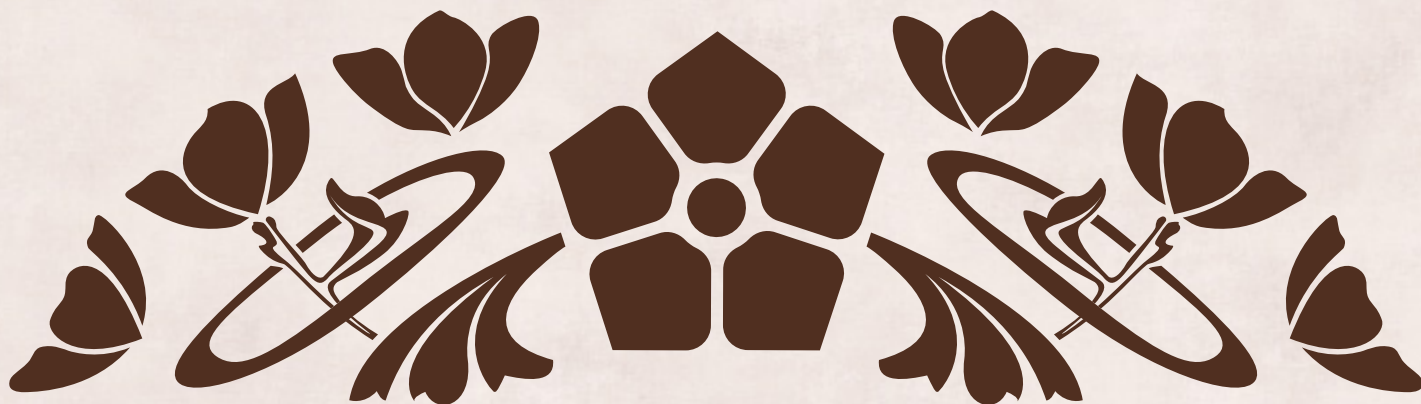
17th-level Trade Domain feature

You gain the ability to magically broker a deal with your enemies. As an action, you can present your holy symbol to force a creature within 60 feet of you that can hear and understand you to make a Wisdom saving throw. Creatures that can't be charmed are immune to this feature. On a failed save, you learn of an object the target desires most and enter into a magical bargain with it, promising to fulfill its desires within a day. If the creature desires no object, it instead specifies an amount of gold or a task it wishes to be completed.

For the next 24 hours, the creature is charmed by you. While charmed in this manner, the creature is friendly to you and your allies and will fight on your behalf, including turning against its former allies (though this may require a significantly larger, more costly reward). The creature will act in your best interests and follow your spoken commands, but won't take part in an activity that would lead to certain death.

If you provide the creature with its desire at the end of the 24 hours, the effect ends and the creature is indifferent towards you. The creature immediately turns hostile if you fail to provide the promised reward, or if you or your allies harm it while it is charmed. Once you use this feature, you can't use it again until you finish a long rest.





DRUID

At 2nd level, a druid gains the Druid Circle feature. The following options are available to a druid, in addition to those offered in the *Player's Handbook*: the Circle of the Bough and the Circle of the Dragonfriend.

CIRCLE OF THE BOUGH

There are druids who seek to bond not with beasts, but with the timeless sentinels that blanket the land: the ancient, gnarled trees whose wisdom is beyond compare. These druids—druids of the Bough—learn to shapeshift into the very trees that they revere.

BONUS CANTRIP

2nd-level Circle of the Bough feature

Beginning at 2nd level, when you choose this druid circle, you learn the *shillelagh* cantrip. If you already know this cantrip, you learn a different cantrip from the druid spell list. It does not count against the number of druid cantrips you know.

TREANT FORM

2nd-level Circle of the Bough feature

Starting at 2nd level, you can harden your skin into bark and become a treant-like creature. As an action, you can expend a use of your Wild Shape to gain tree-like traits, rather than transforming into a beast form. While this feature is active, you gain the following benefits:

- You gain 4 temporary hit points for each level you have in this class.
- Your Armor Class is equal to 14 + your Wisdom modifier. You can use a shield and still gain this benefit.
- As a reaction when you take bludgeoning, slashing or piercing damage, you can halve the attack's damage against you.
- Your unarmed strikes are under the effects of a *shillelagh* spell.

These benefits last for 10 minutes, until you lose all these temporary hit points, or until you use your Wild Shape again.

WILD GROWTH

6th-level Circle of the Bough feature

When you enter your Treant Shape, you can cause rootlets to sprout out of the ground in a 10 foot radius around you. This ground becomes difficult terrain for all creatures but yourself. If you move, the circle moves with you.

Additionally, while in your Treant Shape, you can increase your size to Large as a bonus action. When you transform in this way, your unarmed strikes deal an additional 1d8 bludgeoning damage.



TAKE ROOT

10th-level Circle of the Bough feature

When you enter your Treant Shape, you can ground yourself, growing roots that cling to the surface beneath you. While rooted in this way, you have the following traits:

- You have tremor sense out to a range of 60 feet.
- You can telepathically converse with trees within 1 mile of you, as if by a *speaking with plants* spell.
- You cannot be knocked prone or moved against your will.
- You have advantage on saving throws made to maintain your concentration on spells.

MARCH OF THE TREANTS

14th-level Circle of the Bough feature

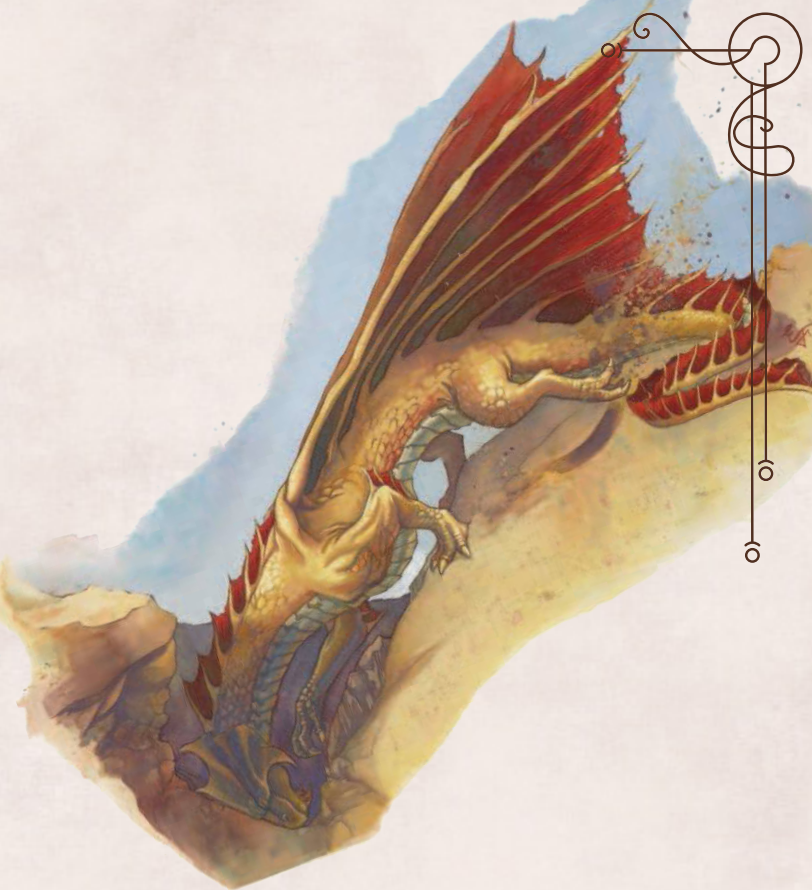
Starting at 14th level, when you're in your Treant Form, you can use an action to temporarily animate nearby trees. Choose up to two Medium or larger trees you can see within 30 feet of you. They become **awakened trees** that are friendly to you and your companions. They act on your initiative count, but take their turn immediately after you. The trees return to mundanity after 1 minute or when they are reduced to 0 hit points. The Dungeon Master has the statistics for these creatures.

Once you use this feature, you cannot use it again until you finish a long rest.

CIRCLE OF THE DRAGONFRIEND

Dragons are powerful magical beings that shape the environment around them and their lairs. A few brave druids work with these creatures and tend to those environments. Such druids often pick up tips, tricks, and magical traits from their companions. These druids are known as dragonfriends.

It is rare to find a dragonfriend trying to dominate a dragon, or that condescends to be ruled by one. While dragonfriends usually maintain a realistic understanding that dragons' powers are much greater than their own, they



maintain peaceful coexistence and peership with dragons. Those who live near evil dragons often make arrangements for tenuous, indefinite alliances.

In the world of Eberron, dragonfriends often work with dragons to study and record the Draconic Prophecy. The first dragonfriends were students of Vvaraak, the ancient green dragon that brought druidic magic to the orcs of the Shadow Marches.

DRAGON TYPE

2nd-level Circle of the Dragonfriend feature

Every dragonfriend has a type of dragon that shapes their magical abilities. This type determines your 6th-level feature and some features of your Draco forms. When you select this subclass at 2nd level, choose one of the following types of dragon: black, blue, brass, bronze, copper, gold, green, red, silver, or white.

DRAGON TYPE

Dragon Type	Damage Type	Draco Breath Weapon	6th-Level Feature
Black	Acid	Line	Amphibious
Blue	Lightning	Line	Tunneling
Brass	Fire	Line	Tunneling
Bronze	Lightning	Line	Amphibious
Copper	Acid	Line	Climbing
Gold	Fire	Line	Amphibious
Green	Poison	Cone	Amphibious
Red	Fire	Cone	Climbing
Silver	Cold	Cone	Fog
White	Cold	Cone	Tunneling



BONUS LANGUAGE

2nd-level Circle of the Dragonfriend feature

You learn to speak, read, and write Draconic.

LESSER DRACO

2nd-level Circle of the Dragonfriend feature

You gain an additional Wild Shape option, which uses the stat block below. Instead of assuming the shape of a beast, you gain a draconic appearance, with fangs, horns, and shining scales. In this form, you can only speak Draconic, but can use your hands as normal. You retain your normal Strength, Dexterity, and Constitution ability scores, but otherwise follow all standard Wild Shape rules.

DRACONIC GIFT

6th-level Circle of the Dragonfriend feature

You gain a special gift for exploration, as determined by your Dragon Type. You have this trait both in your Wild Shape and normal forms.

Amphibious (Black, Bronze, Gold, Green). You breathe both water and air. You gain a swimming speed equal to your walking speed, and water does not count as difficult terrain for you.

Climbing (Copper, Red). You gain a climbing speed equal to your walking speed, and you have advantage on Strength and Dexterity saving throws against effects that would knock you prone.

Fog (Silver). Fog, mist, rain, snow, and similar substances do not obscure your vision, and you can cast *fog cloud* without expending a spell slot a number of times equal to your Wisdom modifier. You regain expended uses when you finish a long rest.

LESSER DRACO

Medium dragon, any alignment

Armor Class 11 + your Dexterity modifier + your Wisdom modifier

Hit Points your Constitution modifier + five times your druid level
Speed 30 ft.

Damage Resistances your Dragon Type's damage type

Senses darkvision 60 ft.

Languages Draconic

Your ability scores remain the same.

Actions

Claw. *Melee Spell Attack:* the attack roll bonus is equal to your Wisdom modifier + your proficiency bonus, reach 5 ft., one target.
Hit: slashing damage equal to 1d8 + your Wisdom modifier.

Line Breath Weapon (Black, Blue, Brass, Bronze, Copper, Gold only). You exhale a dangerous blast in a 30 foot line that is 5 feet wide. Each creature in that line must succeed on a Dexterity saving throw against your spell save DC, or else take 7 (2d6) damage of your Dragon Type's damage type. The damage for this attack increases by 1d6 when you reach certain levels in this class: 6th level (3d6), 9th level (4d6), 12th level (5d6), and 18th level (7d6).

Cone Breath Weapon (Green, Red, Silver, White only). You exhale a dangerous blast in a 15 foot cone. Each creature in that line must succeed on a Constitution saving throw against your spell save DC, or else take 7 (2d6) damage of your Dragon Type's damage type. The damage for this attack increases by 1d6 when you reach certain levels in this class: 6th level (3d6), 9th level (4d6), 12th level (5d6), and 18th level (7d6).

Tunneling (Blue, Brass, White). You gain a burrowing speed of 10 feet, and you can choose to leave a tunnel in your wake with a diameter just large enough to fit a creature of your size. This speed cannot be used to burrow through solid rock, ice, metal, wood, or similar substances.



GREATER DRACO

10th-level Circle of the Dragonfriend feature

You can expend two uses of Wild Shape at the same time to take a Greater Draco form, which uses the stat block below. Instead of assuming the shape of a beast, you gain a draconic appearance, with fangs, horns, shining scales, and grand wings. In this form, you can only speak Draconic, but can use your hands as normal. You retain your normal Strength, Dexterity, and Constitution ability scores, but otherwise follow all standard Wild Shape rules.

DRACONIC EVASION

14th-level Circle of the Dragonfriend feature

Your experience with breath weapons has given you a unique ability to avoid them. When you are subjected to an effect that allows you to make a Dexterity or Constitution 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.

GREATER DRACO

Medium dragon, any alignment

Armor Class 11 + your Dexterity modifier + your Wisdom modifier

Hit Points your Constitution modifier + eight times your druid level

Speed 30 ft., fly 60 ft.

Damage Immunities your Dragon Type's damage type

Senses darkvision 60 ft.

Languages Draconic

Your ability scores remain the same.

Actions

Claw. *Melee Spell Attack:* the attack roll bonus is equal to your Wisdom modifier + your proficiency bonus, reach 5 ft., one target.
Hit: slashing damage equal to 1d8 + your Wisdom modifier.

Line Breath Weapon (Black, Blue, Brass, Bronze, Copper, Gold only). You exhale a dangerous blast in a 60 foot line that is 5 feet wide. Each creature in that line must succeed on a Dexterity saving throw against your spell save DC, or else take 7 (2d6) damage of your Dragon Type's damage type. The damage for this attack increases by 1d6 when you reach certain levels in this class: 6th level (3d6), 9th level (4d6), 12th level (5d6), and 18th level (7d6).

Cone Breath Weapon (Green, Red, Silver, White only). You exhale a dangerous blast in a 30 foot cone. Each creature in that line must succeed on a Constitution saving throw against your spell save DC, or else take 7 (2d6) damage of your Dragon Type's damage type. The damage for this attack increases by 1d6 when you reach certain levels in this class: 6th level (3d6), 9th level (4d6), 12th level (5d6), and 18th level (7d6).

Frightful Presence. Each creature of your choice within 60 feet of you must succeed on a Wisdom saving throw or else become frightened of you for 1 minute. A creature can repeat this saving throw at the end of each of its turns, ending the effect on itself on a success. A creature that succeeds on this save is immune to the effects of your Frightful Presence for the next 24 hours.





FIGHTER

At 3rd level, a fighter gains the Martial Archetype feature. The following options are available to a fighter, in addition to those offered in the *Player's Handbook*: the Bodyguard, the Fencer, and the Scrapper.



BODYGUARD

Bodyguards are highly skilled fighters that hone their skills and reflexes to recognize and react to threats swiftly, warn others of danger, and if necessary, put themselves in harms way to protect their charges.

Anyone with the unflinching devotion to protect their allies can excel as a bodyguard. In the Forgotten Realms, the Masked Lords of Waterdeep often secure the services of bodyguards, as do many wealthy merchants traveling up and down the Sword Coast. In Eberron, the most famed and respected bodyguards in the Five Nations belong to House Deneith's Defenders Guild, followed closely by distinguished members of House Medani's Warning Guild.

SELFLESS GUARDIAN

3rd-level Bodyguard feature

You have honed your reflexes to instinctively interpose yourself between your allies and danger. Whenever an ally you can see would take damage, you may move up to half your speed directly toward that ally as a reaction. This movement does not provoke opportunity attacks. If this movement brings you within 5 feet of your ally, you may choose to take the damage they would be dealt in their stead.

You can use this feature a number of times equal to your Wisdom modifier (minimum 1), and you regain all expended uses of it when you finish a short or long rest.

THREAT ASSESSMENT

3rd-level Bodyguard feature

You develop a talent for instinctively recognizing hostile intentions. You gain proficiency in the Insight skill if you do not have it already. Whenever you make a Wisdom (Insight) check to determine whether a creature intends harm toward you or an ally you can see, treat a roll of 7 or lower on the d20 as an 8.

VENGEFUL GUARDIAN

7th-level Bodyguard feature

When you use Selfless Guardian, the next attack you make before the end of your next turn that hits the creature that triggered your reaction deals an additional 1d10 damage.

ALWAYS VIGILANT

10th-level Bodyguard feature

You can no longer be surprised and you have advantage on Initiative checks. As a reaction when you roll initiative, you can cause one ally that can hear you and who is surprised to no longer be surprised.

ENDURING GUARDIAN

15th-level Bodyguard feature

When you use your Selfless Guardian feature, you immediately gain resistance to all damage until the end of your next turn, including the damage you take as part of your reaction. Additionally, when you roll initiative and have no uses of Selfless Guardian remaining, you regain one use of that feature.

PERFECT GUARDIAN

18th-level Bodyguard feature

After you use your Selfless Guardian feature, until the end of your next turn, you may continue to choose to take any damage an ally adjacent to you would be dealt, instead of that ally.

Additionally, when you choose to take damage from an attack that hits an ally, you suffer no damage if the attack roll did not exceed your Armor Class.

Lastly, after using your Selfless Guardian feature, all of your attacks deal an additional 1d10 damage to creatures that attempted to deal damage to allies adjacent to you, until the end of your next turn.



FENCER

Fencers are highly skilled duelists and swordmasters. These quick-footed warriors forego the usual heavy armor that most fighters wear, in favor of unfettered movement and flexibility. Fencers have a flair for style and panache, and usually seize victory with a cunningly precise strike that leaves their foes baffled, and shortly thereafter, bleeding.

Some fencers are rumored to be unsavory rakes and scoundrels, while many others are featured in songs and chronicles as heroes with a bold and audacious air. Some of these seedy rumors and heroic retellings might actually refer to the same person!

DASHING SWORDFIGHTERS

Many of the Fencer's features described here make extensive use of Charisma, an ability score not usually considered very important to fighters. If you plan to take this subclass at 3rd level, consider putting your two highest ability scores in Dexterity and Charisma.

BONUS PROFICIENCY

3rd-level Fencer feature

Fencers often train in more diverse skill sets than is typical for fighters. You gain proficiency in one of the following skills of your choice: Acrobatics, Deception, Intimidation, Performance, Persuasion.

PRECISE FLOURISH

3rd-level Fencer feature

You have incorporated stylistic flair into your fighting style that masks your deadly precision. When you make a melee weapon attack with a finesse weapon wielded in one hand, and have nothing in your off-hand, you may spend a Precision Die, a d8, to roll it and add the result to the attack roll. You may also perform a flourish that confounds or hinders the target. You may decide to roll the Precision Die, and declare which flourish you perform, after seeing the result of your attack roll, but you must do so before you know whether the attack hits or misses.

You have a number of Precision Dice equal to your Charisma modifier, and regain all spent Precision Dice when you finish a short or long rest.

The DC of a flourish's saving throw is equal to 8 + your proficiency modifier + your Charisma modifier. On a successful save, the target becomes immune to all of your flourishes until it finishes a short or long rest. You may choose any of the below flourishes:

Befuddling Routine. You incorporate such complex movements in your attack routine that your opponent is left briefly unsure of its next move. The target of your attack must make an Intelligence saving throw. On a failure, its speed is reduced to 0 until the end of its next turn.

Demoralizing Feint. You use your attack to cleverly disguise a feint that leaves your opponent looking foolishly outmatched. The target of your attack has disadvantage on the next attack roll it makes before the start of your next turn.

Disarming Sweep. The target of your attack must succeed on a Dexterity saving throw or drop one item of your choice that it is holding. As a reaction, you may choose to either catch the creature's dropped item in your off-hand, or fling it up to 15 feet away.

UNFETTERED DEFENSE

3rd-level Fencer feature

You incorporate your sense of panache into your flexible defensive style. While you are wearing no armor and not wielding a shield, your AC equals 11 + your Dexterity modifier + your Charisma modifier.

Additionally, when you reach 10th level in this class, you gain proficiency in Dexterity saving throws while you are wearing no armor nor wielding a shield.

AUDACIOUS

7th-level Fencer feature

Your bold nature and reputation lends you an audacious air. Whenever you roll a Dexterity (Acrobatics) check or any Charisma skill check, you may spend a Precision Die to roll it and add its result to your ability check. You may decide to roll the Precision Die after seeing the result of your ability check, but before you know whether it succeeds or fails.

PARRY AND RETORT

7th-level Fencer feature

When you are wielding a finesse weapon in one hand and have nothing in your off-hand, and another creature hits you with a melee attack, you may spend a Precision Die as a reaction to roll it and add its result to your AC against that attack, potentially causing the attack to miss.

If the creature's attack does miss, you may immediately make a melee weapon attack against the creature. If your attack hits, you don't add your ability modifier to the damage roll, unless that modifier is negative.

IMPROVED PRECISION

10th-level Fencer feature

Your Precision Dice turn into d10s. At 18th level, they turn into d12s.

ENDURING PRECISION

15th-level Fencer feature

When you roll initiative and have no Precision Dice remaining, you regain one Precision Die.

SCRAPPER

Some fighters hone their combat skills through sheer discipline and endless hours of training. They study tactics and techniques developed by time-honored experts in the art of war, and aspire to join their ranks.

You are not one of those fighters.

Scrappers learn to defend themselves on the street and in the tavern, fighting dirty and grabbing whatever's at hand for a weapon. They're probably grinning the whole time, too, except for when they're spitting out teeth.

MAKESHIFT ARSENAL

3rd-level Scrapper feature

When you choose this archetype at 3rd level, you gain proficiency with improvised weapons. When you deal damage with an improvised weapon, you can choose to deal an amount of damage equal to 2d4 + your Strength modifier instead of the amount normally dealt by such a weapon.

After dealing damage, you can deal an additional 1d4 damage if you declare that the blow has shattered, splintered, or otherwise broken the improvised weapon beyond further use. You cannot do this if the improvised weapon is a magic item.

At 11th level, this extra damage increases from 1d4 to 1d8.

DIRTY FIGHTING

3rd-level Scrapper feature

Only fools fight fair. At 3rd level, you learn a few dirty tricks you can use in combat. When you hit a creature with a melee weapon attack, you can use one dirty trick as long as you aren't wielding a weapon with the Two-Handed property and aren't wearing heavy armor.

You have a number of trick points equal to twice your proficiency bonus. When you use a dirty trick, you expend one or more trick points, each of which deals an additional 1d6 bludgeoning damage to the target as part of the attack. The maximum number of trick points you can expend on a single dirty trick cannot exceed your proficiency bonus. You regain all expended trick points when you complete a short or long rest.

Low Blow. The defender must succeed on a Constitution saving throw or fall prone if it is your size or smaller.



This trick has no effect against creatures with more than four legs.

Go For the Eyes. The defender must succeed on a Dexterity saving throw or become blinded until the end of its next turn. This trick has no effect on creatures without eyes.

Smash Nose. The defender must succeed on a Wisdom saving throw or be unable to take reactions until the start of its next turn. This trick has no effect on creatures without a face.

SWAGGER

3rd-level Scrapper feature

While you are not wearing any armor, your Armor Class equals 10 + your Dexterity modifier + your Constitution modifier. You can use a shield and still gain this benefit.

HEAVE-HO

7th-level Scrapper feature

Starting at 7th level, you can use your action to throw a creature you're grappling. If they're smaller than your size, you can throw them a number of feet equal to your Strength score. If they're your size, you can throw them half that distance. If they're one size larger than you, you throw them a number of feet equal to your Strength modifier (minimum 1 foot). The creature falls prone and takes bludgeoning damage equal to your Strength modifier, plus 1d8 bludgeoning damage for every 5 feet you threw it, rounded down. If the creature would strike an object, structure, or other creature, the struck target must succeed on a Dexterity saving throw or else take an equal amount of damage. The thrown creature then stops moving. If the struck target is the same size as or smaller than the thrown creature and fails the saving throw, it is also knocked prone.

READ THE ROOM

7th-level Scrapper feature

You're always expecting a fight. Starting at 7th level, when you spend at least 1 minute observing your immediate environment and the creatures in it, you learn certain details likely to be of use in the event that violence breaks out. The environment must be a confined space, such as a room, or an open space in an urban setting.

Ask the DM up to three of the following questions, and they must respond truthfully.

- Which creatures here have notable combat training or experience?
- Which creatures here are a danger to me or my allies?
- Which creatures here have more hit points than I do?
- Who's in charge here?
- What's useful to me here?
- What's my best way out of here?

In addition, if a fight breaks out in that environment within the next hour, you have advantage on your initiative roll and cannot be surprised.

SHAKE IT OFF

10th-level Scrapper feature

While you are conscious, you can spend 1 or more trick points as a bonus action on your turn and gain 1d4 temporary hit points for each point spent this way. You can also spend 3 trick points on your turn to make a saving throw against one effect on you that a successful saving throw can end.

I COULD DO THIS ALL DAY

15th-level Scrapper feature

Starting at 15th level, if you have no trick points remaining when your turn begins, you regain one trick point.

SUCKER PUNCH

18th-level Scrapper feature

Starting at 18th level, you know it's a fight when everyone else thinks it's still a conversation. When you roll initiative, you can spend 3 trick points to immediately make a melee attack against one creature you can see within 5 feet of you. If the attack hits and you use a dirty trick, the creature has disadvantage on its saving throw.



MONK

At 3rd level, a monk gains the Monastic Tradition feature. The following options are available to a monk, in addition to those offered in the *Player's Handbook*: the Way of Mundanity, the Way of the Iron Grasp, and a remastered version of the Way of the Four Elements.

WAY OF MUNDANITY

There are those who study the arcane as a means to change the world around them. There is a certain arrogance in that concept, so in order to maintain balance there exists a group dedicated to preservation of the natural and the mundane. Monks who follow the Way of Mundanity use both the study of magic and the mastery of their own internal energies to battle those who use the arcane.

ARCANE DETECTION

3rd-level Way of Mundanity feature

You gain proficiency in the Arcana skill if you do not already have it. Additionally, you can spend 1 ki point to cast the *detect magic* spell as an action.

SPELL DEFLECTION

3rd-level Way of Mundanity feature

You can use your Deflect Missiles ability to reduce the damage you take from magical sources. When targeted by any magical damage that isn't bludgeoning, slashing, or piercing you can spend 1 ki point to reduce the damage dealt as you would with Deflect Missiles. If you reduce the damage to 0, you can choose to cause your next melee attack to deal additional force damage equal to 1 of your martial arts dice.

SUPPRESSING KI

6th-level Way of Mundanity feature

You've learned to use your ki to disrupt the magical nature of other creatures or objects. You can spend 3 ki points to cast *counterspell*, *dispel magic*, *nondetection*, or *remove curse*, using Wisdom as your spellcasting modifier. Beginning at 17th level, you can also spend 8 ki points to cast *antimagic field* as an action.

MAGICAL RENDING

11th-level Way of Mundanity feature

When you hit a creature that has the Magic Resistance trait with an unarmed strike, you can expend 2 ki points to nullify that trait until the end of your next turn.

COALESCENCE

17th-level Way of Mundanity feature

When you make a saving throw against a spell or other magical effect, you can use your reaction to gain advantage on the saving throw and resistance to damage from the spell. If the effect is a spell, you also regain a number of ki points equal to the level of the spell cast.

Once you have used this ability, you may not do so again until you finish a long rest.



WAY OF THE IRON GRASP

Balance is lost when one disrupts the livelihood of another. Monks of the Way of the Iron Grasp are taught to establish safety and order within their sphere of influence, training relentlessly in martial techniques to pin down foes and protect allies. Many of this tradition wear gauntlets that they forge themselves as a symbol of their dedication and ideals.

Monasteries that teach this tradition often act as militias for nearby settlements or as a council that oversees and rules adjacent villages and towns. The heads of these monasteries offer respect towards even the lowest of peasants, but have no tolerance for troublemakers. Still, they risk life and limb to hold the peace when external threats arise, regardless of who needs protection.

TEMPERED SOUL

3rd-level Way of the Iron Grasp feature

While you benefit from your Unarmored Defense feature, you gain a +1 bonus to AC.

IRON GRASP TECHNIQUE

3rd-level Way of the Iron Grasp feature

You can disrupt the flow of ki in another creature's body with grappling techniques that prevent it from moving and harming allies.

You master special martial arts techniques used to disable opponents and safeguard allies. Whenever you hit a creature with one of the attacks granted by your Flurry of Blows and that creature is no more than one size category larger than you, you can force the creature to make a Strength or Dexterity saving throw (its choice) against your ki save DC. On a failed save, the target is grappled by you. You must use a free hand for the grapple as normal.

While grappled in this way, the creature has disadvantage on attack rolls against targets other than you. If the creature uses its action to try to escape the grapple, it makes its ability check against your ki save DC. When it does so, you can expend 1 ki point as a reaction to impose disadvantage on its ability check.

ETHEREAL GRASP

6th-level Way of the Iron Grasp feature

You can grapple incorporeal creatures, such as ghosts, even if they are normally immune to the grappled condition.

IRON SENTINEL

6th-level Way of the Iron Grasp feature

When a ranged attack hits a target you can see, you can use your Deflect Missiles feature to reduce the damage that target takes from the attack—and possibly catch the missile—just as you would for yourself. You must be either within 5 feet of the target or the attacker, or be providing the target with half cover against the attack.



COLOSSAL GRASP

11th-level Way of the Iron Grasp feature

You can use your Iron Grasp Technique to grapple creatures up to three size categories larger than you, rather than one, though you can't drag such a creature with you when you move.

IRON STANCE

11th-level Way of the Iron Grasp feature

If a creature or effect moves you against your will along the ground, you can use your reaction to reduce the distance you are moved by a number of feet up to half your speed.

CRUSHING GRASP

17th-level Way of the Iron Grasp feature

Your grasp allows you to more easily interfere with the flow of ki in an opponent's body. When you attempt a stunning strike against a creature you're grappling with your Iron Grasp Technique, the creature has disadvantage on its saving throw.

WAY OF THE FOUR ELEMENTS

REMASTERED

This subclass rebalances and reenvision the Way of the Four Elements Monastic Tradition found in the *Player's Handbook*.

WHY THESE CHANGES?

A Note from the Designer

The original Way of the Four Elements followed a pattern. At 3rd level it got the equivalent of a nondamaging elemental cantrip, and an interesting feature it could spend its ki on. Its spells cost an amount of ki equal to 1 + the spell's level. At higher levels, it learns 1-3 additional elemental powers it can spend its ki on. It sounds good, until you compare it to the precedent set by the other two *Player's Handbook* monk subclasses: the Way of Shadow and Way of the Open Hand.

At 3rd level, the Open Hand monk gets three unique things it can spend its ki on. The Shadow monk gets four, and it learns a nondamaging cantrip. The Shadow monk's spells cost an amount of ki equal to the spell's level. At 17th level, the Open Hand monk gains a feature that has the damage output equivalent of a 9th level spell on a failed save, or two 6th level spells on a successful save. This feature costs 3 ki points. At the same level, the Shadow monk essentially gets an extra attack most rounds.

Compare this to the Four Elements monk, who gets no other abilities with unlimited uses (e.g. Shadow's Shadow Step) or that have limited uses that aren't ki (e.g. Open Hand's Wholeness of Body). If the Four Elements monk's main mechanical appeal is that it gets additional options to spend its fuel on, it should either A) get more fuel (ki points), B) have abilities that are more powerful per ki point spent, or C) a larger arsenal of features it can use each day. Otherwise it is significantly weaker than its *Player's Handbook* counterparts. It gets none of these.

So what *does* the original Four Elements monk excel at?

Mechanically, it is one of the only character options in the game that gives you the option to move creatures against their will farther than 10 feet. Its Fist of Unbroken Air and Water Whip options move creatures as far as 20 or 25 feet, respectively, on a failed save.

Narratively, it is the master of all four elements.

This Remastered subclass aims to bring the Four Elements subclass up to the precedent set by the other *Player's Handbook* monk subclasses in the following ways:

- It recalculates the ki cost of spells and other abilities.
- It restructures the Disciple of the Elements feature. Now, as an elemental master, you know all Elemental Disciplines, but can only prepare 2-5 each day, depending on your level in this class.
- It gives you access to elemental cantrips. You learn one elemental control cantrip and one damaging elemental cantrip. Full casters, masters of magic, learn additional cantrips at 6th and 11th levels. As an elemental master, you also learn additional cantrips at those levels.

- It provides new Elemental Discipline options. Some of these provide access to suitable spells from the *Player's Handbook*, *Elemental Evil Player's Companion*, or *Xanathar's Guide to Everything*. Others offer passive ability options or other creative options from our design team, including passive ability options that have unlimited uses.



DISCIPLE OF THE ELEMENTS

3rd-level Way of the Four Elements feature

You can speak, read, and write Primordial, and you know magical disciplines that harness the power of the four elements. Most disciplines require you to spend ki points each time you use it.

Whenever you finish a long rest, you can prepare two Elemental Disciplines of your choice, all of which are detailed in the "Elemental Disciplines" section below. If an Elemental Discipline has prerequisites, you must meet them to prepare it. A level prerequisite refers to your monk level. You can prepare one additional Elemental Discipline at a time at 6th, 11th, and 17th levels.

CASTING ELEMENTAL SPELLS

Some elemental disciplines allow you to cast spells. See chapter 10 of the *Player's Handbook* for the general rules of spellcasting. To cast one of these spells, you use its casting time and other rules, but you don't need to provide material components for it.

The maximum number of ki points you can spend to cast a spell in this way (including its base ki point cost and any additional ki points you spend to increase its level) is determined by your monk level, as shown in the Spells and Ki Points table.

SPELLS AND KI POINTS

Monk Levels	Maximum Ki Points for a Spell
5th-8th	3
9th-16th	4
17th-20th	5

ELEMENTAL DISCIPLINES

If a discipline requires a level, you must be that level in this class to prepare that discipline.

FANGS OF THE FIRE SNAKE

When you use the Attack action on your turn, you can spend 1 ki point to cause tendrils of flame to stretch out from your fists and feet. Your reach for unarmed strikes increases by 10 feet until the start of your next turn. A hit with such an attack deals fire damage instead of bludgeoning damage, and deals an additional 1d4 fire damage.

FIST OF FOUR THUNDERS

You can spend 2 ki points to cast *thunderwave*.

FIST OF UNBROKEN AIR

You can create a blast of compressed air that strikes like a mighty fist. As an action, you can spend 2 ki points and choose a creature within 30 feet of you. That creature must make a Strength saving throw. On a failed save, the creature takes 3d10 thunder damage, plus an extra 1d10 thunder damage for each additional ki point you spend, and you can push the creature up to 20 feet away from you and knock it prone. On a successful save, the creature takes half as much damage and you don't push it or knock it prone.

ROCK BLOCK

As a reaction when a creature attacks you, you can spend 2 ki points and raise a thick wall of rock to block the attack. This wall grants you half cover and resistance to any bludgeoning, piercing, slashing, acid, cold, fire, lightning, or thunder damage from the triggering attack.

RUSH OF THE GALE SPIRITS

You can spend 2 ki points to cast *gust of wind*.

SHAPE OF THE FLOWING RIVER

As an action, you can spend 1 ki point to choose an area of ice or water no larger than 30 feet on a side within 120 feet of you. You can change water to ice within the area and vice versa, and you can reshape ice in the area in any manner you choose. You can raise or lower the ice's elevation, create or fill in a trench, erect or flatten a wall, or form a pillar. The extent of any such changes can't exceed half the area's largest dimension. For example, if you affect a 30-foot square, you can create a pillar up to 15 feet high, raise or lower the square's elevation by up to 15 feet, dig a trench up to 15 feet, and so on. You can't shape the ice to trap or damage a creature in the area.

SHURIKEN OF WINTER CHILL

You can spend 2 ki points to cast *ice knife* (see Appendix A).

SWEEPING CINDER STRIKE

You can spend 2 ki points to cast *burning hands*.

WATER WHIP

You can spend 2 ki points as an action to create a whip of water that shoves and pulls a creature to unbalance it. A creature that you can see that is within 30 feet of you must make a Dexterity saving throw. On a failed save, the creature takes 3d10 bludgeoning damage, plus an extra 1d10 bludgeoning damage for each additional ki point you spend, and you can either knock it prone or pull it up to 25 feet closer to you. On a successful save, the creature takes half as much damage, and you don't pull it or knock it prone.

CITIZEN OF THE ELEMENTS

Prerequisite: 6th level

When an elemental creature attacks you, that creature must make a Wisdom saving throw. The DC for this save is equal to your ki save DC. On a failed save, the creature must choose a different target, or the attack automatically misses. On a successful save, the creature is immune to this effect for 24 hours. The creature is aware of this effect before it makes its attack against you.

CLENCH OF THE NORTH WIND

Prerequisite: 6th level

You can spend 3 ki points to cast *hold person*.

FISH TECHNIQUE

Prerequisite: 6th level

You can breathe both air and water.



GONG OF THE SUMMIT

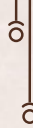
Prerequisite: 6th level

You can spend 3 ki points to cast *shatter*.

STRIDE OF FREE PASSAGE

Prerequisite: 6th level

Moving through nonmagical difficult terrain costs you no extra movement.



CROUCHING TIGER HID IN STONE

Prerequisite: 9th level

You can spend 3 ki points to cast *meld into stone*.

FLAMES OF THE PHOENIX

Prerequisite: 9th level

You can spend 4 ki points to cast *fireball*.

MIST STANCE

Prerequisite: 9th level

You can spend 3 ki points to cast *gaseous form*, targeting yourself.

RIDE THE WIND

Prerequisite: 9th level

You can spend 3 ki points to cast *fly* on yourself.

STEP OF THE NORTH WIND

Prerequisite: 9th level

You can spend 3 ki points to cast *thunder step* (see Appendix A).

ETERNAL MOUNTAIN DEFENSE

Prerequisite: 14th level

You can spend 4 ki points to cast *stoneskin* on yourself.

GREATER MIST STANCE

Prerequisite: 14th level

You can spend 4 ki points to cast *wind walk*, targeting yourself only.

TOUCH OF LIQUID ROCK

Prerequisite: 14th level

You can spend 4 ki points to cast *stone shape*.

WAVE OF HUNGRY FLAME

Prerequisite: 14th level

You can spend 3 ki points to cast *wall of fire*.

BEND BLOOD

Prerequisite: 17th level

You can spend 4 ki points to cast *dominate person*.

BREATH OF WINTER

Prerequisite: 17th level

You can spend 4 ki points to cast *cone of cold*.

CLOAK OF FIRE

Prerequisite: 17th level

You can spend 4 ki points to cast *investiture of flame* (see Appendix A).

CLOAK OF ICE

Prerequisite: 17th level

You can spend 4 ki points to cast *investiture of ice* (see Appendix A).

CLOAK OF STONE

Prerequisite: 17th level

You can spend 4 ki points to cast *investiture of stone* (see Appendix A).

CLOAK OF WIND

Prerequisite: 17th level

You can spend 4 ki points to cast *investiture of wind* (see Appendix A).

MOUNTAIN STRIKE

Prerequisite: 17th level

You can spend 4 ki points to cast *bones of the earth* (see Appendix A).

WAVE OF ROLLING EARTH

Prerequisite: 17th level

You can spend 4 ki points to cast *wall of stone*.



PALADIN

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

OATH OF ENLIGHTENMENT

The Oath of Enlightenment is taken by paladins who seek for learning and growth and to share such knowledge and experience with others. As often as others call them teacher or mentor, they call themselves student and pupil.

These paladins spend much of their time trying to build up others, but they are also dedicated to bettering themselves. As they understand other people, they begin to comprehend their own place in the cosmos on a level rivaled by few. The greatest reach a transcendence that allows them to ignore limitations of the planes, levitating and teleporting as they wish.

Paladins of this oath seek learning as a means to improve their connection to and understanding of their god and the domains of their god's portfolio. Some carry sketch pads and notebooks to record their learnings, while others might bring mats or wear caps to help them focus as they meditate and ponder on recent discoveries.



TENETS OF ENLIGHTENMENT

The tenets of the Oath of Enlightenment teach a paladin to seek learning whenever they can and to share it just as often.

Knowledge is Power. The greater your understanding, the greater your influence.

Lifelong Learning. Enlightenment can only be achieved by persistent curiosity and a humble willingness to learn.

Teach the Untaught. Nothing worth learning should be kept to yourself; your knowledge and experience ought to be shared with the world, that others might learn as you have.

Seek First to Understand. Understanding others is more important than being right. Once you understand them, then you can teach them.

OATH SPELLS

3rd-level Oath of Enlightenment feature

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

OATH OF ENLIGHTENMENT SPELLS

Paladin Level	Spells
3rd	<i>guiding bolt, comprehend languages</i>
5th	<i>enhance ability, levitate</i>
9th	<i>blink, tongues</i>
13th	<i>dimension door, divination</i>
17th	<i>awaken, contact other plane</i>

CHANNEL DIVINITY

3rd-level Oath of Enlightenment feature

You gain the following two Channel Divinity options. See the Sacred Oath class feature for how Channel Divinity works.

Enrich Understanding. You can use your Channel Divinity as an action to share knowledge and experience with others. As an action, choose one skill, and yourself or another creature you can see within 30 feet of you. The

chosen creature gains proficiency with the chosen skill for 10 minutes.

Guiding Strike. You can use your Channel Divinity to help teach and direct your allies in their strikes. When you hit with a weapon attack, choose an ally within 10 feet of you. The chosen ally can use its reaction to make one weapon attack with a bonus to the attack roll equal to your Charisma modifier (minimum of +1).

KINDLING AURA

7th-level Oath of Enlightenment feature

Whenever you or a friendly creature within 10 feet of you makes an Intelligence check, the creature gains a bonus to the roll equal to your Charisma modifier (with a minimum bonus of +1). You must be conscious to grant this bonus.

Additionally, when an ally within 10 feet of you hits a creature with a weapon attack, you can use your reaction to expend a spell slot and cause the attack to deal radiant damage to the target, in addition to the weapon's damage. The damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, to a maximum of 5d8. The damage increases by 1d8 if the target is an undead or a fiend, to a maximum of 6d8.

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

ILLUMINATED MIND

15th-level Oath of Enlightenment feature

You are always under the effects of a see invisibility spell, and you have resistance to psychic damage.

TRANSCENDENT SOUL

20th-level Oath of Enlightenment feature

You can use your action to assume the form of an enlightened, transcendent being. For 1 minute, you have advantage on all ability checks and saving throws, and you can use a bonus action on each of your turns to teleport to an unoccupied space you can see within 30 feet of you. Once you use this feature, you can't use it again until you finish a long rest.





RANGER

At 3rd level, a ranger gains the Ranger Archetype feature. The following options are available to a ranger, in addition to those offered in the *Player's Handbook*: the Dark Trapper, the Herbalist, and the Stargazer.

DARK TRAPPER

Blood magic is often banned for a reason. Dark Trappers tap into the primordial magic that binds creatures to the world they live in. You have learned the shape of reality, and can use it to force creatures to stay in a location, send pulsing waves of damage through their blood, and harness the energy your prey provides to keep yourself alive longer.



DARK TETHER

3rd-level Dark Trapper feature

You can temporarily restrict the movement of your prey. As an action, you can choose one point you can see within 60 feet of you. Choose a number of creatures up to your Wisdom modifier (minimum of 1) within 10 feet of that point. Each of these creatures must succeed on a Wisdom saving throw or else be tethered to that point.

While tethered in this way, the creature cannot move further from that point in any direction, although it can move closer. These tethers last for 1 minute or until you dismiss them as a bonus action. A tethered creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

While a creature is tethered, it takes 1d4 psychic damage at the beginning of each of its turns, and it cannot take reactions. If the creature dies, its tether vanishes.

You can use this feature a number of times equal to your Wisdom modifier, and you regain all expended uses when you finish a short or long rest.

UNCANNY STRIKES

7th-level Dark Trapper feature

You can use your tethers to inflict more injury on your quarry. You have advantage on attack rolls against creatures in your dark tethers. When you hit a tethered creature with a weapon attack, that creature takes an extra 1d8 psychic damage. You can deal this extra damage only once each turn.

BLOOD BOUND

11th-level Dark Trapper Feature

You gain the ability to spread damage even outside of your tethers. Once per turn, when you hit a creature that is within 5 feet of another creature with a weapon attack, you can choose to force the second creature to make a Dexterity saving throw. On a failure, the second creature takes half the damage you dealt to the first creature.

DEADFALL

15th-level Dark Trapper feature

You learn to drain the life force of your prey more effectively and repurpose it. When you deal damage with your Blood Bound ability, you can gain temporary hit points equal to half of the damage dealt with your weapon attack.

HERBALIST

Herbalists are true masters of their environment, able to find and utilise the rare and often magical components hidden in the undergrowth. Using these skills, they can create wondrous tonics, salves, potions and balms that can provide themselves and their allies with temporary beneficial effects. These rangers are often considered to be healers and witch-doctors instead of warriors, but there is no doubt that their abilities can turn the tide of battle.

HERBALIST MAGIC

3rd-level Herbalist feature

You learn an additional spell when you reach certain levels in this class, as shown in the Herbalist Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

HERBALIST SPELLS

Ranger Level	Spell
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3rd	<i>purify food and drink</i>
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5th	<i>enhance ability</i>
-----	------------------------

9th	<i>feign death</i>
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13th	<i>death ward</i>
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17th	<i>greater restoration</i>
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BONUS PROFICIENCIES

3rd-level Herbalist feature

You gain proficiency with herbalism kits as well as either the Medicine, Nature, or Survival skill. You can add double your proficiency bonus when using an herbalism kit or the chosen skill.

Additionally, when you use your action to stabilize a creature, you can make your Wisdom (Medicine) check with advantage.

CREATE CONCOCTION

3rd-level Herbalist feature

As part of a long rest, you are able to create a number of salves and tinctures using your herbalism kit and materials you have collected during your travels (including medicinal herbs, roots and animal glands). When you finish a long rest, you can prepare a number of concoctions equal to 2 + your Wisdom modifier (minimum of 3) chosen from the Salves and Tinctures list below. Each concoction provides a single dose, which is consumed upon use.



If you are in one of your favoured terrains, you may produce one additional concoction as you are able to easily find extra ingredients.

These creations lose their potency after 24 hours.

SALVES & TINCTURES

Burning Beeswax. This caustic beeswax must be carefully handled. As an action, the wax can be applied to a weapon or piece of ammunition. For the next minute, a hit with the weapon or ammunition deals an additional 2d4 acid damage.

Death Bell. A foul tasting tonic that is said prevents the dying from slipping into death. A creature can ingest the tonic as a bonus action to gain advantage on death saving throws for 8 hours.

Displacer Herb. This rare herb seems to forever shift and shiver in the hand. A creature can consume the herb as a bonus action. Until the start of its next turn, the creature does not provoke opportunity attacks as its form becomes difficult to focus upon.

Elfroot Granola. This recipe of simple nuts, fruit and nearby vegetation lightens the spirit and relieves tension. A creature that spends 1 minute consuming the food gains temporary hit points equal to 1d8 plus your wisdom modifier.

Gnomeberry Juice. This iron-tasting extract from a rare fruit can temporarily shrink you in size. As a bonus action, a creature can consume the liquid to gain the Reduce effects of the Enlarge/Reduce spell for 10 minutes.

Hastening Sap. This golden liquid is said to be sap from the trees of the Feywild, though it can be found on trees near portals to that realm. A creature can ingest it as a bonus action to gain an increase of 15 feet to their speed for the next minute.

Hollowbone Tonic. Torn feathers float in this blueish liquid. A creature can consume the tonic as a bonus action, granting it resistance to falling damage and preventing any damage for falls of less than 30 feet for 8 hours.

Night Eye Berries. These dark berries can allow temporary vision in the darkest of locations. As an action, a creature can squeeze the juice from these berries into its eyes to gain darkvision for 1 hour. If a creature already has darkvision, its range increases by 30 feet.

Poison-Purge Potion. This vial of carefully distilled poison from local creatures and plants can forcibly remove toxins from the body. A creature can drink the potion as a bonus action to end the poisoned condition.

Pond Leaf. This dried and twisted leaf reeks of pond water. A creature that chews on this leaf for 1 minute can breathe water and gains a swimming speed equal to its walking speed for 8 hours.

Potent Musk. This mixture of animal glands can be used to calm a wild beast. A creature can apply the musk to their hands and clothing as an action, granting them advantage on Wisdom (Animal Handling) checks for 1 hour.

Shadow Rose Pollen. This aromatic flower is known to calm the nerves and improve concentration. A creature

can consume the pollen as an action to gain advantage on Dexterity (Stealth) checks for 1 hour.

Slipstone Oil. This clear and slimy oil is difficult to procure and contain. A creature can spend 1 minute applying the oil to their person to gain advantage on saving throws against effects that would leave them grappled or restrained.

Stinging Spores. These delicate spores can explode into tiny airborne barbs when struck. A creature can spend one minute applying them to a cloak or armor of a creature. The next time the creature is hit by a melee attack, the attacker takes 2d6 piercing damage.

NATURAL RESISTANCE

7th-level Herbalist feature

Your knowledge and use of various herbs has hardened your body against ill effects. You are immune to poison. This knowledge also leads you to make more potent concoctions. Each dose of one of your concoctions restores 1d8 hit points to its recipients, in addition to its standard effects.

ELEMENTAL BALM

11th-level Herbalist feature

At 11th level, you have learned to use your magic to infuse your creations with elemental energy. As an action, and with your herbalism kit in hand, you can spend a spell slot of 1st level or higher to apply a defensive balm to a creature within 5 feet of you. The creature gains resistance to your choice of one of the following damage types: acid, cold, fire, lightning, poison or thunder. This resistance lasts for 1 hour.

A creature under this effect can choose to end the resistance as an action, making a melee spell attack against a creature within 5 feet of it, using your spell attack bonus. This attack deals a number of d8s equal to the spell slot used, of the relevant damage type.



POTENT MIXTURE

15th-level Herbalist feature

You have learned to be able to quickly produce a number of powerful mixtures from your gathered herbs and medicines. Over the course of 10 minutes, you can create one of the following mixtures. This creation loses its potency after 24 hours. Once you use this feature you cannot use it again until you finish a long rest.

POTENT MIXTURES

Refreshing Herbs. This collection of fresh and potent herbs can be ingested by a creature as a bonus action to remove all levels of exhaustion.

Prophetic Powder. These dried and crushed rare flowers allow the user a supernatural glimpse of the immediate future. A creature can consume the powder as a bonus action. For the next minute, the creature has advantage on attack rolls, saving throws and ability checks.

Regenerative Potion. This murky bottle contains a pickled troll eye. A creature can consume the potion as a bonus action. For the next minute, the creature regains 1d8 hit points at the start of each of its turns. This effect ceases to function if the creature takes any fire or acid damage.

Tincture of Life. This golden liquid has been carefully distilled from a rare and deadly plant usually found in the Feywild. A creature can use an action to feed the mixture to a humanoid that has died within the last hour. The dead creature returns to 1 hit point and immediately suffers one level of exhaustion.

STARGAZER

Staring up at the night sky, one's thoughts may drift to the vast unknown of the cosmos; an infinitely expansive sea of darkness speckled with inconceivably hot stars and unforgivingly harsh planets. While the starry heavens might seem absolutely foreign and unknowable, the Stargazer finds comfort and guidance from them. They learn more about their current location by looking at the constellations than they would from seeing a map.

STARGAZER MAGIC

3rd-level Stargazer feature

You learn an additional spell when you reach certain levels in this class, as shown in the Stargazer Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

STARGAZER SPELLS

Ranger Level	Spell
3rd	<i>chromatic orb</i>
5th	<i>moonbeam</i>
9th	<i>hunger of hadar</i>
13th	<i>dimension door</i>
17th	<i>flame strike</i>



ASTRONAVIGATION

3rd-level Stargazer feature

Beginning at 3rd level, you gain proficiency with cartographer's tools and navigator's tools. While you have a clear vision of any cosmic bodies (such as stars, moons, or planets), you always know your location in the Material Plane and what time of year it is. This feature does not work if you are not on the planet or plane of your origin, though you can spend 8 hours studying the night sky to reorient yourself on new planets or planes in this way.

Further, you have advantage on saving throws against being blinded, and dim light does not impose disadvantage on your Wisdom (Perception) checks.

ZENITH STRIKE

3rd-level Stargazer feature

You gain the power to imbue a weapon with cosmic light. As a bonus action, you may raise a weapon directly overhead to empower it. The weapon sheds bright light in a 10-foot radius, and the next hit with a weapon attack on your turn deals an additional 1d6 radiant damage. At 11th level, the additional radiant damage increases to 2d6.

Additionally, when you use the attack action, you can make a ranged spell attack by sending a beam of starlight from the weapon, using your ranger spell attack bonus. The beam has a range of 30 feet and deals 1d6 + your Wisdom modifier radiant damage on a hit.

STARBURST

7th-level Stargazer feature

As a reaction, when you take damage, you can use your reaction to emit a burst of blinding light with a 15-foot-radius sphere centered on you. Any creatures within that sphere that can see the light must succeed on a Constitution saving throw or become blinded until the end of your next turn. You can choose a number of creatures equal to your wisdom modifier, and those creatures automatically succeed on the saving throw.

Once you use this feature, you cannot use it again until you finish a short or long rest, or unless you expend a ranger spell slot of 2nd-level or higher to do so again.

GUIDING LIGHT

11th-level Stargazer feature

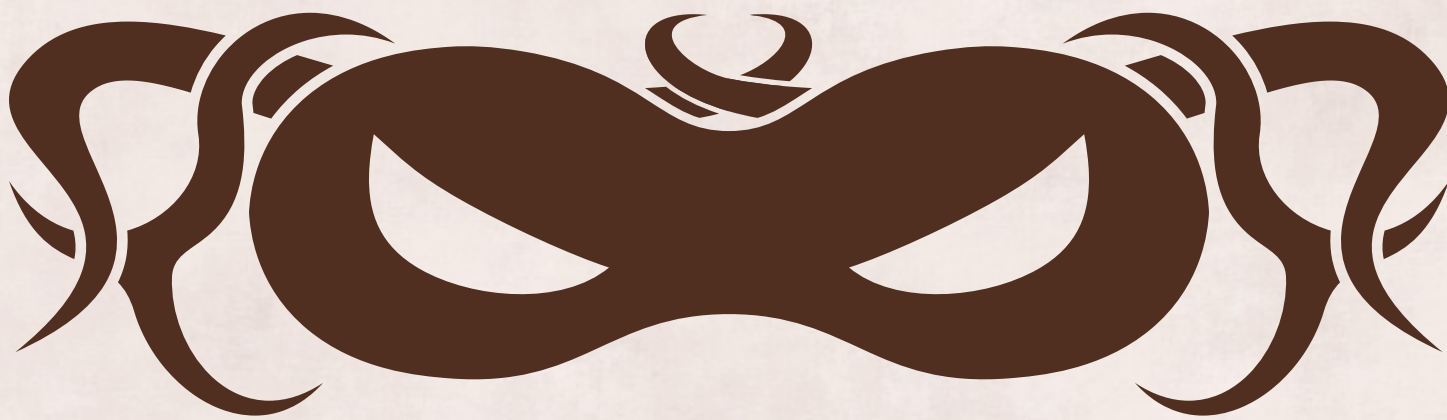
Whenever you hit a creature with a 19 or 20 on an attack roll, you can choose to cause the creature to emanate bright sunlight until the start of your next turn. An affected creature sheds bright light in a 20-foot radius and dim light for an additional 20-feet. Any creature or object within the bright light can't benefit from being invisible, and the next attack made against the glowing creature has advantage while it is illuminated.

COSMIC RETRIBUTION

15th-level Stargazer feature

When a hostile creature damages you, you may cast a ranger spell as a reaction. The spell must normally have a casting time of 1 action.





ROGUE

At 3rd level, a rogue gains the Roguish Archetype feature. The following options are available to a rogue, in addition to those offered in the *Player's Handbook*: the Improviser, the Temple Raider, and the Witchblade.

IMPROVISER

Improvisers strive to never be caught off guard and to be able to think of solutions most wouldn't consider. Able to utilise their environment and mundane objects, these genius rogues can fashion complex traps and helpful tools at a moment's notice. Many dabble in arcane magic to further augment their attacks and contraptions and often attempt to outsmart their enemies, preparing tactics far in advance of any conflict.

IMPROVISED TRAP

3rd-level Improviser feature

You gain proficiency with tinkers' tools if you don't already have it. You can use your action to make an Intelligence check using your tinkers' tools to create an improvised trap in an unoccupied 5 by 5 ft. space within 5 feet, using the environment and supplies you have gathered. The trap is hidden, but can be spotted on a successful Perception check with a DC equal to your tinkers' tool check result. You may only have one trap active at a time and can only lay another by dismantling and using parts of the first.

The trap lasts for one hour. If a creature enters the space in that time it must make a Dexterity saving throw with a DC equal to 8 + your proficiency bonus + your Intelligence modifier. On a failed save the creature takes 2d6 piercing, slashing, acid or poison damage (your choice when you set the trap) and you can add your Sneak Attack dice, which deal the same damage type as the trap. Alternatively, you can sacrifice your sneak attack damage to instead cause the target to be restrained until the end of its next turn or to be knocked prone.

Beginning at 9th level, the damage of your traps counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.



QUICK CONTRAPTION

3rd-level Improviser feature

You can spend one minute using your tinkers' tools to create the right item for a task at hand. Using the materials gathered from your surroundings, you can craft a non-magical piece of adventuring gear worth no more than 25 gp. The item lasts for one hour, after which it breaks down into its constituent pieces.

ESCAPE EXPERT

9th-level Improviser feature

You have mastered the art of escaping from bonds. While your tinkers' tools are on your person, you have advantage on ability checks and saving throws made to escape from effects that would have you grappled or restrained. Additionally, you have advantage on checks made to hide or hold on to your thieves' tools or tinker's tools.

ARCANE AUGMENTATION

13th-level Improviser feature

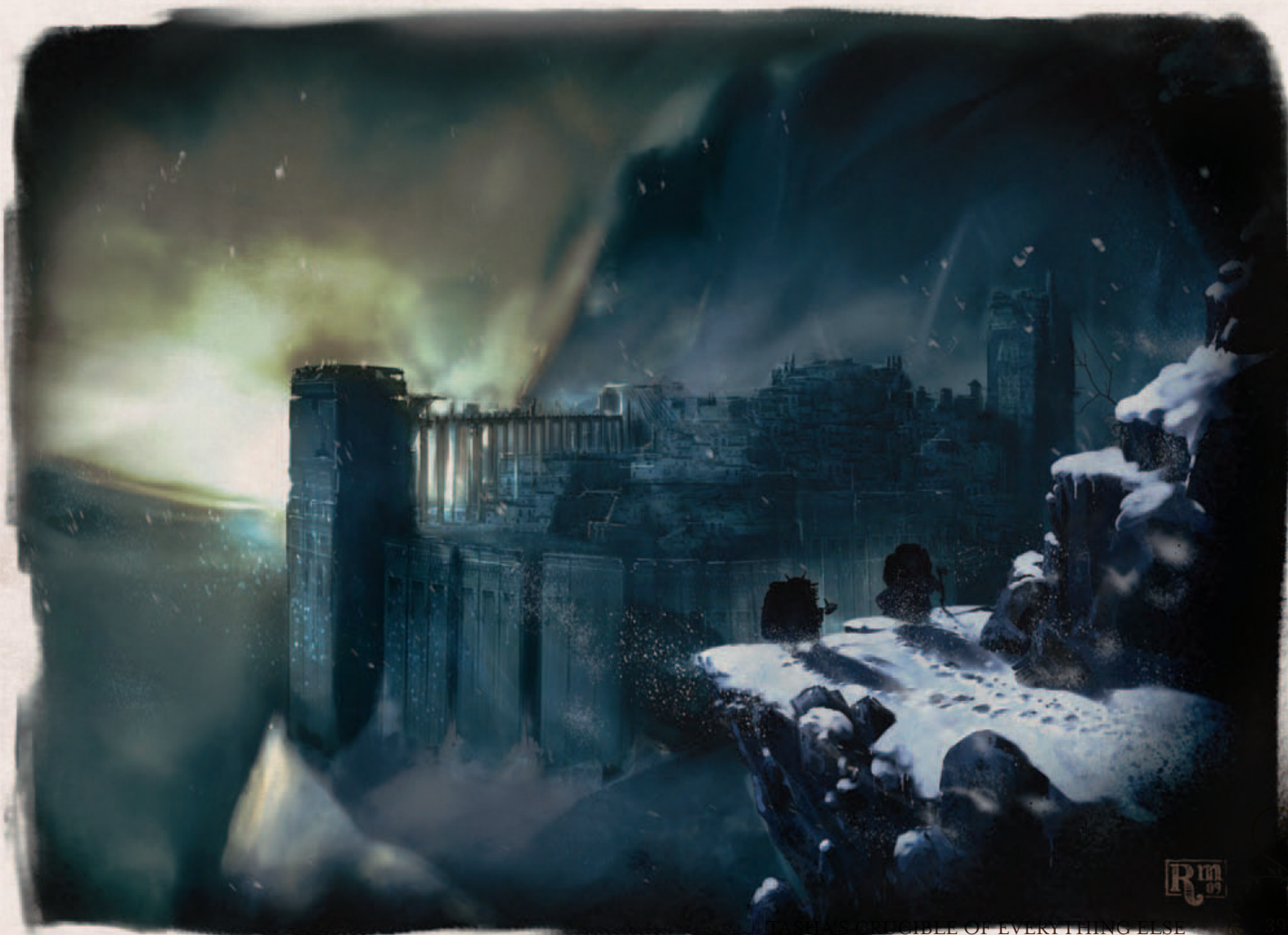
You have learned to augment your attacks and traps with magical effects. Whenever you roll Sneak Attack damage for a weapon attack or a trap, you can choose to deal acid, cold, fire, lightning, poison, or thunder damage, instead of the normal damage type.

FLASH BOMB

17th-level Improviser feature

You are able to improvise a powerful explosive that can be thrown to disorient and subdue your enemies. As an action, you throw the explosive to a point you choose within 30 feet of you. Each creature with 10 feet must make a Constitution saving throw with a DC equal to 8 + your proficiency bonus + your Intelligence modifier. On a failed save, each creature takes radiant damage equal to your sneak attack dice and is stunned and blinded for 1 minute. On a successful save a creature takes half damage and is not stunned or blinded.

Creatures that are stunned and blinded by this feature can repeat the save at the end of each of its turns, ending the effect on a success. Once you use this feature, you can't do so again until you finish a long rest.



TEMPLE RAIDER

Places of divine power, both ancient and modern, call to the temple raiders. These rogues exploit glimmers of divine magic to enter magically warded areas and recover treasures, mystical and mundane.

Temple raiders come from a mix of origins, which explain their motivation in delving into places of power and the sources of the divine spark that aids them in their quest. Some are scholars, seeking and exploiting objects of historical religious impower. Others are grifters, seeking artifacts for personal gain and using stolen divine magic to aid their efforts. Still others are sent on their mission by the gods themselves, gifted with divine magic to disrupt places of worship of other faiths, recover lost temples of their own faith, or as a form of worship to gods of trickery and thievery.

SPELLCASTING

3rd-level Temple Raider feature

Beginning at 3rd level, when you take this subclass, you gain access to a limited pool of divine magic that aids you in your exploits.

Cantrips. You learn three cantrips: resistance and two other cantrips of your choice from the cleric spell list. You learn another cleric cantrip of your choice at 10th level.

Spell Slots. The Temple Raider 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.

Spells Known of 1st-Level and Higher. You know three 1st-level cleric spells of your choice. The Spells Known column of the Temple Raider Spellcasting table shows when you learn more cleric spells of 1st level or higher. Each of these spells 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.

Whenever you gain a level in this class, you can replace one of the cleric spells you know with another spell of your choice from the cleric spell list. The new spell must be of a level for which you have spell slots.

TEMPLE RAIDER SPELLCASTING

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

Spellcasting Ability. Wisdom is your spellcasting ability for your cleric spells, since you gain your spells by divine communion or tapping intuitively into ancient mysteries. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a cleric spell you cast and when making an attack roll with one.

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

Spell attack modifier = your proficiency bonus + your Wisdom modifier

WARD OF THE ANCIENT ONES

3rd-level Temple Raider feature

When you cast *resistance*, it has a range of 30 feet, and you can cast it as a reaction when you or another creature you can see within 30 feet makes a saving throw.

BONUS PROFICIENCY

3rd-level Temple Raider feature

You gain proficiency in Arcana, History, Investigation, or Religion (your choice).



CHANNEL DIVINITY

9th-level Temple Raider feature

You have learned to channel the power of gods in the same way as their servants, calling on either the deity who sends you on your missions or the gods you have stolen rituals and items of power from.

Beginning at 9th level you can channel divine energies to fuel magical effects. You may use this ability to Invoke Duplicity or Pry into Darkness. When you use your Channel Divinity, you choose which option to use. You may use this ability twice and must then finish a short or long rest to use your Channel Divinity again.

Some Channel Divinity effects require saving throws. When you use such an effect from this class, the DC equals your spell save DC.

Invoke Duplicity. You can use your Channel Divinity to create an illusory duplicate of yourself.

As an action, you create a perfect illusion of yourself that lasts for 1 minute, or until you lose your concentration (as if you were concentrating on a spell). The illusion appears in an unoccupied space that you can see within 30 feet of you. As a bonus action on your turn, you can move the illusion up to 30 feet to a space you can see, but it must remain within 120 feet of you.

For the duration, you can cast spells as though you were in the illusion's space, but you must use your own senses. Additionally, when both you and your illusion are within 5 feet of a creature that can see the illusion, you have advantage on attack rolls against that creature, given how distracting the illusion is to the target.

Pry Into Darkness. You can use your Channel Divinity to discover and protect yourself from mystical wards.

As an action, you can present a holy symbol. You magically discern the location and nature of all traps within

60 feet, and have advantage on checks made to disable those traps for the next minute.

WHISPERS OF MYSTERY

13th-level Temple Raider feature

You learn to glean knowledge of ancient mysteries through magical rites.

Beginning at 13th level, you can cast either the *contact other plane* or *legend lore* spell once without expending a spell slot. Once you have cast either of these spells in this way, you cannot use this feature again until you finish a long rest.

SMILE OF A STOLEN GOD

17th-level Temple Raider feature

You have gained enough influence by whatever means to call on the powers of the multiverse in your moments of direst need.

Starting at 17th level, you may make this call as a bonus action or a reaction. Describe the assistance you seek and which deity or similar power (such as an archfey, demon prince or elder elemental) that you seek it from, then roll 1d4. On a 4, the chosen power intervenes. The DM chooses the nature of the intervention; the effect of any cleric spell or cleric domain spell would be appropriate. Depending on the power chosen and your relationship to it, the power may perform the service willingly or be compelled, in which case it may take offense at your presumption or demand some form of payment for its aid. If the power intervenes, you can't use this feature again for 7 days. Otherwise, you can use it again after you finish a long rest.



WITCHBLADE

The order of the witchblades teaches its members to brew a wide variety of hellbroths, deadly poisons, corrosive acids, and other such concoctions and decoctions. Armed with coated blades and explosive vials of both chemical and alchemical mixtures, they are prepared for any situation. No matter how much wealth a noble accrues, or how big and strong a monster grows, they are nothing compared to the merciless touch of nature - and you are its vessel.

These debilitating, mind-numbing effects are produced by secret recipes, which are often only bequeathed from parent to child, or mentor to mentee. This oral tradition usually goes back to a particularly creative, and conveniently amoral alchemist, a back-alley apothecary, a trained physician, or even a disgruntled gardener.

Whichever the case might be, you know your way around both a dagger and a cauldron. In the hands of a witchblade like you, a couple droplets can change the course of history.

BONUS PROFICIENCIES

3rd-level Witchblade feature

You gain proficiency with poisoner's kits and blowguns, and you have advantage on checks made to harvest poison from a dead or incapacitated creature.



WITCHBLADE COMPOUNDS

3rd-level Witchblade feature

Witchblades rely on compounds, natural or otherwise, which have detrimental effects on creatures that are exposed to them. You know three recipes from the Minor Compounds Table below. On your adventures, you might find other recipes from the Minor Compounds table. You can learn a recipe found in this way by spending 8 hours experimenting with it.

Whenever you finish a short or long rest, you can brew two vials of minor compounds of your choice from the recipes you know. The compounds remain potent until the end of your next short or long rest.

You can prepare one additional minor compound vial, and learn one additional minor compound recipe when you reach 9th, 13th and 17th levels in this class.

You can administer your compounds in three ways:

- Whenever you use your Sneak Attack, you can choose to replace the extra damage with the effects of one of your prepared compounds. This does not consume the vial's contents. If the compound has a duration, it lasts until the end of your next turn.
- As an action, you can toss one of your vials to a surface you can see within 30ft of you. The vial is destroyed, and it spreads a cloud of colorful gas which dissipates almost immediately. Any creature within 10ft of the point of impact is subjected to the compound. If the compound has a duration, it lasts for one minute, and the creature repeats the saving throw at the end of each of its turns, ending the effect on itself on a success.
- As a bonus action, you pour the compound into up to 5 gallons of liquid or 5 pounds of food. Any creature which consumes the tainted item is subjected to the compound after 10 minutes. The vial is emptied and cannot be used anymore. If the compound has a duration, it lasts for one hour.

When subjected to a compound, a creature must succeed on a Constitution saving throw, or else suffer its effects. The DC for this saving throw is equal to 8 + your proficiency bonus + your Intelligence modifier.

MINOR COMPOUNDS RECIPES

Caustic Fang. On a failed save, the creature suffers an amount of acid damage equal to your sneak attack damage, and its movement speed is halved for the duration. On a successful save, it suffers half as much damage but no additional effects.

Croup. On a failed save, the creature becomes unable to speak, use breath weapons if it has any, or produce the verbal components of spells for the duration.

Feebleness. On a failed save, for the duration, the creature falls prone and cannot stand up, drops any item it is holding, and lets go of any creature it is grappling.

Frenzy. The creature gains a number of temporary hit points equal to your sneak attack damage for the

duration. On a failed save, the creature suffers one level of exhaustion.

Haplessness. On a failed save, for the duration, whenever the creature makes an attack roll or ability check, it must roll a d4 and subtract the number rolled from the attack roll or saving throw.

Holy Water. On a failed save, the creature suffers an amount of radiant damage equal to your sneak attack damage. On a successful save, it suffers half as much damage but no additional effects. Either way, if the creature is reduced to zero hit points during the compound's effect, it does not die, and is stabilized. Undead creatures have disadvantage on the saving throw.

Noxious Needle. On a failed save, the creature suffers an amount of necrotic damage equal to your sneak attack damage, and cannot regain hit points for the duration. On a successful save, it suffers half as much damage but no additional effects.

Toxic Sting. On a failed save, the creature suffers an amount of poison damage equal to your sneak attack damage, and is poisoned for the duration. On a successful save, it suffers half as much damage but no additional effects.

Truth Serum. On a failed save, the creature can't knowingly speak a lie for the duration.

BREWMASTER

9th-level Witchblade feature

You learn two recipes from the Major Compounds Table below. On your adventures, you might find other recipes from the Major Compounds table. You can learn a recipe found in this way by spending 24 hours experimenting with it.

Whenever you finish a long rest, you brew one vial of major compound of your choice from the recipes you know. The compound remains potent until the end of your next long rest.

You learn an additional major compound recipe when you reach 13th, and 17th level in this class, and you can prepare one additional major compound vial when you reach 17th level in this class.

Major compounds can be administered in the same ways as minor ones, but the duration of major compounds is dictated by the recipe used rather than by the way it was administered. Major compounds are more volatile, and using a sneak attack to administer it consumes the entire contents of the vial.

MAJOR COMPOUNDS RECIPES

Aboleth Mucus. On a failed save, the creature goes berserk for one minute. On each of its turns while berserk, it attacks the nearest creature it can see. If no creature is near enough to move to and attack, the creature attacks an object, with preference for an object smaller than itself. It can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Basilisk Blood. On a failed save, the creature is paralyzed for 1 minute. It can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Couatl's Bite. On a failed save, the creature falls unconscious for 1 hour. The creature wakes up if it takes damage or if another creature uses an action to shake it awake.

Crawler Venom. On a failed save, the creature is blinded and deafened for 1 minute. At the end of each of its turns, the target can make a Constitution saving throw. On a success, the effect ends.

Creeping Agony. On a failed save, the creature is poisoned for 1 minute. While poisoned in this way, it suffers an amount of poison damage equal to half your rogue level at the start of each of its turns. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Draught of Devotion. On a failed save, the creature is charmed by you for one hour. If you incorporate another creature's hair or fingernail into the compound when brewing it, the creature is charmed by this other creature instead. Whenever it takes damage, the creature can repeat the saving throw, ending the effect on itself on a success. The charmed creature regards the creature it is charmed by as a friendly acquaintance. When the effect ends, the creature does not know it was charmed (though they may be able to figure it out from context clues).

Hag's Mead. On a failed save, for one minute, the creature deals only half damage with weapon attacks.

Revenant's Tears. On a failed save, the creature drops whatever it is holding and becomes frightened of you for 1 minute. It can repeat the saving throw anytime it ends its turn unable to see you, ending the effect on itself on a success.

MIND WRACK

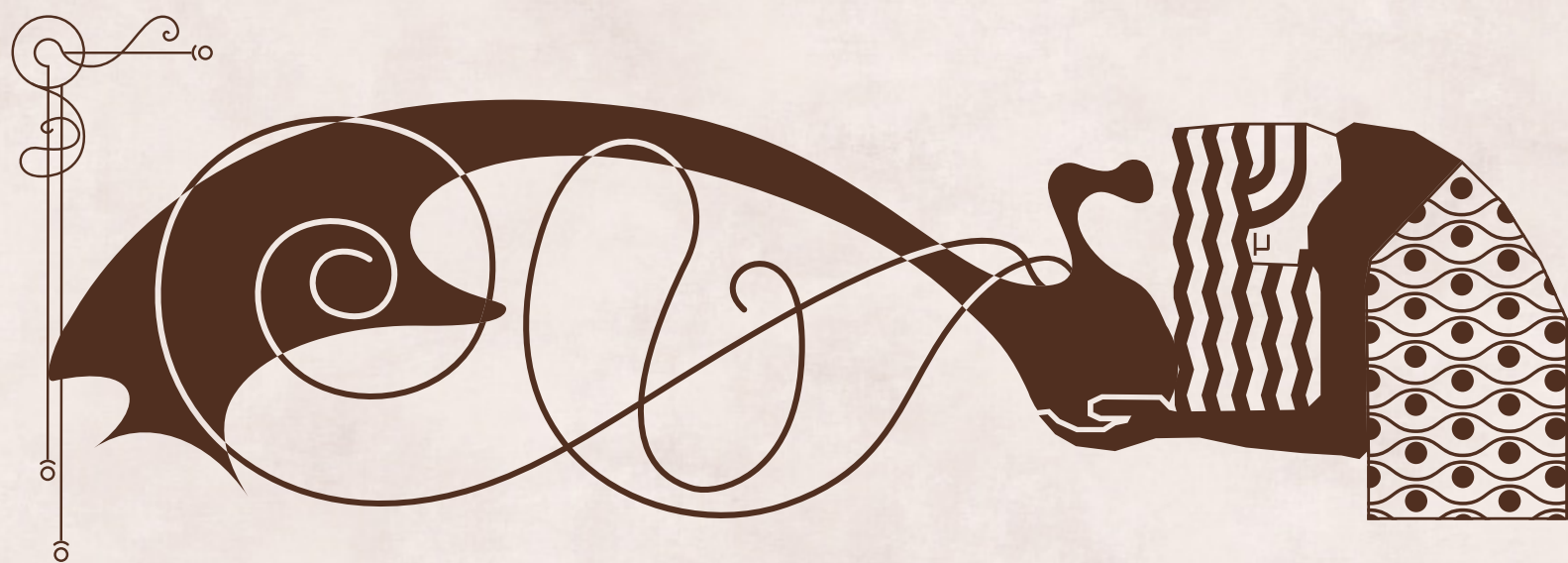
13th-level Witchblade feature

You include psychoactive reagents to your compounds. Whenever you prepare a vial, you can decide whether creatures subjected to its contents will have to make a Constitution or a Wisdom saving throw.

PERNICIOUS STRIKE

17th-level Witchblade feature

When you replace your Sneak Attack with administering a compound, you can choose instead to deal half your Sneak Attack damage in addition to administering the compound.



SORCERER

At 1st level, a sorcerer gains the Sorcerous Origin feature. The following options are available to a sorcerer, in addition to those offered in the *Player's Handbook*: Spellslinger and a remastered version of Wild Magic.

SPELLSLINGER

Some creatures are born with an innate connection to the Weave and can use their own bodies as a spellcasting focus. These sorcerers often find their abilities well suited to life in the wild frontier or as clandestine agents for powerful organizations.

Any number of factors can bestow this gift upon a creature. Known spellslingers often cite events such as the following for their gifts: surviving a magical cataclysm, a blessing of a powerful fey monarch, an ancestor's bargain with an otherworldly being, or sheer dumb luck.

NATURAL FOCUS

1st-level Spellslinger feature

You are a natural spellcasting focus. You can ignore the material components of your sorcerer spells, if those material components lack a cost or aren't consumed by the spell. You must still have a free hand to perform the somatic components of spells.

QUICKDRAW

1st-level Spellslinger feature

When you roll initiative, you can use your reaction to cast a cantrip that normally has a casting time of 1 action.

SLINGS

6th-level Spellslinger feature

You have the unique ability to twist your magic in ways no other sorcerer could. These are called Slings, and many enhance or modify your spells in some way. You gain two of the following Slings now and an additional one at 14th level. When you gain metamagic options at 10th and 17th

levels, you can choose from either the Metamagic list or Sling list.

You can use only one Sling or Metamagic option on a spell when you cast it, unless otherwise noted.

CAUTIOUS CASTER

As a reaction when you make a saving throw, you can expend 1 sorcery point to add 1d4 to your saving throw result.

COVER SHOOTER

You can expend 1 sorcery point to gain advantage on a ranged spell attack roll if you are behind half or three-quarters cover when you make the shot.

DISTRACTING SPELL

When you cast a spell that targets one creature, you can spend 1 sorcery point as a bonus action to distract the target. The next attack made against the creature before the start of your next turn is made with advantage.

EXTRA CAREFUL SPELL

When you cast a spell that forces other creatures to make a saving throw, you can protect some of those creatures from the spell's entire force. To do so, you spend 2 sorcery points and choose a number of those creatures up to your Charisma modifier (minimum of one creature). A chosen creature automatically succeeds on its saving throw, and takes no damage if it would normally take half damage on a successful save.

If you know the Careful Spell Metamagic option when you take this Sling, you can replace that option with a different Metamagic option. You cannot replace it with a Sling.

PIERCING SPELL

When you cast a spell that targets one creature and uses an attack roll, you can spend sorcery points to deal additional piercing damage. You can spend any number of sorcery

points, up to 5 points, and your spell attack deals an additional 1d8 piercing damage for each point expended. You can choose to add this bonus damage after rolling your attack roll, but before you know whether it hits or misses.

MOVING SPELL

When you hit a creature with a spell attack roll, you can expend 1 sorcery point to force that creature to succeed on a Strength saving throw or else be pushed up to 10 feet in a horizontal direction of your choice.

QUICK FEET

You can spend 1 sorcery point to take the Dash, Disengage, or Dodge action as a bonus action.

SHOOTOUT

When a creature misses you with a ranged attack, you can spend 2 sorcery points as a reaction to make a ranged spell attack with a cantrip against the attacker. This cantrip must normally have a casting time of 1 action.

SWITCHAROO

Immediately before or after you use an action to cast a spell of 1st level or higher, you can use a bonus action to spend 2 sorcery points to magically trade places with a willing creature within 30 feet that you can see.

FANCY FEET

14th-level Spellslinger feature

You gain proficiency in Dexterity saving throws.

METAMAGICIAN

18th-level Spellslinger feature

Whenever you finish a long rest, you can exchange one of your Metamagic or Sling options for a different Metamagic or Sling option of your choice.



WILD MAGIC REMASTERED

This subclass rebalances and reenvision the Wild Magic Sorcerous Origin found in the *Player's Handbook*.

WHY THESE CHANGES?

A Note from the Designer

The original Wild Magic sorcerer, found in the *Player's Handbook*, has an excellent narrative appeal. A creature of pure, unfiltered magic, you can bend reality and probability in your favor, with the risk of your natural magic going wildly out of control. Veteran players generally agree it has significantly weaker mechanics than its *Player's Handbook* counterpart, the Draconic Bloodline sorcerer.

At 1st level, the Wild Magic sorcerer can grant itself advantage on one ability check, attack roll, or saving throw each day. At the DM's discretion, it can use this feature additional times at the cost of a spell going wildly out of control. At the DM's discretion, there is a 5% chance the Wild Magic sorcerer's spells go wildly out of control anyways.

At the same level, the Draconic Sorcerer is essentially always under the effects of *mage armor*, a 1st-level spell, and has about a 10% to 28% increase in hit points, depending on the character's level and Constitution score.

The Draconic Sorcerer's traits are much, much stronger.

One of the most common complaints about the Wild Magic sorcerer is that it has an excellent narrative, but much weaker mechanics than its counterparts, and that it relies heavily on having a highly skilled Dungeon Master. That's a lot of pressure for a DM! This remastered version aims to ameliorate these problems in the following ways:

- Rephrase the Wild Magic Surge feature as a Wild Magic Trigger feature to reduce confusion about when you should roll 1d20 or 1d100.
- Restructure the Wild Magic Surge and Tides of Chaos features so they don't have to rely so heavily on the Dungeon Master. Now you always have a 5% chance of a spell going wildly out of control, not a 5% chance only at the DM's discretion. After you've used your Tides of Chaos feature, this chance increases to 10%, but the DM can still indicate your magic goes wildly out of control anyways.
- Increase the power of the Bend Luck feature to be more comparable to the Divine Soul sorcerer's Favoured By The Gods feature and bards' Bardic Inspiration feature.
- Other minor balance adjustments to further pursue the 'risk vs. reward' narrative and design philosophy.

WILD MAGIC TRIGGER

1st-level Wild Magic Remastered feature

Your spellcasting can unleash surges of untamed magic. Each time you cast a sorcerer spell of 1st level or higher, roll a d20 immediately after. This is called a Wild Magic Trigger roll. If you roll a 1 on the die, roll on the Wild Magic Surge table (1d100) to create a magical effect. If the effect

is a spell, it is too wild to be affected by your Metamagic, and if it normally requires concentration, it doesn't require concentration in this case; the spell lasts for its full duration.

You can find the Wild Magic Surge table in the original Wild Magic Sorcerous Origin in the *Player's Handbook*.

TIDES OF CHAOS

1st-level Wild Magic Remastered feature

You can manipulate the forces of chance and chaos to gain advantage on one attack roll, ability check, or saving throw. You then have disadvantage on your Wild Magic Trigger rolls until you regain the use of this feature.

Once you have used this feature, you must finish a long rest or create a Wild Magic Surge effect before you can use it again.

Any time before you regain the use of this feature, the DM can have you roll on the Wild Magic Surge table immediately after you cast a sorcerer spell of 1st level or higher. You then regain the use of this feature.

BEND LUCK

6th-level Wild Magic Remastered feature

Starting at 6th level, you have the ability to twist fate using your wild magic. When another creature you can see makes an attack roll, an ability check, or a saving throw, you can use your reaction and spend 2 sorcery points to roll 1d8 and apply the number rolled as a bonus or penalty (your choice) to the creature's roll. You can do so after the creature rolls but before you know whether the roll succeeds or fails.

At 14th level, the die for this feature increases to 1d12.

CONTROLLED CHAOS

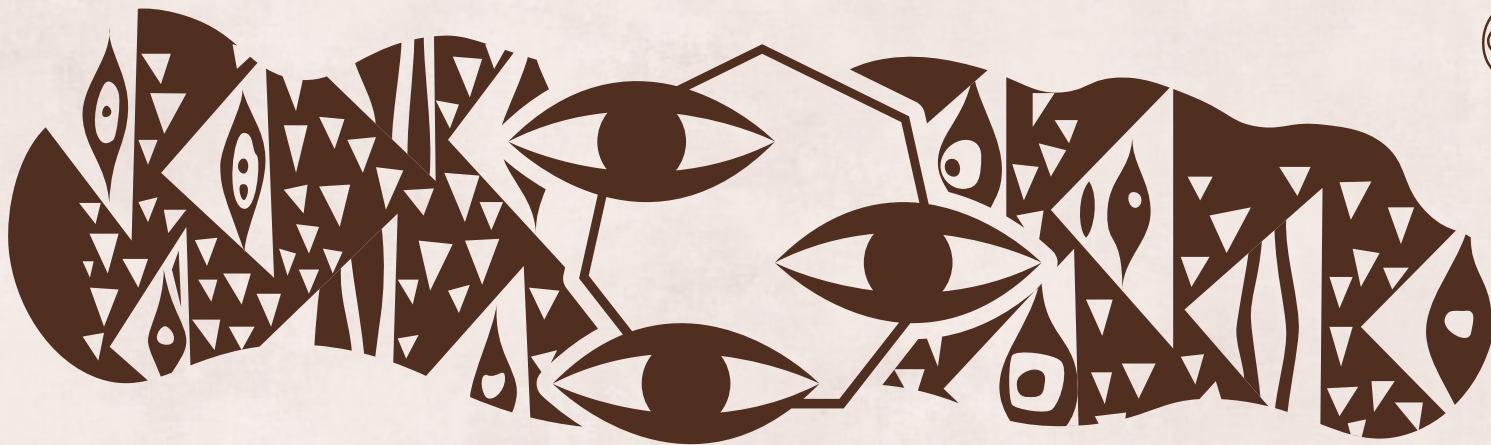
14th-level Wild Magic Remastered feature

At 14th level, you gain a modicum of control over the surges of your wild magic. Whenever you roll on the Wild Magic Surge table, you can roll twice and use either number (your choice).

SPELL BOMBARDMENT

18th-level Wild Magic Remastered feature

As you master your sorcerous powers, the harmful energy of your spells intensifies. When you roll damage for a spell and roll the highest number possible on any of the dice, you may roll any number of those dice again and add that roll to the damage. You can use this feature a number of times equal to your Charisma modifier (minimum of once) and regain expended uses when you finish a long rest. You can use this feature only once on each turn.



WARLOCK

At 1st level, a warlock gains the Otherworldly Patron feature. The following options are available to a warlock, in addition to those offered in the *Player's Handbook*: the Creeping Vine, the Inevitable, and a remastered version of the Undying.

THE CREEPING VINE

Your patron is a magical plant, a powerful primal spirit, or some other grand entity of nature and growth, such as a powerful treant, an ancient green dragon, a Totoro, or an archdryad. This being might seek to expand itself and its influence through seed or spore, or it might want to simply perpetuate, accelerate, or otherwise enable the natural cycles of life. In the Forgotten Realms, such beings include the Great Oak of Kuldahar and Zugtgmoy, the Demon Queen of Fungi. In the world of Ebberon, the daelkyr Avassh might be your patron, and in the world of Ravnica, the Selesnya Conclave might be the source of your powers.

EXPANDED SPELL LIST

1st-level Creeping Vine feature

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

CREEPING VINE EXPANDED SPELLS

Spell Level	Spells
1st	<i>entangle</i> , <i>ensnaring strike</i>
2nd	<i>pass without trace</i> , <i>spike growth</i>
3rd	<i>plant growth</i> , <i>stinking cloud</i>
4th	<i>Evard's black tentacles</i> , <i>grasping vine</i>
5th	<i>tree stride</i> , <i>wrath of nature</i> (see Appendix A)

BIOME

1st-level Creeping Vine feature

You gain one of the following features, based on a biome of your choice.

Arid. You retain scarce resources like a cactus retains water. When you expend a Pact Magic spell slot on a spell that targets only one creature, and that spell has no effect on the target, you regain the spell slot.

Boreal. Like a pine tree in the taiga, you can enter a state of hibernation. As an action, you can turn yourself and your equipment to solid wood. You are petrified in a special way. You have all the traits of the petrified condition, except you remain conscious of your surroundings, you can perceive through your senses as normal, and your weight remains the same. You float in water, you are inflammable, and you do not need to eat, breathe, drink, or sleep. You cannot benefit from short or long rests while in this form. You can exit this state at any time (no action required), but no sooner than 1 hour after entering it. Once you have used this feature, you can't use it again until you finish a long rest.

Jungle. You can entangle and ensnare your foes in creepers and vines. You learn the thorn whip cantrip. It counts as a warlock spell for you but doesn't count against the number of cantrips you can know. When you cast it, you can make one melee weapon attack as a bonus action. You can use this feature a number of times equal to your Charisma modifier (minimum of once). You regain all expended uses when you finish a short or long rest.

DEFENSIVE GROWTH

6th-level Creeping Vine feature

As a reaction when a Huge or smaller creature makes a melee attack against you, you can summon spectral vines to entangle it immediately before it strikes you. The creature must succeed on a Strength saving throw or become restrained until the end of your next turn. Once you have used this feature, you cannot do so again until you finish a short or long rest.

FLORA SPEAKER

10th-level Creeping Vine feature

You can imbue limited sentience and animation to plants within 5 feet of you, giving them the ability to communicate with you. You can question plants about events in the area within the past day, gaining information about creatures that have passed, weather, and other circumstances.

NATURAL DEFENSE

10th-level Creeping Vine feature

You can adapt your form to become plant-like, making you resilient against certain types of damage. Whenever you finish a long rest, choose one of the following plant types to emulate.

Algae. You gain resistance to slashing damage.

Leaf. You gain resistance to bludgeoning damage.

Wood. You gain resistance to piercing damage.

FORCE OF NATURE

14th-level Creeping Vine feature

As an action, you can cast the *awaken* or *wall of thorns* spell once without expending a spell slot and without material components. When you cast *awaken* in this way, the awakened plant returns to mundanity after 8 hours.

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

THE INEVITABLE

You have forged a contract with an inevitable, an axiomatic being from one of the planes of law set to uphold and enforce order across the multiverse. Whether you sought these powers purposely, misunderstood an agreement you were making, or now serve as punishment for breaching a contract, your patron's powers allow you to impose law and order, sidestepping fate and luck instead for the blessing of definite results.

Perhaps you forged a contract in the Halls of Concordance. If so, your patron may be a quarut, marut, or kolyarut of Mechanus. In the world of Ravnica, a high-ranking member of the Azorius Senate might act as your patron, or your powers might come from the Guild Pact itself.

Your contract may require you to assist in establishing order in various ways. You can choose a directive, allow your DM to choose one, or determine one randomly, using the Inevitable Directive table.

INEVITABLE DIRECTIVE

1d6	Directive
1	To hunt fugitives of the law and those who try to escape punishment.
2	To write, deliver, or witness the signing of minor contracts.
3	To apprehend those who break interplanar contracts.
4	To enforce the laws of life and death, hunting those who would deny the grave or otherwise disrupt the flow of souls into the afterlife.
5	To maintain the laws of space and time, investigating permanent portals between planes or temporal disruptions and disorder.
6	To support the divine order and help stop those who seek to destroy or become gods.

YOUR CONTRACT

To an inevitable, the spirit of an agreement is nothing, and the letter of the law is everything. Work with your DM to determine the nature of your contract, how it might be enforced, what directive best suits your campaign, how closely you might be monitored, and what the consequences might be for breaking it. Breaking your contract, however, shouldn't mean an immediate end for your character. Instead, it should create interesting and meaningful complications.

For example, if you serve a marut hunting someone who broke an extraplanar contract, your patron may suddenly appear to drag you back to the Halls for judgement should you be discovered aiding your quarry or allowing it to escape justice. As punishment, you might temporarily lose access to one or more of your warlock class features, or be assigned a proctor to observe you more carefully, such as a modron for a familiar.



EXPANDED SPELL LIST

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

INEVITABLE EXPANDED SPELLS

Spell Level	Spells
1st	<i>longstrider, magic missile</i>
2nd	<i>knock, silence</i>
3rd	<i>haste, sending</i>
4th	<i>locate creature, resilient sphere</i>
5th	<i>geas, wall of force</i>

MARK OF JUSTICE

1st-level Inevitable feature

You can use divination magic to help you tail, investigate, or interrogate leads and quarries. As a bonus action, you can mark one creature you can see. You have advantage on any Wisdom (Perception) or Intelligence (Investigation) check you make to find that creature and on any Wisdom (Insight) check you make against it. The mark lasts until you use this feature again.

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

RULE OF LAW

1st-level Inevitable feature

You learn the *command* spell. It counts as a warlock spell for you, but doesn't count against the number of spells you know.

You can cast *command* as a bonus action once without expending a spell slot. You can't do so again until you finish a short or long rest.

LAW OF AVERAGES

6th-level Inevitable feature

You can impose law and order through the actions of those around you. When an ally you can see within 30 feet of you makes an ability check, attack roll, or saving throw, you can use your reaction to cause it to forgo rolling the d20 and treat the die as if it rolled 8 + your proficiency bonus.

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

PROTECTIVE EDICT

10th-level Inevitable feature

You can declare your authority and punish those who deny it. You can cast the *sanctuary* spell once without expending a spell slot. Whenever a creature damages the target before the spell ends, you can use your reaction to cause that creature to take force damage equal to your warlock level. If



you are the target, dealing this damage doesn't end the spell for you. Once you cast *sanctuary* in this way, you can't do so again until you finish a short or long rest.

UNERRING STRIKE

14th-level Inevitable feature

As an action, you can deal 50 force damage to a creature within 5 feet of you. Once you use this feature, you can't use it again until you finish a long rest.

THE UNDYING REMASTERED

This subclass rebalances and reenvision the Undying Otherworldly Patron found in the *Sword Coast Adventurer's Guide*.

WHY THESE CHANGES?

A Note from the Designer

The original Undying warlock has a unique narrative: you are hard to kill, and when you're around your allies are hard to kill. You are a master of death, undeath, and life. The issue is that, compared to classes and subclasses with a similar narrative, you aren't very good at your job.

For one example, you learn the *spare the dying* cantrip at 1st level. The Grave cleric also learns this cantrip at 1st level, but can cast it as a bonus action with a range of 30 feet. For you, it takes an action and has a range of touch. This means the Grave cleric can contribute to the battle in other ways, in addition to stabilizing dying allies.

At higher levels, the original Undying warlock is also significantly weaker than its *Player's Handbook* or *Xanathar's Guide to Everything* counterparts. While the other subclasses get immunity to common conditions (e.g. the Archfey and the charmed condition) or resistance to damage types (e.g. the Fiend, the Great Old One, or the Celestial), Undying warlocks don't need to eat, drink, or sleep, and can hold their breath as long as they are conscious. While that is certainly useful in some circumstances, it is not as frequently useful as, say, the Fiend's ability to gain resistance to bludgeoning damage.

As for the 14th-level feature, the Undying warlock can regain a number of hit points equal to about 4 + its warlock level. This is similar to casting *cure wounds* on yourself as a 4th-level spell. The Celestial warlock gets a similar ability at 10th level, but can simultaneously give about half as many temporary hit points to nearby allies. At 14th level, the Fiend warlock gets a feature that is the equivalent of a 6th level damaging spell.

This remastered version aims to bring the Undying warlock up to snuff with other warlock subclasses or subclasses with a similar narrative in the following ways:

- Empowers your Undying Nature feature to be as useful as most other 10th-level warlock subclass features.
- Minor adjustments to the Among the Dead, Defy Death, and Expanded Spell List features to better enable your ability to keep your allies alive.

- Replaces your Indestructible Life feature with a different mechanic that better fits the narrative that you are very hard to kill.

EXPANDED SPELL LIST

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

UNDYING EXPANDED SPELLS

Spell Level	Spells
1st	<i>false life</i> , <i>ray of sickness</i>
2nd	<i>blindness/deafness</i> , <i>silence</i>
3rd	<i>feign death</i> , <i>revivify</i>
4th	<i>aura of life</i> , <i>death ward</i>
5th	<i>legend lore</i> , <i>raise dead</i>

AMONG THE DEAD

1st-level Undying Remastered feature

You learn the *spare the dying* cantrip, which counts as a warlock cantrip for you. It does not count against the number of warlock cantrips you know. For you, it has a range of 30 feet, and you can cast it as a bonus action.

Additionally, undead have difficulty harming you. If an undead targets you directly with an attack or a harmful spell, that creature must make a Wisdom saving throw against your spell save DC (an undead needn't make the save when it includes you in an area effect, such as the explosion of *fireball*). On a failed save, the creature must choose a new target or forfeit targeting someone instead of you, potentially wasting the attack or spell. On a successful save, the creature is immune to this effect for 24 hours. An undead is also immune to this effect for 24 hours if you target it with an attack or a harmful spell.

DEFY DEATH

6th-level Undying Remastered feature

You can restore vitality when you cheat death. When you succeed on a death saving throw or stabilize a creature with *spare the dying*, you can choose for yourself or the stabilized creature to regain hit points equal to 1d8 + your Warlock level.

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

UNDYING NATURE

10th-level Undying Remastered feature

You do not need to breathe, eat, drink, or sleep, although you may still do so if you wish. Your body ages only 1 year for every 10 years that pass, and you are immune to being magically aged. You can reattach any of your severed body parts at will, and you are immune to poison.

INDESTRUCTIBLE LIFE

14th-level Undying Remastered feature

You partake of some of the true secrets of the Undying. If you die, another creature can attempt a DC 10 Wisdom (Medicine) check on your corpse within 24 hours. On a

success, you are revived with 1 hit point. If your head or heart is missing, the check automatically fails. Any other missing body parts slowly regrow over the course of 7 days. If you are missing any vital body parts besides your heart and head (e.g. your blood), the magic of everlasting life sustains you while they regrow. Once you have been revived in this way, you can't be so again for 7 days.





WIZARD

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

NUMEROLOGY

To you, the world is a lattice of systems, a complex construction of mathematical interactions. Numbers have meaning and power, and the weave of magic that permeates the multiverse is no different.

Some scholars believe that the world's ley lines are arranged in a mathematical pattern which, if understood, can yield great magical power. In the World of Eberron, the Draconic Prophecy is studied by mages, dragons, and scholars of all kinds. In the intricate markings of the Prophecy manifested across the world, could there be some numeric pattern just waiting to be understood?

The number of creatures nearby, the shape of the room, or even the hour of the day might all be factors that shape the searing flames of burning hands or guide the subtle influence of charm person. Numerologists, sometimes known as math magicians, use divination magic to observe the physical world around them, estimating and calculating potential interactions with the weave. The numbers change with every passing moment, however, forcing a numerologist to plan ahead and think as fast as a lightning bolt.

MATHEMATICIAN

2nd-level Numerology feature

You gain proficiency in the Investigation skill and with one gaming set of your choice.

Additionally, you can accurately judge the distance between any two points you can see, and you have advantage on Intelligence (Investigation) checks you make to perform mathematical calculations, numerical estimations, and statistical predictions.

SPELL ARITHMETIC

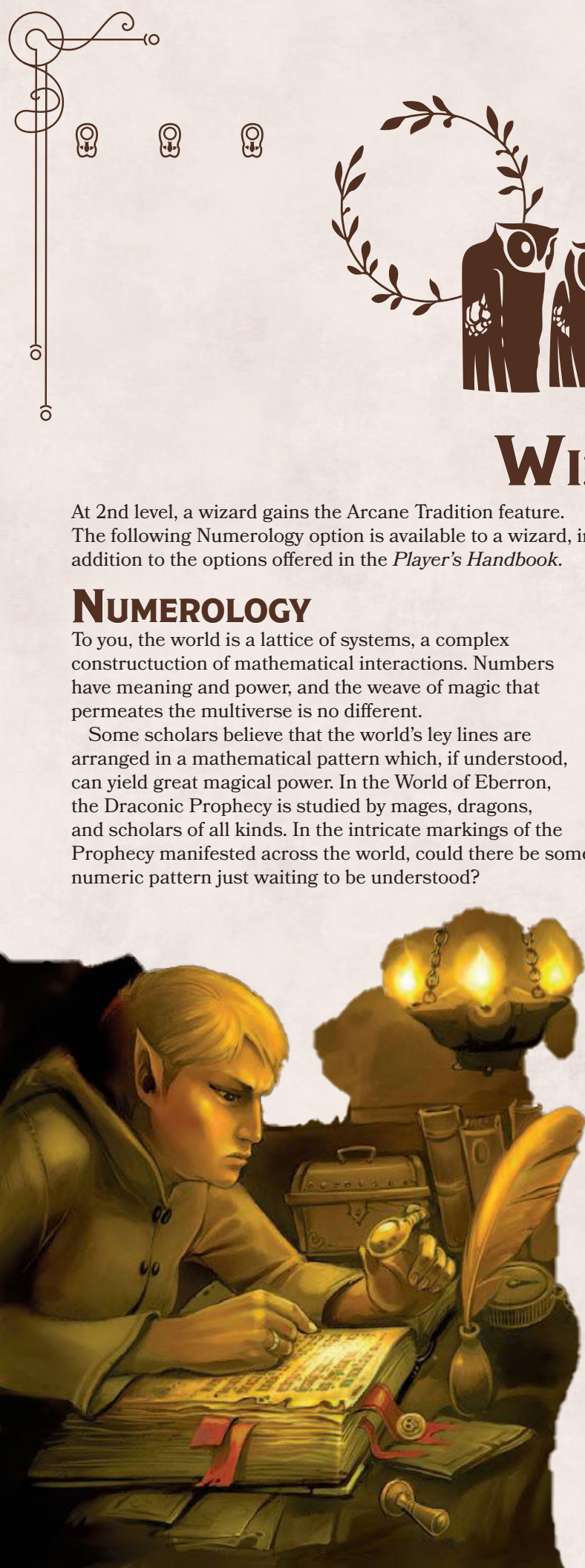
2nd-level Numerology feature

You can use a bonus action to divine your surroundings and calculate how to optimize your spells. Roll 5d6, your arithmetic dice. Immediately after doing so, you can reroll any number of the dice, though you must use any new rolls. When you cast a wizard spell during any of your subsequent turns, you can combine and spend your arithmetic dice in any of the following ways to augment the spell.

You can't use an arithmetic die more than once, and any unused dice are lost when you augment a spell in this way, use this feature again, or finish a long rest.

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

Empowered Pair. If two arithmetic dice show the same number (such as two 1s), you can spend those dice to reroll a number of the spell's damage dice equal to the number



shown on the arithmetic dice. You must use any new damage die rolls.

Fortunate Sum. If the value of two arithmetic dice add up to 7 (such as 1 and 6, or 2 and 5), you can spend those dice to increase your spell save DC and spell attack modifier by 1 for this casting of the spell.

Rising Run. If four arithmetic dice show consecutive numbers (such as 1–2–3–4), you can spend those dice to cast the spell as though with a spell slot one level higher than the one you expend.

ASTUTE PREDICTION

6th-level Numerology feature

You learn the *augury* spell. It counts as a wizard spell for you, you always have it prepared, it doesn't count against the number of spells you can prepare each day, and you don't need to have it in your spellbook to cast it as a ritual.

GEOMETRIST

6th-level Numerology feature

You can reshape your spells by altering their formula. When you prepare a wizard spell that creates an area of effect in the shape of a cone, cube, cylinder, line, or sphere, you can expend a use of your Spell Arithmetic to change one of those shapes into a different one, as shown in the Shape Conversions table. You can apply the changes whenever you cast the spell until you finish your next long rest.

When dividing measurements, round up to the nearest 5 feet. See chapter 10 of the *Basic Rules* or the *Player's Handbook* for the rules of areas of effect shapes.

SHAPE CONVERSIONS

Original Shape	New Shape	New Shape Measurements
Cone	Line	Length = Cone Size x 3, Width = 5 feet
	Cube	Size = Cone Size ÷ 2
	Sphere	Radius = Cone Size ÷ 2
Cube	Line	Length = Cube Size x 6, Width = 5 feet
	Cone	Size = Cone Size x 2
	Sphere	Radius = Cone Size x 2
Cylinder or Sphere	Line	Length = Radius x 6, Width = 5 feet
	Cone	Size = Radius x 2
	Cube	Size = Radius
Line	Cone	Size = Length ÷ 3
	Cube	Size = Length ÷ 6
	Sphere	Radius = Length ÷ 6

If you create an area of effect centered on yourself, you can exclude yourself from it. These conversions otherwise don't affect a spell's range. For example, if you cast lightning bolt as a sphere, the sphere still originates from you, and if you cast the shatter spell as a line, the line still originates from a point within range.

ADVANCED ARITHMETIC

10th-level Numerology feature

You can reroll your arithmetic dice twice, rather than once, whenever you use your Spell Arithmetic.

GRAND ALIGNMENT

14th-level Numerology feature

You gain the following additional combination options for your Spell Arithmetic.

Perfect Set. You can spend five arithmetic dice that all show the same number (such as five 5s) to deal maximum damage with the spell instead of rolling damage dice.

Heightened Run. You can spend five arithmetic dice that show consecutive numbers (such as 1–2–3–4–5) to choose one of the spell's targets and force it to make its first saving throw against the spell with disadvantage.

CHAPTER 2: NEW SPELLS

Many of the character classes in the *Player's Handbook* harness magic in the form of spells. This chapter provides new spells for those classes, as well as for spellcasting monsters. The Dungeon Master decides which of these spells are available in a campaign and how they can be learned. For example, a DM might decide that some of the spells are freely available, that others are unobtainable, and that a handful can be found only after a special quest, perhaps discovered in a long-lost tome of magic. Wizard spells, in particular, can be introduced to a campaign in spellbooks found as treasure.

When a DM adds spells to a campaign, clerics, druids, and paladins require special consideration. When characters of those classes prepare their spells, they have access to the entire spell list for their class. Given that fact, the DM should be cautious about making all of these new spells available to a player who is overwhelmed when presented with many options. For such a player, consider adding only story-appropriate spells to the spell list of that player's character.

CLASS SPELL LISTS

The following spell lists show which spells can be cast by characters of each class.

ARTIFICER SPELLS

CANTRIPS (0 LEVEL)

Dismantle
Zap

3RD LEVEL

Dancing Decoy
Detect Portal
Elminster's Evoked Delivery
Telegrab

4TH LEVEL

Dartak's Retribution
Nystul's False Trail

BARD SPELLS

CANTRIPS (0 LEVEL)

Dismantle

2ND LEVEL

Illusory Wall
Tenser's Climbing Wall
Wall of Mist

3RD LEVEL

Dancing Decoy
Detect Portal
Elminster's Evoked Delivery
Telegrab

4TH LEVEL

Nystul's False Trail

5TH LEVEL

Conjunction of the Natural
Conjunction of the Other Side

6TH LEVEL

Conjunction of Fey
Conjunction of Shadow

9TH LEVEL

Conjunction of Mundanity

CLERIC SPELLS

1ST LEVEL

Folk Rite

3RD LEVEL

Wall of Bones

4TH LEVEL

Behold

5TH LEVEL

Conjunction of the Other Side

8TH LEVEL

Conjunction of Dawn

9TH LEVEL

Conjunction of Mundanity

DRUID SPELLS

CANTRIPS (0 LEVEL)

Dismantle
Waterspout
Zap

1ST LEVEL

Folk Rite

2ND LEVEL

Wall of Mist

4TH LEVEL

Conjunction of Air
Conjunction of Earth
Conjunction of Flame
Conjunction of Water
Conjure Greater Animals
Dartak's Retribution

5TH LEVEL

Conjunction of the Natural

6TH LEVEL

Conjunction of Fey

9TH LEVEL

Conjunction of Mundanity

PALADIN SPELLS

3RD LEVEL

Conjunction of Chaos
Conjunction of Order
Conjunction of the Nexus
Detect Portal

5TH LEVEL

Conjunction of the Natural
Conjunction of the Other Side

RANGER SPELLS

2ND LEVEL

Wall of Mist

3RD LEVEL

Detect Portal

4TH LEVEL

Conjure Greater Animals
Nystul's False Trail

5TH LEVEL

Conjunction of the Natural

SORCERER SPELLS

CANTRIPS (0 LEVEL)

Dismantle
Waterspout
Zap

2ND LEVEL

Illusory Wall

3RD LEVEL

Conjunction of Chaos
Conjunction of Order
Conjunction of the Nexus
Elminster's Evoked Delivery
Telegrab
Wall of Bones

4TH LEVEL

Dartak's Retribution

5TH LEVEL

Conjunction of the Natural

6TH LEVEL

Conjunction of Shadow

9TH LEVEL

Conjunction of Mundanity

WARLOCK SPELLS

CANTRIPS (0 LEVEL)

Dismantle

1ST LEVEL

Folk Rite

2ND LEVEL

Illusory Wall
Tenser's Climbing Wall

3RD LEVEL

Conjunction of Chaos
Conjunction of Order
Conjunction of the Nexus
Dancing Decoy
Telegrab
Wall of Bones

4TH LEVEL

Conjunction of Air
Conjunction of Earth
Conjunction of Flame
Conjunction of Water

5TH LEVEL

Conjunction of the Natural
Conjunction of the Other Side

6TH LEVEL

Conjunction of Fey
Conjunction of Shadow

8TH LEVEL

Conjunction of Dawn

WIZARD SPELLS

CANTRIPS (0 LEVEL)

Dismantle
Zap

2ND LEVEL

Illusory Wall
Tenser's Climbing Wall
Wall of Mist

3RD LEVEL

Conjunction of Chaos
Conjunction of Order
Conjunction of the Nexus
Dancing Decoy
Detect Portal
Elminster's Evoked Delivery
Telegrab
Wall of Bones

4TH LEVEL

Conjunction of Air
Conjunction of Earth
Conjunction of Flame
Conjunction of Water
Dartak's Retribution
Nystul's False Trail

9TH LEVEL

Conjunction of Mundanity

SPELL DESCRIPTIONS

The spells are presented in alphabetical order.

BEHOLD

4th-level conjuration

Casting time: 1 action

Range: Self (40 foot cone)

Components: V, S, M (a dove's feather)

Duration: Instantaneous

Classes: cleric, paladin, warlock, wizard

You test the confidence of a group of creatures before the gods by conjuring a vision of the upper planes. Each creature in a 40-foot cone in a direction you choose must make a Charisma saving throw. On a failed save, a creature takes 5d6 radiant damage and is stunned until the end of its next turn by the incomprehensible glories that it sees. On a successful save, it takes half as much damage and isn't stunned.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the size of the cone increases by 10 feet for each slot level above 4th.

CONJUNCTION OF AIR

4th-level conjuration

Casting time: 1 action

Range: 60 feet

Components: V, S, M (an item originally from a plane of air, worth at least 10 gp)

Duration: Concentration, up to 1 minute

Classes: druid, warlock, wizard

You begin to merge your current plane of existence with a plane of elemental air in a 30-foot-radius, 60-foot-tall cylinder centered on a point that you can see within range. For the duration of the spell, all creatures gain a flying speed of 30 feet while inside the cylinder. A creature that is still in flight when the spell ends floats safely to the ground, as if by the *feather fall* spell.

When you cast the spell, and as your action each round for the duration, you can cause one of the following effects:

- The cylinder fills with magical silence. No sound can be created within or pass through the cylinder. Any creature or object entirely inside the cylinder is immune to thunder damage, and creatures are deafened while entirely inside it. Performing verbal components of spells is impossible within the cylinder. This silence lasts until the spell ends, you dispel it as a bonus action, or you fill the cylinder with magical amplification.
- The cylinder fills with magical amplification. Creatures within the cylinder make saving throws against effects that deal thunder damage with disadvantage, and nonmagical objects and structures become vulnerable to thunder damage while inside. Spells that can normally only target creatures can also target nonmagical objects and structures within the cylinder. This amplification lasts until the spell ends, you dispel it as a bonus action, or until you fill the cylinder with magical silence.

- You compress the air in the cylinder. Each creature in the cylinder must make a Constitution saving throw. On a failed save, it takes 3d6 thunder damage and is knocked prone. On a successful save, it takes half as much damage and isn't knocked prone.

CONJUNCTION OF CHAOS

3rd-level conjuration

Casting time: 1 action

Range: 60 feet

Components: V, S, M (an item originally from a plane of chaos, worth at least 10 gp)

Duration: Concentration, up to 1 minute

Classes: paladin, sorcerer, warlock, wizard

You begin to merge your current plane of existence with a plane of chaos and entropy in a 30-foot-radius, 60-foot-tall cylinder centered on a point that you can see within range. That area is under the following effects for the duration of the spell:

- Whenever a spell originates in the cylinder, there is a 25 percent chance that a random effect from the Wild Magic Surge table replaces the spell's intended effect, and a 25 percent chance that one occurs immediately after the spell is cast as well. The Wild Magic Surge table can be found in Chapter 3 of the *Player's Handbook*, under the description of the Wild Magic Sorcerous Origin.
- Each time a creature moves 5 feet within the cylinder, there is a 50 percent chance that it moves in a random direction instead of the intended one.



CONJUNCTION OF DAWN

8th-level conjuration

Casting time: 1 action

Range: 60 feet

Components: V, S, M (an item originally from a plane of light or rebirth, worth at least 10gp)

Duration: Concentration, up to 1 minute

Classes: cleric, warlock

You begin to merge your current plane of existence with a plane of light and rebirth in a 30-foot-radius, 60-foot-tall cylinder centered on a point that you can see within range. That area is under the following effects for the duration of the spell:

- Creatures in the area have disadvantage on saving throws against being blinded and effects that deal radiant damage. Celestials are immune to this effect.
- Spells cast within the cylinder that restore hit points function as if they were cast at one level higher than the spell slot used.
- If any of this spell's area overlaps with an area of darkness created by a spell of 7th level or lower, the spell that created the darkness is dispelled.

When you cast the spell, and as your action each round for the duration, you can target a creature in the area with one of the following effects:

- If the creature has died within the last 10 minutes, it is restored to life with 1 hit point.
- You end one disease affecting the creature.
- The creature's exhaustion level reduces by 1.
- You end one of the following conditions affecting the creature: blinded, deafened, paralyzed, poisoned, or petrified.

CONJUNCTION OF EARTH

4th-level conjuration

Casting time: 1 action

Range: 60 feet

Components: V, S, M (an item originally from a plane of earth, worth at least 10 gp)

Duration: Concentration, up to 1 minute

Classes: druid, warlock, wizard

You begin to merge your current plane of existence with a plane of elemental earth in a 30-foot-radius, 60-foot-tall cylinder centered on a point that you can see within range. When you cast the spell, and as your action each round for the duration, you can cause one of the following:

- The surface of stone, dirt, and any other earthen area within the cylinder liquifies and becomes sticky, turning into difficult terrain. A creature that starts its turn on such a surface must succeed on a Strength saving throw, or become stuck to the surface and be grappled until the start of its next turn. A creature grappled in this way has disadvantage on Dexterity saving throws. When the spell ends, this grapple ends.

- Stone, dirt, and other earthen surfaces within the area buck wildly. Each creature on such a surface must succeed on a Dexterity saving throw or take 4d6 bludgeoning damage and be moved 10 feet in a random horizontal direction within the cylinder.

This spell has no effect on structures.



CONJUNCTION OF FEY

6th-level conjuration

Casting time: 1 action

Range: 60 feet

Components: V, S, M (an item originally from a plane of fey or dreams, worth at least 10 gp)

Duration: Concentration, up to 1 minute

Classes: bard, druid, warlock

You begin to merge your current plane of existence with a plane of fey and dreams in a 30-foot-radius, 60-foot-tall cylinder centered on a point that you can see within range. For the duration, all nonmagical plants and beasts in the area are given intelligence and movement, as if by an *awaken* spell. They lose this benefit when the spell ends or if they leave the cylinder.

When you cast the spell, and as your action each round for the duration, you can cause one of the following effects:

- Each creature within the cylinder must succeed on a Wisdom saving throw or become charmed by or frightened of you (your choice when you take the action) for the duration of the spell. A creature can repeat this saving throw at the end of each of its turns, ending the effect on itself on a success. Fey automatically succeed on this saving throw.
- Each creature within the cylinder must succeed a Constitution saving throw or fall unconscious for the duration of the spell. Attempts to wake creatures sleeping in the cylinder automatically fail. A creature who is unconscious can repeat this saving throw at the end of each of its turns, ending the effect on itself on a success. A creature that succeeds on this saving throw is immune to magical sleep for 24 hours. Fey are immune to this effect.
- You summon a **swarm of sprites** (see Appendix A) in an unoccupied space of your choice within the cylinder. These sprites are hostile to all creatures in the area that are not Fey, and disappear when the spell ends or if they leave the cylinder.

CONJUNCTION OF FLAME

4th-level conjuration

Casting time: 1 action

Range: 60 feet

Components: V, S, M (an item originally from a plane of fire, worth at least 10 gp)

Duration: Concentration, up to 1 minute

Classes: druid, warlock, wizard

You begin to merge your current plane of existence with a plane of elemental fire in a 30-foot-radius, 60-foot-tall cylinder centered on a point that you can see within range. For the duration of the spell, all creatures within the area make saving throws against effects that deal fire damage with disadvantage.

When you cast the spell, and as your action each round for the duration, you can cause one of the following effects:

- You magically conjure 1d4 **magma mephits**, **smoke mephits**, or **steam mephits** (your choice) in unoccupied spaces of your choice within the cylinder. They are hostile to all creatures that are not elementals and act on their own initiative count. These mephits lack the Summon Mephits action. A mephit summoned in this way disappears when the spell ends or if it leaves the cylinder.
- You mentally command all mephits summoned by this spell to immediately die, triggering their Death Burst traits.
- You ignite all flammable objects within the cylinder. Creatures are also at risk of catching on fire and must succeed on a Dexterity saving throw or else catch fire. A creature that is on fire or is wearing or holding something that is on fire takes 1d8 fire damage at the start of each of its turns, and can take this damage no more than once each turn. A creature can use its action to drop prone and extinguish the flames on it. Flames ignited in this way go out when the spell ends or if they leave the cylinder.



CONJUNCTION OF MUNDANITY

9th-level conjuration

Casting time: 1 action

Range: 60 feet

Components: V, S, M (an item originally from the material plane, worth at least 10 gp)

Duration: Concentration, up to 1 minute

Classes: bard, cleric, druid, sorcerer, wizard

You begin to merge your current plane of existence with one of the many material planes in a 30-foot-radius, 60-foot-tall cylinder centered on a point that you can see within range.

Whenever a spell that deals damage begins at, ends inside, passes through, or overlaps with the cylinder, you can use your reaction to attempt to neutralize the spell by making an ability check using your spellcasting ability. The DC for this check is equal to 10 + the level of the spell slot used to cast the spell (DC 10 for cantrips). If you succeed, the spell ends immediately and has no further effect.

As an action on your turn, you can attempt to banish an otherworldly creature in the area. A creature of your choice within the cylinder must succeed on a Charisma saving throw, or else be teleported to its native plane. Humanoids and creatures native to your current plane of existence automatically succeed on this saving throw.

CONJUNCTION OF ORDER

3rd-level conjuration

Casting time: 1 action

Range: 60 feet

Components: V, S, M (an item originally from a plane of order and law, worth at least 10 gp)

Duration: Concentration, up to 1 minute

Classes: paladin, sorcerer, warlock, wizard

You begin to merge your current plane of existence with a plane of order and law in a 30-foot-radius, 60-foot-tall cylinder centered on a point that you can see within range. That area is under the following effects for the duration of the spell:

- No attack rolls, ability checks, or saving throws in the area can be made with advantage or disadvantage.
- Any rolls that would normally use 1d20 use 2d10 instead.
- A creature that moves within the cylinder on its turn can only move in one direction that turn and must move its full speed. If it cannot move its full speed in that direction (for example, if it would be blocked by a wall), it cannot move in that direction at all.

CONJUNCTION OF SHADOW

6th-level conjuration

Casting time: 1 action

Range: 60 feet

Components: V, S, M (an item originally from a plane of shadow or lethargy, worth at least 10 gp)

Duration: Concentration, up to 1 minute

Classes: bard, sorcerer, warlock

You begin to merge your current plane of existence with a plane of shadow and lethargy in a 30-foot-radius, 60-foot-tall cylinder centered on a point that you can see within range. That area is under the following effects for the duration of the spell:

- Creatures in the cylinder's area are immune to the frightened and charmed conditions. If a creature is frightened or charmed when it is in the area of the spell, the effect causing that condition ends.
- All saving throws made in the cylinder against effects that deal necrotic damage are made with advantage or disadvantage (your choice when you cast the spell).
- When a humanoid creature dies in the cylinder, it immediately becomes a **zombie** under your mental control. All zombies created in this manner share your initiative count, but act immediately after you. These zombies return to mundane corpses when the spell ends or if they leave the cylinder.

When you cast the spell, and as your action each round for the duration, you can cause one of the following effects:

- The cylinder fills with magical darkness until you dispel it as a bonus action or until the spell ends. If this effect overlaps with an area of light created by a spell of 5th level or lower, the spell that created the light is dispelled.
- Each creature in the cylinder must succeed on a Wisdom saving throw or be stricken with extreme lethargy. A creature that fails this saving throw wastes its next turn doing nothing. Undead and constructs are immune to this effect.



CONJUNCTION OF THE NATURAL

5th-level conjuration

Casting time: 1 action

Range: 60 feet

Components: V, S, M (an item originally from a plane of flora and fauna, worth at least 10 gp)

Duration: Concentration, up to 1 minute

Classes: bard, druid, paladin, ranger, sorcerer, warlock

You begin to merge your current plane of existence with a plane of flora and fauna in a 30-foot-radius, 60-foot-tall cylinder centered on a point that you can see within range. That area is under the following effects for the duration of the spell:

- All creatures in the area are under the effects of a *speak with animals* spell and can communicate with plants, as if by the *speak with plants* spell.
- The effects of the *awaken* spell are suppressed within the cylinder.
- Each beast or plant creature gains 10 temporary hit points at the start of each of its turns while it is within the cylinder.
- All nonmagical terrain in the cylinder either becomes difficult terrain or normal terrain for the duration of the spell (your choice when you cast the spell). The ground may turn rough and rocky, dense foliage may temporarily thin out, or some other natural effect of your choosing occurs.

CONJUNCTION OF THE NEXUS

3rd-level conjuration

Casting time: 1 action

Range: 60 feet

Components: V, S, M (an item originally from a plane of connection and travel, worth at least 10 gp)

Duration: Concentration, up to 1 minute

Classes: paladin, sorcerer, warlock, wizard

You begin to merge your current plane of existence with a plane of connection and travel in a 30-foot-radius, 60-foot-tall cylinder centered at a point within range. The area is under the following effects for the duration of the spell:

- Each creature in the cylinder can use its bonus action to teleport to an unoccupied space that it can see within the cylinder.
- All creatures within the area have disadvantage on saving throws against being teleported against their will (such as by the *banishment* or *plane shift* spells).

CONJUNCTION OF THE OTHER SIDE

5th-level conjuration

Casting time: 1 action

Range: 60 feet

Components: V, S, M (an item originally from a plane of judgment or afterlife, worth at least 10 gp)

Duration: Concentration, up to 1 minute

Classes: bard, cleric, paladin, warlock

You begin to merge your current plane of existence with a plane of judgment and afterlife in a 30-foot-radius, 60-foot-tall cylinder centered on a point that you can see within range. That area is under the following effects for the duration of the spell:

- Each corpse in the area is under the effects of a *speak with dead* spell for the duration, without a limit of the number of questions it can be asked.
- All creatures in the area make death saving throws with either advantage or disadvantage (your choice when you cast the spell).

When you cast the spell, and as your action each round for the duration, you can summon spirits from beyond the grave. A random incorporeal undead appears in an unoccupied space of your choice within the area. It is indifferent to all other creatures, but will defend itself if attacked. The creatures disappear if they leave the cylinder or when the spell ends. To determine what type of undead appears, roll 1d12 and consult the following table.

OTHER SIDE SUMMONS

1d12	Undead Creature
1-3	shadow
4-6	specter
7-8	poltergeist
9-10	will-o'-wisp
11	banshee
12	ghost



CONJUNCTION OF WATER

4th-level conjuration

Casting time: 1 action

Range: 60 feet

Components: V, S, M (an item originally from a plane of water, worth at least 10 gp)

Duration: Concentration, up to 1 minute

Classes: druid, warlock, wizard

You begin to merge your current plane of existence with a plane of elemental water in a 30-foot-radius, 60-foot-tall cylinder centered on a point that you can see within range. It is perpetually raining within this cylinder, and all nonmagical fires are extinguished. A creature that is wet within this cylinder has disadvantage on saving throws against cold or lightning damage. This water disappears when the spell ends or if it leaves the cylinder.

When you cast the spell, and as your action each round for the duration, you can cause one of the following effects:

- You magically conjure 1d4 **ice mephits**, **mud mephits**, or **steam mephits** (your choice) in unoccupied spaces of your choice within the cylinder. They are hostile to all creatures that are not elementals and act on their own initiative count. These mephits lack the Summon Mephits action. A mephit summoned in this way disappears when the spell ends or if it leaves the cylinder.
- You mentally command all mephits summoned by this spell to immediately die, triggering their Death Burst traits.



- You fill the cylinder with magical fog, as if by the *fog cloud* spell. This fog dissipates when the spell ends or when you dispel it as a bonus action, and cannot be blown away by a strong wind.
- You cause the water on all surfaces in the cylinder to freeze. These surfaces count as difficult terrain, and any creature that makes a Strength (Athletics) check, Dexterity (Acrobatics) check, or that takes the Dash action on an icy surface must make a Dexterity saving throw. On a failed save the creature falls prone immediately after completing the check or action and takes 1d8 bludgeoning damage. On a successful save, nothing happens.

CONJURE GREATER ANIMALS

4th-level conjuration

Casting time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 hour

Classes: druid, ranger

You summon a fey spirit that takes the form of a beast or swarm of beasts and appears in an unoccupied space that you can see within range. You choose the type of beast or swarm of beasts, which must be of challenge rating 5 or lower, such as a **giant shark** or **swarm of poisonous snakes**.

The beast is also considered fey, and it disappears when it drops to 0 hit points or when the spell ends. The summoned creature is friendly to you and your companions. It rolls its own initiative and has its own turns, but obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands to it, it defends itself from hostile creatures, but otherwise takes no actions.

The DM has the creature's statistics.

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

DANCING DECOY

3rd-level enchantment

Casting time: 1 action

Range: 60 feet

Components: V, S, M (a tiny clockwork puppet worth at least 50 gp)

Duration: Concentration, up to 1 minute

Classes: artificer, bard, warlock, wizard

You toss a clockwork puppet to an unoccupied space that you can see within range. When you cast this spell, you can designate any number of creatures you can see to be unaffected by it, seeing the object for what it really is. To others, the decoy projects the illusion of a medium humanoid of your choice that performs a taunting dance or an intimidating gesture goading them to fight it. As a bonus action on your turn, you can mentally command the puppet to move up to 20 feet.

Creatures that start their turn within 10 feet of the puppet must make an Intelligence saving throw. On a failed save, the creature is compelled to move toward the decoy and make a melee weapon attack against it, believing it to be the primary threat. Attacks against the illusion harmlessly flow through the illusion and do not usually damage the puppet, though exceptions can occur. On a successful save, a creature realizes that the projected humanoid is an illusion and becomes immune to the effects of this spell for 24 hours. Creatures that are immune to the charmed condition automatically succeed on this save. The effect on a creature also ends if it takes any damage.

DARTAK'S RETRIBUTION

4th-level evocation

Casting time: 1 reaction, which you take when you would take fire or lightning damage

Range: 30 feet (90-foot line)

Components: V, S

Duration: Instantaneous

Classes: artificer, druid, sorcerer, wizard

This spell draws in and encapsulates combusive energy, protecting you from and wreathing you in fire or lightning from a single source. You grant resistance to the triggering damage to yourself and any creatures you choose within 30 feet of you. You can also choose to immediately channel that fire or lightning away from you in a 5-foot wide, 90-foot long line. If you do, each creature within the line must make a Dexterity saving throw, taking 6d6 of the respective damage type on a failed save, or half as much on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d6 for each slot level above 4th

DETECT PORTAL

3rd-level divination

Casting time: 1 minute

Range: Self

Components: V, S, M (a tuning fork)

Duration: Instantaneous

Classes: artificer, bard, paladin, ranger, wizard

You detect the nearest portal within 1 mile of you and learn the following information about it:

- Its location
- Its destination (both the plane it leads to and the exact location on that plane)
- If it requires certain circumstances or items to use, you learn what those circumstances or items are.
- If it requires a password to use, you learn that it requires a password but do not learn the password.
- Whether it is temporary, such as portals cast by the *gate* spell, or permanent

This spell does not detect non-portal teleportation magic, such as teleportation circles.

DISMANTLE

Transmutation cantrip

Casting time: 1 action

Range: Touch

Components: V, S, M (a miniature hammer)

Duration: Instantaneous

Classes: artificer, bard, druid, sorcerer, warlock, wizard

This spell breaks or tears a nonmagical object worth up to 10gp. The break or tear can be up to 1 foot in any dimension.

Make a melee spell attack roll to cast this spell on a construct. On a hit, this spell deals 2d6 force damage. This spell's damage increases by 1d6 when you reach 5th level (3d6), 11th level (4d6), and 17th level (5d6).

ELMINSTER'S EVOKED DELIVERY

3rd-level evocation

Casting time: 1 action

Range: Unlimited

Components: S, M (a small bit of sealing wax, which the spell consumes)

Duration: Instantaneous

Classes: artificer, bard, sorcerer, wizard

You instantaneously shunt an object through the fabric of space to a willing creature with which you are familiar. The object can be no larger than 1 foot on a side and weigh no more than 10 pounds. When you cast the spell, the recipient is magically informed what the object is. If the creature is willing, the object appears in empty space within 5 feet of the creature (the creature's choice). If the creature is on another plane of existence, is incapacitated, is proofed against magical detection or location, or is unwilling to receive the object, the spell fails.

When you cast this spell using a spell slot of 4th level or higher, the maximum dimensions increase by both 1 foot on each side and 10 pounds for each slot level above 3rd.



FOLK RITE

1st-level transmutation

Casting time: 1 hour

Range: Variable

Components: V, S, M (25gp in herbs, incense and other materials, consumed by the spell)

Duration: Instantaneous

Classes: cleric, druid, warlock

You perform a ritual of folk magic designed to bring the blessings of gods or spirits on those who take part.

Blessing of the Exorcism. One individual you touch who is charmed or possessed may immediately make a saving throw against that effect (as the original saving throw), ending the effect on a success. Once a creature receives this blessing, it cannot do so again for 7 days.

Blessing of the Faithful. You perform a worship service with a number of creatures up to your caster level, all of whom must be within 30 feet of you for the duration of the spell. Those creatures gain advantage on their next saving throw against being charmed or frightened for the next 24 hours. Once a creature receives this blessing, it cannot do so again for 7 days.

Blessing of the Feast. You partake in a feast with a number of creatures up to your caster level, all of whom must be within 30 feet for the duration of the spell. Those creatures may add 1d4 to an ability check, attack roll or saving throw within the next 24 hours. If those creatures have spent at least 24 hours fasting (abstaining from eating, drinking or other specific behaviours as defined by your faith) before taking part in this ceremony, they may add 1d4 to one of each of those rolls within the next 24 hours. Once a creature receives this blessing, it cannot do so again for 30 days.

Blessing of the Hearth. You ward a single structure, or part of a larger structure, which fits within a 50 foot cube that you are in when you cast this spell. For 7 days after the casting, a creature that finishes a long rest inside the area may add 1d4 to any skill checks or saving throws made while in the area. Once a structure has been blessed in this way, it cannot be blessed in this way again for one year.

Blessing of Industry. You bless a vehicle, musical instrument, or set of artisan's tools, that you can see, selected when you cast the spell. Each day for the following week, a creature using the equipment may add 1d4 to a single check using that object. Once a creature has an object belonging to them blessed in this way, they may not have another object of the same type blessed for another year. (So, an individual may have a brewers kit blessed, then a boat blessed, but may not have their brewers kit blessed again for a year).

Blessing of the Pilgrim. You touch a creature, giving it protection for an upcoming voyage. For the next 7 days, that creature may add 1d4 to any saving throws they make against exhaustion or inclement weather, provided that they are traveling to a single destination during that time. If they change destinations or reach their destination during that time, this effect ends. Once a creature receives this blessing, it cannot do so again for 30 days.

Blessing of the Sick. You bless one creature you touch that is afflicted with a disease or poison. The creature immediately makes a saving throw against the effect with advantage. Once a creature receives this blessing, it cannot do so again for a day.

ILLUSORY WALL

2nd-level illusion

Casting time: 1 action

Range: 60 feet

Components: V, S, M (a mirror)

Duration: Concentration, up to 10 minutes

Classes: bard, sorcerer, warlock, wizard

You create an illusion of a vertical surface that is up to 60 feet long, 10 feet high, and 1 foot thick. The wall can include gaps and openings such as windows, peepholes, and doorways, but they are considered to be holes in the illusion as well. You can use a bonus action to move some or all of the gaps and openings, create new ones, or close the existing ones, but remember that the illusion can only be 1 foot across at its thickest point.

Physical interaction with the wall reveals it to be an illusion, and a creature that uses its action to examine the wall can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the creature can see through the wall. Otherwise, the opaque sections block line of sight.



NYSTUL'S FALSE TRAIL

4th-level illusion

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (*A lump of sulphur, psychedelic fungus, or tarnished silver worth at least 15gp, which the spell consumes)

Duration: 24 hours

Classes: artificer, bard, ranger, wizard

You choose a creature, an object, or a place within range and create an illusion no larger than a 100 ft cube. If an *arcane eye*, *clairvoyance*, *scrying* spell, or similar magic would perceive the target, it instead perceives the illusion that you created when you cast this spell. This illusion can only be perceived by that type of magic, and does not affect creatures perceiving the target through nonmagical means. The illusion can include visuals, sounds, smells, tastes, and other stimuli, but it cannot deal damage or impose conditions.

For example, you could cast this spell on an area that includes the hallway of a gang's hideout, allowing you to walk through that hallway without notifying the warlock guards who are scrying on it.

Suspicious creatures can attempt a Wisdom (Perception) check against your spell save DC. On a success, they realize it's an illusion, but cannot perceive past the illusion. If the spell is cast on a creature or object, it follows that creature or object.

Casting this spell on the same area every day for 30 days makes this effect permanent.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the illusion can be 100 ft larger for each spell level above 4th.

TELEGRAB

3rd-level conjuration

Casting time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

Classes: artificer, bard, sorcerer, warlock, wizard

You magically teleport a nonmagical object that you can see within range into your hands. You must be able to carry the object, and you must have your hands free. The object cannot weigh more than a number of pounds equal to ten times your Strength score. If it is being carried or worn by a creature, the creature must succeed on a Charisma saving throw, or else the object is teleported into your hands.

TENSER'S CLIMBING WALL

2nd-level conjuration

Casting time: 1 action

Range: 120 feet

Components: V, S, M (a 10-foot knotted rope)

Duration: Concentration, up to 1 hour

Classes: bard, warlock, wizard

A series of opaque handholds appear within range on any surface, including a moving or dangerous surface such as a waterfall or fire, and lasts for the duration. You can make a series of handholds up to 120 feet long. A creature using the handholds gains +10 to ability checks involving climbing.

WALL OF BONES

3rd-level necromancy

Casting time: 1 action

Range: 60 feet

Components: V, S, M (finger bones from a dozen distinct hands)

Duration: Concentration, up to 1 minute

Classes: cleric, sorcerer, warlock, wizard

You create a wall of grasping skeletal arms. The wall appears within range on a solid surface and lasts for the duration. You choose to make the wall up to 30 feet long, 10 feet high, and 5 feet thick or a circle that has a 20-foot diameter and is up to 20 feet high and 5 feet thick. The wall blocks line of sight. A creature that is within 5 feet of the wall when the wall is created, or that ends its turn within 5 feet of the wall, must succeed on a Strength saving throw or else take 2d4 slashing damage and be restrained by the grasping arms. A restrained creature can repeat the saving throw at the end of each of its turns, ending the effect on a success, or take 2d4 slashing damage on a failed save. Each 5-foot-square section has AC 5, 15 hit points, and vulnerability to bludgeoning damage. Reducing a section to 0 hit points destroys that section of the wall and frees a creature restrained by it.



WALL OF MIST

2nd-level conjuration

Casting time: 1 action

Range: 60 feet

Components: V, S, M (a vial of water)

Duration: Concentration, up to 1 minute

Classes: bard, druid, ranger, wizard

You create a wall of dense fog. You can make the wall up to 60 feet long, 10 feet high, and 5 feet thick. The wall is opaque, and its area is heavily obscured. It lasts for the duration or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

WATERSPOUT

Transmutation cantrip

Casting time: 1 action

Range: 10 feet

Components: S, M (a waterskin filled with water, worth at least 1sp)

Duration: Instantaneous

Classes: druid, sorcerer

A blast of water leaps from its vessel to strike a foe and pull them off their feet. The target must succeed on a Strength saving throw or else take 1d6 bludgeoning damage and be knocked prone.

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

ZAP

Evocation cantrip

Casting time: 1 action

Range: Self (30 foot line)

Components: V, S

Duration: Instantaneous

Classes: artificer, druid, sorcerer, wizard

A stroke of electricity forming a line 30 feet long and 5 feet wide blasts out from you in a direction you choose. Each creature in the line must succeed on a Dexterity saving throw or take 1d6 lightning damage. The electricity ignites flammable objects in the area that aren't being worn or carried.

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



CHAPTER 3: MAGIC ITEMS

Magic items are gleaned from the hoards of conquered monsters or discovered in long-lost vaults. Such items grant capabilities a character could rarely have otherwise, or they complement their owner's capabilities in wondrous ways.

According to the Dungeon Master's discretion, party members may encounter some of the following magic items in their adventures.

Magic items are presented in alphabetical order. A magic item's description gives the item's name, its category, its rarity, and its magical properties.

ALARMOTAPE

Wondrous item, uncommon (requires attunement)

This 5-foot roll of sticky tape is imbued with a variation of the *alarm* spell. It functions as normal tape, unless you speak the command word when removing a portion. If a creature besides you cuts this portion of tape or removes it from its place, a blaring alarm produces the sound of an emergency claxon for 10 seconds, clearly audible within 600 feet.

Only one portion of tape can be enchanted in this way at a time. If you attempt to activate another portion of tape with another piece already activated, the older portion deactivates.

If you lose attunement with this tape, any activated portions immediately deactivate. Reattuning to the tape does not reactivate such a portion.

AMULET OF THE NIGHT MOTH

Wondrous item, rare (requires attunement)

This amulet is made of a blue crystal, and seems to have a large grey moth entombed within. As a bonus action while wearing this amulet in moonlight or in the Feywild, you can manifest ethereal moth wings from your back, gaining a flying speed of 30 feet. The wings persist for 1 hour, but become useless while you are in bright light. Once you manifest the wings, you can't do so again until the next dusk.

ANKLET OF POTENTIAL

Wondrous item (anklet), uncommon (requires attunement)

This ankle bracelet gives its wearer a second chance by turning hesitation into haste. While you wear this item, you may reroll initiative but must take the second roll.

ARMOR OF THE NAIVE

Armor (any kind), very rare (requires attunement)

While wearing this armor, you can subtract your Wisdom modifier from your Armor Class.

ARMOR OF THE SPINELESS

Armor (any kind), very rare (requires attunement)

While wearing this armor, you can subtract your Charisma modifier from your Armor Class.

ARMOR OF THE WITLESS

Armor (any kind), very rare (requires attunement)

While wearing this armor, you can subtract your Intelligence modifier from your Armor Class.

AUNDRY'S MAGIC BRACERS

Wondrous item, rare (requires attunement)

These bracers have 5 charges. While you are attuned to these bracers, you can expend 1 charge after you cast a spell to reroll any roll of 1 on the spell's damage dice - but you may not use this effect more than once per turn. You can also use your reaction when you are hit by a spell attack roll to expend 1 charge, giving you a +1 bonus to AC against it and possibly preventing the effects of that spell. The bracers regain 1d4+1 charges daily at dawn.

BLINK BOOTS

Wondrous item, uncommon

Crafted from blink dog hide, these boots confer a semblance of their abilities. While wearing the boots, you can cast the *misty step* spell once. You can't do so again until the next dawn.



BLOODSEEKER WEAPONS

Weapon (any), rare (requires attunement)

This weapon is adorned with small black spikes that seem to soak up any blood that splashes across them. This acts as a +1 weapon and provides you with 1d8 temporary hit points whenever you reduce a Dragon, Giant, Humanoid, or Monstrosity to 0 hit points.



BONEKEEPER

Weapon (dagger), rare (requires attunement)

This dagger seems to bend, reaching toward those you have killed. This acts as a +1 dagger that deals necrotic damage rather than piercing damage. Once each day, when you kill a Small or Medium humanoid with this dagger, you can use your reaction to turn them into a **zombie** as if by the *animate dead* spell.

CAMP CABLE

Wondrous item, Uncommon

Used to create instant camps this 100ft rope made of thin vines woven tightly. Once each day, when the camp cable is laid out on the ground and the command word is spoken, the cable erupts into a *wall of thorns* spell for 8 hours or until the command word is spoken again. If it takes more than 30 points of fire damage the magic is broken and the wall disappears. The camp cable can only be used once

CLOAK OF VINES

Wondrous item, very rare (requires attunement)

Made of living vines, this cloak normally acts as a garment, but comes alive and acts on its wearer's will when needed. While wearing the cloak, you have a climbing speed of 30 feet, and have resistance to poison damage.

As a reaction when you are knocked prone, you can immediately stand up as the vines grant you support.

As an action you can command the vines of the cloak to flail out at hostile creatures within 5 feet of you. Each target must succeed on a DC 15 Dexterity saving throw or take 1d6 piercing damage and 1d6 poison damage.

COINSLLOT NECKLACE

Wondrous item, uncommon, cursed (requires attunement)

This necklace has a narrow rectangular loop as a pendant, sized to fit a common coin. On inspection, it holds enchantments related to gambling and money. While attuned to the necklace, you have advantage on ability checks with gaming sets with which you are proficient.

Curse. When you attune to the necklace, it fuses to your body, with the slot becoming a small, seemingly bottomless hole on their chest. It can only be removed with a Remove Curse spell or similar magic. While attuned, you must succeed on a DC10 Wisdom saving throw after you use an action to attack, cast a spell, or make an ability check or else be paralyzed until the end of your next turn. The wearer or another creature within 5 feet of you may use an action or bonus action to insert a coin into the slot. After a coin has been inserted, you automatically succeed on one saving throw against the necklace for each GP in value inserted into the necklace. 1 hour after a coin is inserted, the benefit from it is wasted and the necklace mercifully does not give change.

COLD IRON ARMOR

Armor (any medium or heavy), uncommon

This armor is forged of cold iron, a magical material that protects the wearer against fey magic. While wearing it, you have advantage on saving throws against the spells and other magical effects of fey creatures, as well as on saving throws to resist the memory loss caused by the feywild.

COLD IRON WEAPONS

Weapon (any), rare

This weapon is made out of cold iron, which is toxic to fey creatures. When you hit a fey creature with this weapon, it deals an extra 1d6 force damage. The fey also has disadvantage on saving throws to avoid being banished or otherwise returned to the feywild until the end of your next turn.



DIADEM OF MENTAL FORTITUDE

Wondrous item, common (requires attunement)

The diadem has six gems, each representing a charge the diadem can have. It recovers 1d4+1 charges each morning. The wearer can expend a charge to reroll a failed Intelligence, Wisdom, or Charisma save. If the reroll fails, a gem breaks and the diadem's maximum amount of charges decreases by 1.

ELEMENTAL LONGBOW

Weapon (longbow) very rare (requires attunement)

This longbow is decorated with gems all up and down each side. You can use a bonus action to speak the longbow's command word and pick either acid, cold, fire, lightning, or thunder damage. For the rest of your turn, attacks with this longbow deal an additional 2d6 of the specified damage on a hit.

ENIDDA'S TEA SET

Wondrous item, uncommon, (requires attunement)

This is a finely crafted child's toy tea set in a wooden case. To activate the tea set's magical properties, you must perform a 10 minute ritual in which you host an imaginary tea party. This requires. This requires having a solid, relatively flat surface in which to set up all parts of the tea set (a tablecloth, five plates, five cups, and a teapot). At the end of the ritual, you conjure four invisible servants, as if by the *unseen servant* spell. They disappear after 1 hour or until you dismiss any number of them as a bonus action.

FEATHER TONIC

Potion, uncommon

This thin, light blue liquid has a sparrow's feather suspended in the center. A creature that drinks this potion weighs one tenth their normal weight and is under the effects of the *feather fall* and *jump* spells for 1 hour.

FEYWILD ROSE

Wondrous item, common

This rose has been plucked from a field in the feywild, forever youthful and vibrant. Regardless of location, the rose opens at sunrise and closes at sunset.

FIGURINE OF WONDROUS POWER

(COPROLITE MONKEYS)

Wondrous item, rare

A figurine of wondrous power is a statuette of a beast small enough to fit in a pocket. If you use an action to speak the command word and throw the figurine to a point on the ground within 60 feet of you, the figurine becomes a living creature. If the space where the creature would appear is occupied by other creatures or objects, or if there isn't enough space for the creature, the figurine doesn't become a creature.

The creature is friendly to you and your companions. It understands your languages and obeys your spoken commands. If you issue no commands, the creature defends itself but takes no other actions.

The creature exists for a duration specific to each figurine. At the end of the duration, the creature reverts to its figurine form. It reverts to a figurine early if it drops to 0 hit points or if you use an action to speak the command word again while touching it. When the creature becomes a figurine again, its property can't be used again until a certain amount of time has passed, as specified in the figurine's description.

Coprolite Monkeys. These statuettes of chimpanzee-like apes in brownish stone are always created in sets of three. Each can become an **ape** for up to 10 minutes. Once it becomes an ape in this way, that statue cannot be used again until 7 days have passed.

As an action, each ape has the ability to grapple a creature, climbing onto the creature's back. While grappling a creature in this way, the ape cannot take other actions and the creature is affected by a special condition, depending on the statue as described below. The effect lasts until the creature escapes the grapple or the ape turns back into a statue.



One statue depicts an ape covering its eyes. Creatures grappled by this ape are blinded.

One statue depicts an ape covering its ears. Creatures grappled by this ape are deafened.

One statue depicts an ape covering its mouth. Creatures grappled by this ape cannot speak, make sounds verbally, or perform the verbal components of spells.

FIREQUENCH CLOAK

Wondrous item, rare

When a creature wearing this cloak takes fire damage, it can use its reaction to gain immunity to fire damage until the start of its next turn. It then has resistance to fire damage for 1 minute after that. The cloak then becomes a mundane, ordinary cloak.

Higher rarity versions of this cloak may regain this power after a period of time.

FLESHHOOK

Weapon (lance), rare

This monstrous lance is fitted with magical barbs of metal at its end that move to sink into unsuspecting flesh. It is a cruel but effective weapon. You have a +1 bonus to attack and damage rolls made with this magic weapon.

Snare. On a critical hit, the target is automatically grappled. It can use its action to attempt a DC 15 Strength saving throw, taking 2d6 piercing damage on a failed save, or half as much damage and ending the condition on a successful save.

GELATINOUS SHOT

Potion, uncommon

This sealed glass jar is filled with jiggling slime that sheds dim light for a radius of 5 feet.

As an action, you can throw this glass jar at a point up to 60 feet away. The jar bursts on impact and a **gelatinous cube** appears, centered on that space. Each creature in a space occupied by the Gelatinous Cube must make a DC 15 Dexterity saving throw.

On a failed save, a creature takes 10 (3d6) acid damage and is engulfed by the gelatinous cube. The **gelatinous cube** stat block has more information on what happens to engulfed creatures.

On a successful save, the target can choose to be pushed into an unoccupied space adjacent to the cube. If there are no unoccupied spaces adjacent to the cube or if the creature chooses not to be pushed, it suffers the consequences of a failed saving throw.

GILDED LILY

Weapon (rapier), very rare (requires attunement)

Prized by elven duelists, this golden rapier was forged in the feywild and imbued with the realm's chaotic qualities. This weapon has the Light property, and you gain a +2 bonus to attack and damage rolls made with this magic weapon.

The rapier has 5 charges, regaining 1d4 + 1 expended charges each day at dawn. When you roll a 1 on the d20 for an attack roll using the rapier, you expend a charge to reroll the die. You must use the new roll.

Immediately after you take damage while wielding the rapier, you can spend 1 charge as a reaction to turn invisible until the start of your next turn and teleport to an unoccupied space you can see within 15 feet of you.

You can also spend 1 charge to cast *charm person* (DC 15).

GRIMOIRE OF HINDSIGHT

Wondrous item, rare (requires attunement by a wizard)

This tome is covered in arcane sigils and lifelike depictions of eyes. It can be used both as a spellbook and an arcane focus, and you gain a +1 bonus to spell attack rolls while you hold it.

As an action, you may replace one spell you have prepared with a different spell of the same level from this book. Once you have done so, you may not do so again until the next dawn.

HARP BOW

Weapon (shortbow), common

This shortbow has many strings, allowing it to also be used as a harp. Arrows loosed from it whistle musically through the air.

HLAM'S WELDED GAUNTLETS

Weapon (spiked gauntlets), uncommon

These gauntlets are solid metal gloves with the fingers welded into the shape of a fist. You have no use of your fingers while you wear these and cannot perform the somatic components of spells, wield weapons, grab items,



or similar actions. These gauntlets are simple weapons that deal 1d4 bludgeoning damage. They count as monk weapons and have the Light and Finesse properties.

When these gauntlets are crafted, a type of creature may be specified. When you hit a creature of that type with these gauntlets, that creature takes an additional 1d4 bludgeoning damage.

IRON CROWN

Wondrous item, uncommon, cursed (requires attunement by a humanoid)

This twisted iron crown looks like a wreath of flames. While attuned, you can cast the *crown of madness* spell once (DC 13). You cannot cast it in this way again until you finish a short rest.

Curse. This item is cursed and once you attune to it, the curse passes into you. The crown fuses with the bone of your skull and becomes impossible to remove without a *remove curse* spell or similar magic. Any fiend within 120 feet that sees you can use its action to cast *crown of madness* (DC 13) on you. Once a fiend has used this power on you, it cannot do so again for 24 hours. On a successful save, you are immune to the *crown of madness* spell for 24 hours.

LOCK OF MEDUSA

Weapon (shortsword), rare (requires attunement)

This blade is fashioned from a lock of a medusa's hair. You have a +1 bonus to attack and damage rolls made with this magic weapon.

Bite. On a critical hit, the target takes an extra 2d6 poison damage. Once per day when you reduce a creature to 0 HP, you can choose to petrify them. This condition lasts for 24 hours or until you dispel it as an action by touching the blade's hilt to the target.

LUTE OF THE REVELING SATYR

Wondrous item, uncommon (requires attunement by a creature proficient with lutes)

Satyrs are always looking for the next interesting thing, often picking up and discarding instruments as they go. The song of this lute can prompt spontaneous celebration in even the most dour creatures. The lute has 3 charges, regaining 1 expended charge each day at dawn.

As an action while holding it, you can spend 1 charge and play an enchanting tune. Each creature of your choice within 15 feet of you must make a DC 13 Wisdom saving throw. On a failed save, a target begins to dance in place for 1 minute. A dancing creature has disadvantage on attack rolls and Dexterity saving throws, and its speed is 0. At the end of each of its turns, a dancing creature can repeat the saving throw, ending the effect on itself on a success. Creatures that can't be charmed are immune to this effect.

MANUAL OF EXOTIC GOLEMS

Wondrous item, very rare

This tome contains information and incantations necessary to make a particular type of exotic golem. To decipher and use the manual, you must be a spellcaster with at least two 5th-level spell slots. A creature that can't use a **manual of exotic golems** and attempts to read it takes 8d6 psychic damage.

1d20	Manual Type	Time	Cost
1-10	Manual of Snow Golems	10 days	5,000 gp
11-16	Manual of Fiendish Flesh Golems	75 days	120,000 gp
17-18	Manual of Adamantine Golems	180 days	200,000 gp
19-20	Manual of Crystal Golems	90 days	100,000 gp

To create a golem, you must spend the time shown on the table, working without interruption with the manual at hand and resting no more than 8 hours per day. You must also pay the specified cost to purchase supplies.

Once you finish creating the golem, the book is consumed in eldritch flames. The golem becomes animate when the ashes of the manual are sprinkled on it. It is under your control, and it understands and obeys your spoken commands.

MIMAXE

Weapon (battleaxe), rare (requires attunement)

The mimaxe is a living weapon, the result of a mimic's unlucky encounter with a magical goblin blacksmith. You have a +1 bonus to attack and damage rolls made with this magic battleaxe.

Hungry. The mimaxe has 3 charges and recovers spent charges by consuming corpses. It takes 1 minute to consume a corpse. A Small corpse restores 1 charge, a Medium corpse 2, and a Large corpse 3. The mimaxe does not benefit from eating Tiny corpses and cannot eat Huge or Gargantuan corpses. It cannot have more than 3 charges at once, and a full mimaxe refuses to consume any additional corpses.

The process of consuming a corpse is loud, obvious, and messy. Once consumed, the corpse is completely destroyed and any magic equipment on it is spat out into the nearest unoccupied space. The mimaxe does not change weight, regardless of what it has consumed.

If the mimaxe goes 24 consecutive hours without eating a corpse, it loses 1 charge.

Roar. If you make an Intimidation check while wielding the mimaxe, you may spend one charge to gain advantage on the check.

Teeth. Whenever you hit a creature with this weapon, you may spend 1 charge to deal an additional 1d8 acid damage.

False Appearance. While the mimaxe remains motionless, it is indistinguishable from an ordinary battleaxe.

Sentience. The mimaxe is a sentient chaotic neutral weapon with an Intelligence of 5, a Wisdom of 14, and a Charisma of 8. It has darkvision out to a range of 60 feet and hearing out to a range of 120 feet. The weapon

communicates verbally with its wielder and can speak, read, and understand Common.

Personality. The mimaxe is constantly hungry and desires to eat and be used in battle. It obeys its wielder as long as it's kept well-fed, but will act out and become unruly if hungry or left to its own devices. After 24 hours with 0 charges, the Mimaxe will attempt to break attunement and look for the nearest source of food, which may be its owner.

MISSILE-PROOF GLASS

Wondrous item, uncommon

This 1-foot square glass panel has resistance to nonmagical bludgeoning, piercing, and slashing damage from weapons that aren't adamantite, and immune to the effects of the *magic missile* spell. This is commonly used for windows in banks, government offices, strongholds, castles, and other prominent locations.

MITHRAL WEAPONS

Weapon (any), uncommon

Mithral is a light, flexible metal. If a weapon normally has the Heavy or Two-Handed properties, the mithral version doesn't. If a weapon normally has the Finesse property, the mithral version also has the Light property.

ONE-WAY LANTERN

Wondrous item (any lantern), uncommon (requires attunement)

Light emitted from this lantern can only be seen by the attuned creature. Many thieves and clandestine agents are eager to get their hands on such an item.

PICK-EATING LOCK

Wondrous item, uncommon

This enchanted lock appears no different than its mundane equivalent. It requires a DC 15 Dexterity (Thieves' Tools) check to pick open. Each time a creature attempts to pick the lock and fails, the lock suddenly absorbs the lockpick and incorporates the material into its mechanism, effectively making the set of thieves' tools unusable. The DC to pick this lock then increases by 1, but cannot increase above 25 in this way.

Pick-eating locks encountered in adventuring environments often have higher DCs as a result of previous adventurers' failed attempts.

PORTABLE HALL

Wondrous item, very rare

This fine white cloth, soft as silk, is folded up to the dimensions of a handkerchief. It unfolds into a rectangle that is 5 feet wide and 8 feet tall.

You can use an action to unfold a portable hall and place it on or against a solid surface, whereupon a passage forms until a creature uses its action to remove the cloth.

This passage is 5 feet wide, 8 feet tall, and up to 20 feet long. The passage creates no instability in a structure surrounding it. If there is not an empty space for the passage to connect to within 20 feet, effectively creating a doorway or hallway, a passage is not created.

When the passage disappears, any creatures or objects still within are safely ejected to an unoccupied space nearest to the cloth.

PORTAORB

Wondrous item, very rare

This small, fragile glass ball is imbued with a *teleport* spell. When broken, it takes up to 9 willing creatures within 10 feet of it to a predetermined location (determined when creating the orb). These creatures are aware they have the option to teleport, but do not know the location or plane of existence they're being teleported to. It has no effect on unwilling creatures. If 10 or more creatures within 10 feet of the orb willingly want to teleport with it, each one has a 50% chance of actually going.

RING OF FATE

Ring, rare (requires attunement)

This ring allows a mortal to fight against death, if only for a short time. If the wearer dies, they may choose to instead regain 1 hit point and be cured of any poison and disease as well as the stunned, paralyzed, blinded, and deafened conditions. Once used, this ring then shatters beyond repair.

RING OF SUDDEN IMPACT

Ring, rare

A creature wearing the ring can use its reaction, when it would take bludgeoning damage, to gain immunity to bludgeoning damage until the start of its next turn. This immunity includes the triggering damage. Once this feature has been used, it cannot be used again for 7 days.

SHELLSTONE RING

Ring, uncommon (requires attunement)

This ring is adorned with a small crystal that shines with a rainbow wave and is attuned to a specific elemental damage type (acid, cold, fire, lightning, or thunder). If you take damage of this type, you can reduce the damage by 1d4.

SHOVEL OF DIGGING

Wondrous item, uncommon (requires attunement)

You gain a burrowing speed of 10 feet while wielding this shovel. This speed cannot be used to burrow through solid rock, ice, metal, wood, or similar substances.

SNAPDRAGON GLOVES

Wondrous item, uncommon (requires attunement)

While wearing these fingerless black leather gloves, you can cast *control flames* (see Appendix A) and *produce flame* (+5 to hit) at will.

TASHA'S CAULDRON

Wondrous item, artifact (requires attunement by an artificer, druid, warlock, or wizard)

Tasha's Cauldron is a massive bronze cauldron 3 feet high and nearly 4 feet across. The inner rim of the cauldron is carved with runes of power and control. Any liquid placed in the cauldron will start to steam after a minute and boil after 10 minutes whether or not the fire under the cauldron is lit. The cauldron has two thick bronze rings that serve as handles but the cauldron is too heavy to be moved easily.

The cauldron was originally a gift from Tasha's adopted mother, Baba Yaga. Baba Yaga was a witch of tremendous power who demanded the respect of both demon lords and angelic princes. Baba Yaga gave the cauldron to Tasha when Tasha announced her desire to explore the multiverse, to help her in her travels. However, the cauldron was so heavy Tasha was forced to leave it in Baba Yaga's chicken legged hut. Baba Yaga assured Tasha she would come if Tasha ever needed to use her cauldron, allowing the ancient witch to check up on her daughter.

Tasha bristled at the thought of leaving such a powerful item with her mother, but it was too heavy to move. Tasha called on her adopted mother as sparingly as possible until she was able to create a permanent lair in the Lost Caverns of Tsojcanth. The cauldron served her well for the years she ruled a vast empire from the caverns, but it was lost when Tasha was forced to flee when armies of allied nations brought her empire to ruin.

Random Properties. Tasha's Cauldron has the following random properties:

- 2 minor beneficial properties
- 1 major beneficial property
- 2 minor detrimental properties
- 1 major detrimental property

Arcane Focus. You may use it as a spellcasting focus as long as you are within 20 feet of it. Three times each day, when you use it to cast a spell, the cauldron can produce the material components for the spell, worth up to 100 gold pieces. These material components disappear after the spell is cast, whether or not they are consumed by the spell. Uses for this ability recharges at dawn.

Potion Brewer. You can perform an 8-hour ritual to create one dose of any of the potions listed in Chapter 9 of the *Dungeon Master's Guide*. The cost of creating potions through this ritual is halved. You can have three potions brewed this way at once. If you brew a fourth potion using the cauldron, then the oldest potion turns to water permanently.

Poison Master. You can perform an 8-hour ritual to create one dose of any of the poisons listed in Chapter 8

of the *Dungeon Master's Guide* (pg 257-258). The cost of creating poisons through this ritual is halved. You can have one dose of poison brewed this way at once. If you brew a second dose of any poison using the cauldron, the older poison turns to water permanently.

During the ritual you can choose a command word. The poison looks, tastes, and acts like water until you speak the command word within 100 feet of it. The poison does not convert to its true form if it has been administered to a creature or consumed by a creature, or if you or the poison are within a *silence* spell or *antimagic field*.

Cauldron's Legion. Once each day you can perform a 1-hour ritual to summon a demon of your choice. This ritual requires rare ingredients, worth 500gp for every level of Challenge Rating the demon has (minimum of 250gp). These ingredients are then consumed by the ritual. At the end of the ritual, you make an Intelligence (Arcana) check, with a DC equal to 5 + the CR of the summoned demon. On a failed check, nothing happens. On a successful check, the demon appears floating in the space above the cauldron and must make a Wisdom saving throw against your spell save DC.

On a failed save, it is charmed by you and under the effects of a *geas* spell for 1 year. You can order it to complete one task for you, which it is magically compelled to do. After completing this task, the demon returns to the Abyss.

On a successful save, the demon is restrained and grappled by magic bonds above the cauldron for up to 1 minute. It can use its action to attempt a Strength saving throw to break free of these bonds. The DC for this saving throw is equal to your spell save DC. It can return to the Abyss at will, or magically returns to the Abyss after 1 minute.

Only one demon can be summoned or under your control through this ritual at a time. If you try to use this ability on a second demon, the effect immediately ends on the first demon. The first demon will know of this and will be free to plot its revenge.

Pierce the Veil. Three times each day you can perform a 10 minute ritual to cast the *scrying* spell using the cauldron. The cauldron can target creatures or areas not on the same plane of existence as you, and ignores the effects of any spell of 8th level or lower that prevents scrying, such as the *nondetection* spell. If the targeted creature or area is under the effects of a 9th-level spell or other magical effect that prevents scrying, you must make a DC 19 Intelligence (Arcana) check. If you succeed, your *scrying* spell ignores the protective magic. If you fail, the *scrying* spell fails and is wasted.

Destroying Tasha's Cauldron. Destroying Tasha's Cauldron is one of the most difficult prospects in the multiverse. Tasha must be slain, and her body placed into the cauldron. You must then perform a special 8-hour ritual that drains the magic of the cauldron, resurrecting Tasha. She will be furious at the destruction of her cauldron and will teleport away to plot her revenge. Baba Yaga will also know the cauldron was destroyed and will come to check on her adopted daughter.

TENSER'S FOLDING DISK

Wondrous item, uncommon (requires attunement)

This fine grey cloth, soft as silk, is folded up to the dimensions of a handkerchief. It unfolds into a circular sheet 3 feet in diameter.

You can use an action to unfold the Tenser's folding disk, activating the *Tenser's floating disk* spell imbued within. The fabric circle then functions as the plane of force created by such a spell, and lasts until you use your action to fold the disk or attunement is broken.

TOME OF ANIMAL UNDERSTANDING

Wondrous item, rare

This volume, titled "The Languages of Beasts," allows you to learn how to communicate your general ideas with animals. If you spend 48 hours over a period of 6 days or fewer studying the book's contents and practicing the nuances it contains, you can speak with any beast as if you were under the effects of a *speak with animals* spell.

TRICK CARDS

Wondrous item, common (requires attunement)

When you or another creature draws a card from this deck of standard playing cards, you can control which card is drawn.

UNSEELIE DAGGER

Weapon (dagger), rare

This black dagger confers some of its unseelie darkness on its targets. Once each turn when you hit a creature with this weapon, you can choose to curse the creature until the end of its next turn. The cursed creature has darkvision with a radius of 60 feet, and has disadvantage on attack rolls and Wisdom (Perception) checks that rely on sight whenever it, its target, or the thing it's trying to perceive is in sunlight.

VAJRA'S ANTIWAND

Wand, very rare

This wand radiates antimagic and cannot be used as a spellcasting focus. Originally created for law enforcement officers of Waterdeep that were frustrated with magical criminals, copies have been leaked to the public. Owning such an item is illegal for private citizens in some municipalities.

This wand has 3 charges and regains 1d4 - 1 expended charges each dawn. A creature holding the wand can say a command word to cast *counterspell*, *dispel magic*, or *nondetection* for 1 charge, or *antimagic field* with a duration of 1 minute for 3 charges.

WEREBOAR NECKLACE

Wondrous item, rare, cursed (requires attunement by a humanoid)

This necklace is made from teeth taken from a living wereboar and strung onto silver wire in a cruel ritual. While attuned to this item, you can use your action to polymorph into a **giant boar**, as if by the *polymorph* spell. The necklace does not meld into the boar form, but changes size and remains around the boar's neck. Once used, you cannot use this ability again until you finish a short or long rest.

Curse. The necklace is cursed and becoming attuned to it extends that curse to you. As long as you remain cursed in this way, the necklace tightens around your neck and cannot be removed except by a *remove curse* spell or similar magic. While cursed, you are vulnerable to bludgeoning, piercing and slashing damage from silvered weapons. Whenever you take bludgeoning, piercing, or slashing damage from any source, you must succeed on a DC10 Constitution saving throw or else take an additional 1d4 slashing damage as the necklace digs into your skin. If you fail this saving throw by 5 or more, you contract lycanthropy and become a wereboar.

XANASTONE RING

Ring, uncommon (requires attunement)

This ring is adorned with a small crystal that glows with a rainbow light and is attuned to a specific elemental damage type (acid, cold, fire, lightning, or thunder). The ring has 5 charges, and all expended charges are regained each day at dawn. When you hit with a weapon attack, you can expend 1 charge to add 1d4 of the ring's elemental type to the damage roll.



CHAPTER 4: DUNGEON MASTER TOOLS

ALTERNATIVE RULES FOR WORKING TOGETHER

Normally any character can take the Help action to give someone advantage on an ability check, if the helper is capable of doing the same task. This can lead to instances where a character constantly gets advantage on any check it makes, or where a character has a useful skill or novel idea but is unable to directly help.

If these situations bother you, consider allowing any character to help with an ability check if they present a legitimate way of helping complete the task. Under this optional rule, with the DM's approval anyone can try to help another character making an ability check by making a relevant ability check of their own. The DC of this help check will vary depending on how useful their approach is determined to be. If multiple characters succeed, consider giving a +2 bonus to the character being helped for each successful help attempt after the first in addition to advantage.

EXAMPLE

The party finds a wounded animal and the Druid states their intention is to stabilize the poor creature. The DM determines this would be a Wisdom (Medicine) check, then asks if anyone in the party would like to help. The Bard says they would like to comfort the scared animal as the Druid tries to close its wounds. The DM decides this would be useful, determines it to be of average difficulty, and asks the Bard to roll a DC 15 Wisdom (Animal Handling) check. The Bard rolls 11 + 6 for a total of 17, so the Druid has advantage on their Wisdom (Medicine) check as the Bard soothes the beast.

RULES TIP: ADVANTAGE DOESN'T STACK

In cases where there are multiple instances of advantage or disadvantage, only one is used. For example, consider a barbarian attacking a creature tangled in a net. A barbarian's Reckless Attack feature can let it make melee attack rolls with advantage. Being caught in a net inflicts the restrained condition, and attack rolls against restrained creatures have advantage. If both effects are in place, the barbarian does not get double advantage on its attack roll. It rolls twice (not three times) and uses the highest result, even though multiple effects are granting it advantage on the attack roll.

VARIANT FLAWS

Strengths and weaknesses are one of the many ways every person is unique. If you would like for your character's flaws to affect its ability checks, consider taking one of the following Mechanical Flaws in addition to or instead of the flaws you would normally take for your character. You can choose from the following table or roll for a random result.

VARIANT FLAWS

1d20	Flaw
1	Smells Like Meat. You have disadvantage on Wisdom (Animal Handling) checks.
2	Left-Brained. You have disadvantage on Intelligence (Arcana) checks.
3	Bad Poker Face. You have disadvantage on Charisma (Deception) checks.
4	Forgetful. You have disadvantage on Intelligence (History) checks.
5	Gullible. You have disadvantage on Wisdom (Insight) checks.
6	Adorable. You have disadvantage on Charisma (Intimidation) checks.
7	Queasy. You have disadvantage on Wisdom (Medicine) checks.
8	Black Thumb. You have disadvantage on Intelligence (Nature) checks.
9	Nearsighted. You have disadvantage on Wisdom (Perception) checks that rely on sight made to perceive things farther than 10 feet away from you. This does not affect your attack rolls.
10	Farsighted. You have disadvantage on Wisdom (Perception) checks that rely on sight made to perceive things 10 feet or closer to you. This does not affect your attack rolls.
11	Stage-Frightened. You have disadvantage on Charisma (Performance) checks.
12	Shifty-Eyed. You have disadvantage on Charisma (Persuasion) checks.
13	Aggressive. Any time you make a Charisma (Persuasion) check, there is a 50% chance you make a Charisma (Intimidation) check instead.
14	Skeptical. You have disadvantage on Intelligence (Religion) checks.
15	Clumsy. You have disadvantage on Dexterity (Sleight of Hand) checks.
16	City Slicker. You have disadvantage on Wisdom (Survival) checks.
17	Country Bumpkin. You have disadvantage on checks made to navigate urban areas, use public facilities in cities, or interact with bureaucracies.
18	Acrophobic. You have disadvantage on ability checks made to climb things.
19	Skittish. You have disadvantage on ability checks made against being frightened or intimidated.
20	Unlucky. When you roll a 20 on the d20 for an ability check, you must reroll the die and use the new result.

DOWNTIME CRIME REVISITED

The following are a selection of criminal activities that adventurers who walk in the grey areas of morality might choose to engage in. This by no means suggests that players must engage in these activities. These activities revolve around increasing monetary wealth in illegal and immoral ways. But they do bring in gold. They are not senseless crimes. Crime for the sake of crime brings unnecessary infamy and makes earning ill gotten gains increasingly difficult.

Clever criminals don't want infamy. They want money.

ENVIRONMENTAL IMPLICATIONS

Depending on where someone is in the world will impact what they are able to do and possible impacts from the activities.

Wilderness. You're out in the wild. There's usually no one around. Good. What you want to do requires time and space. This is great for alchemical endeavors or crafting, however there are certain activities that just won't work out here.

Small Village. There is trade and commerce here that is just asking to have its profits skimmed. The added bonus is that it's unlikely to have guards, maybe a poorly trained militia at best. But who is in this militia? Old people with farming tools. Ultimately, word will get out and someone will come to clean up the mess you're making.

Town. More people means more gold. A town gives you access to more opportunities. There is often a town guard, but you can always try to pay them off. You are more likely to find lords and nobles nearby who can act as patrons or victims. Towns are usually connected to a larger city in some way, so be prepared for interference should your activities get noticed.

City. Every city is ripe fruit with a rotten core. In a city you can blend in and disappear, or you can be the center of attention, it is your choice. That's what a city has to offer: options. You can be involved in any sort of crime in a city, but you will have to deal with other gangs and law enforcement. Both of these either want you out or want your money.

INFAMY

The best criminals are those that are not seen. Those whose names are secret and faces are hidden. The problem is that they do not remain that way. Accidents happen, treachery is always around the corner, and the watch is always watching. When things go wrong your name gets out there. Every fumble leads to a little notoriety, every misstep adds to the pressure. Eventually, the watch will be after you.

This table outlines the levels of infamy and the impact they may have on the character.

INFAMY LEVELS

Level	Infamy
1	Suspicious. You've got that look about you. They don't know what you've done, but you've probably done something.
2	Associate. You're known to the local law enforcers. They keep an eye on you when they get the chance.
3	Active Investigation. There is now an active investigation into some of your criminal activities. You have Disadvantage to all Downtime Crime Activities except Laying Low rolls.
4	Identified Suspect. They have your name and know your face. If you are seen by law enforcement, they will approach you. If you run, they will chase you.
5	Wanted. Law enforcement is actively looking for you. If you spend more than 24 hours in the same location, they will know your current location, and agents or officers will soon arrive there to detain you.
6	Hunted. You are actively pursued by law enforcement in and outside of the location of your crimes. Other settlements have heard of you.

REDUCING INFAMY

There are a number of ways to reduce the infamy you have acquired. The Dungeon Master will help to decide what will work and how effective the approach will be. These are just some suggestions; players are encouraged to be creative when reducing infamy.

Bribes. There are dirty guards everywhere and they want your gold too. Depending on the crime, some gold might be enough to reduce your heat. Some crimes are too serious to be covered up with gold after the fact.

BRIBE COSTS

Infamy Level	Cost
Suspicious	5 gp
Associate	50 gp
Active Investigation	250 gp
Identified Suspect	500 gp
Wanted	You cannot pay your way out of this level.
Hunted	You cannot pay your way out of this level.

Doing Time. Doing time will reduce your infamy, but you won't be doing anything else. Time served will vary depending on crimes committed and your social standing with the local law enforcement. An appropriate length of



time should be discussed and negotiated with the DM. Players may also like to roleplay a trial.

While inside there are many things that may happen to you. While behind bars, time does not stand still, and events that occur on the inside might have lasting consequences. Some of these events might be beneficial, but others are detrimental to you, impacting you negatively either immediately or in the future. Being locked in a dungeon or jail is a testing time and everyone who goes in comes out changed. They have experiences and meet people that impact them. At the end of the character's sentence they can roll on the Doing Time Outcome table.

DOING TIME OUTCOME

1d8 Outcome

- | | |
|---|--|
| 1 | You got into more trouble. Your sentence has been extended. |
| 2 | You made enemies on the inside. When you come out, their people will be after you. |
| 3 | You sustained a serious injury and now have the scar to prove it. |
| 4 | You were moved to a jail in a different region. |
| 5 | The jailer took pity on you. Your time was unremarkable. |
| 6 | Your cellmate was a highly renowned tutor before they turned to crime. You gain proficiency in one new tool or language. |
| 7 | You befriend an old crimelord on the inside. They gave you a map that supposedly leads to their buried stash. They're never getting out. |
| 8 | You shared a cell with an underling for a very powerful crimelord, and they owe you a favor. |

Laying Low. Sometimes you just have to get out of town. You can leave town and start fresh somewhere else to let everything settle down. Once your face is forgotten and your name is now longer on everyone's lips you can return. However, depending on what you do that might take a long time.

It takes 1 month of laying low and a successful skill check to reduce one level of infamy. The player can use any skill they like but it should connect narratively with what they are attempting to do. The character must add all appropriate modifiers and then roll on the Laying Low table.

LAYING LOW

Infamy Level	DC
Suspicious	5
Associate	10
Active Investigation	15
Identified Suspect	20
Wanted	25
Hunted	30

Complications. On a failed Laying Low check, you do not reduce your Infamy level and instead must roll on the Laying Low Complications table. Use these complications to help build a narrative that explains why the character has not been successful in their attempt to lay low. They also open up opportunities to create a rival using Downtime Revisited in of *Xanathar's Guide to Everything*.

LAYING LOW COMPLICATIONS

1d6 Complication

- | | |
|---|---|
| 1 | Your hideout is raided and can no longer be used. |
| 2 | You had to flee quickly and lost an item valuable to you. |
| 3 | An associate of yours was caught. They could talk or they might blame you. |
| 4 | The guard let you go... for a price. See the Bribery section above. |
| 5 | Your infamy has drawn a crimelord's attention, and they don't like you. Perhaps they are a new rival. |
| 6 | You are apprehended and must serve time appropriate to your crimes and infamy level. |

CRIMINAL ACTIVITY

EXTORTION/PROTECTION RACKET

Protection rackets: the bread and butter of an organized crime outfitting rackets. The streets are dangerous, and you are there to help. You offer your services as protector ensuring that nothing will happen to their establishment. If they don't want to pay that's fine, unfortunate, but fine. They will just have to deal with their problems themselves. And there will be problems. Because you'll be making them.

It's the perfect set up. You get paid to offer protection from yourself. Surely, nothing could go wrong.

Resolution. The character identifies the shop, store, or business they want to extort. They will then have to approach the owner and offer their 'services'. The player must choose an appropriate skill at the DM's discretion, such as Intimidation, and make an ability check. The difficulty depends on how much money they are attempting to extort from the shop owner. They set the amount they wish to extort and then roll on the Extortion table. The amounts on the table are a guideline and can be adjusted depending on location.

EXTORTION

Gold per month	DC
5 gp	10
10 gp	13
25 gp	16
100 gp	19
250 gp	22
500 gp	25

Complications. If the character fails the check, they do not get a lower amount. They have failed to extort the shop owner and will not be collecting any protection money. The character must roll on the Protection Racket Complications table.

PROTECTION RACKET COMPLICATIONS

1d6 Complication

- 1 The store owner is the fence (see Appendix XXX: Friends and Foes) of another criminal organization, they tell you who they work for. This may be a new rival.
- 2 The shop owner is connected. They tell you to leave, which crew they are with, and that you've made an enemy.
- 3 The shop owner is related to law enforcement, gain 2 levels of infamy.
- 4 The shop owner starts to yell and draws attention from law enforcement. Gain 1 level of infamy.
- 5 Another customer walks into the store, realises what's going on, and calls the guard. Gain 1 level of infamy.
- 6 A customer walks into the store and asks what's going on. It's one of your companions

COUNTERFEITING

Everyone is looking for a bargain, and the counterfeiter is happy to supply one, with a lower quality product to boot. A low quality version or cheap replica of almost anything can be made, but it takes skill to make it look like it's the real deal.

Craftspersons of every sort have tools available to produce counterfeit products. Below are some examples that characters could experiment with.

Alchemist's Supplies. Alchemists have the ability to create low quality potions, poisons, and herbal remedies. While probably harmless, the unwitting adventurer might not realize their health potion is a fake until it's too late.

Calligrapher's Supplies. Calligraphy is the art of creating beautifully detailed lettering. A calligrapher might create fake documents and spell scrolls.

Cartographer's Supplies. Creating maps to know where. The counterfeit map is a fantastic way to send your problem away. Hopefully, they don't realize it's a fake before they head off.

Cobbler's Tools. Sure, these boots are made of the finest leather and come with lifetime guarantee. Unfortunately, no one clarified whose lifetime.

Forgery Kit. Reproduce almost any official document. Create convincing seals, copy signatures, and duplicate letters of authenticity.

Glassblower's Tools. Create reproductions of famous pieces of art and magic items.

Herbalism Kit. A skilled herbalist can create a vast array of nonfunctional remedies with a small amount of material.

Jeweler's Tools. With their selection of specialized tools a jeweler can make cheap metal look like the crown jewels.

Leatherworker's Tools. The leather worker can turn scraps into shoes, armor, and even 'magic' pendants.

Painter's Supplies. The artist has the ability to reproduce famous pieces of art. The best part is that most people have never seen the real thing.

Smith's Tools. A skilled smithy can produce a sound-looking weapon or piece of armor from very cheap metals. Said metal may bend or crack at the merest mention of combat, but at least they look good.

Tinker's Tools. Create cheap watches, machines that break down quickly, and faulty devices.

Weaver's Tools. Create items of clothing that certainly look like they have magic properties.

Woodcarver's tools. Replicate ancient magic idols, sculptures, and tokens.

Resolution. The character decides what item they want to reproduce and then selects the appropriate kit or tool set. Creating a counterfeit item costs $\frac{1}{4}$ the price of the item outlined in the PHB or DMG. Items not listed should be negotiated with the DM. For some items this may still be quite expensive, but they have the opportunity to make triple their money back. The character adds all appropriate modifiers and rolls on the Counterfeit Creation table.

COUNTERFEIT CREATION

Total	Outcome
1-9	Failure. The item is not created.
10-14	Success. The item is easily detectable as a fake. Take a -5 penalty to the selling roll. A complication arises.
15-19	Success. The item can be identified as fake on close inspection. A complication arises.
20+	Success. The item is only noticeable as fake when it doesn't work as intended, usually far away from you. Take a +5 bonus to the selling roll.

Once the item has been created it can be sold. This might be to a specific buyer or to a shop owner or they may hold onto the item for some other reason. Regardless, when the time comes to sell the item the character adds any modifiers gained during the creation and rolls on the Selling Counterfeit Item table. It is important to keep note on who it is sold to as a complication may arise.

SELLING COUNTERFEIT ITEMS

Total	Outcome
1-9	50% of market price
10-19	100% of market price
20+	150% of market price

Complications. Depending on how successful the character has been with their crafting they may need to run into some complications. The character must roll on the Counterfeit Item Complications table.

COUNTERFEIT ITEM COMPLICATIONS

1d6	Complication
1	You have sold to someone closely connected to law enforcement. Gain 2 levels of infamy.
2	A counterfeit item has been traced back to you. Gain 1 level of infamy.
3	An item you created has led to the death of an innocent person. Gain 1 level of infamy.
4	A local artisan has noticed counterfeits of their goods. You have disadvantage on your next sale.
5	Your item made its way to the dinner party of a noble, where it was identified as a fake. You may have gained a new rival.
6	You've been asked to speak at a convention of artisans as a result of your 'fine' work. You are unsure if this is legitimate or a ruse to catch you.

STREET LEVEL DEALING

Illicit substances are sold out on the roads and cobblestone paths. This is a dangerous activity and is often looked down on by other criminals, and especially everyday society.

Resolution. The character must pick an appropriate place to attempt this activity. Shady parts of town are ideal and outside the fort is probably a bad idea. However, depending on who they are selling to and what they are selling, this might change. This is a dangerous activity. There is a very high chance they will be caught, eventually.

It takes 1 day and 1 successful skill check to sell 1 unit of the substance. The character can choose which skill they want to use, such as Charisma (Persuasion) or Dexterity

(Sleight of Hand), but should fit the narrative of the activity. The player then rolls on the Street Level Dealing table.

STREET LEVEL DEALING

Roll	Outcome
1-9	No Sales. A complication arises.
10-14	Sale. A complication arises.
15-19	Sale. No set back.
20+	Sale. Business is booming. You sell two units.

Complication. As is bound to happen with an activity such as this, complications arise. The character rolls on the Street Dealing Complications table.

STREET DEALING COMPLICATIONS

1d6	Complication
1	The guards are after you! Gain 2 levels of infamy.
2	A rival attempts to rob you. Lose 25% of the gold you have and gain 1 level of infamy.
3	You're set upon by a group of thugs. You have to run away; you lose 50% of your product.
4	You can no longer use this location, it's too hot. Gain 1 level of infamy.
5	You have your pockets picked. Lose two units of substance.
6	A rival approaches you and threatens to snitch to the authorities.

UNDERWORLD ALCHEMY

There are some elements to the underworld more disturbing than others. However, this does not mean that those without morals will not engage in them. There are substances and



concoctions that produce an intoxicating effect on the humanoids who ingest them. An alchemist can produce these substances.

ILLICIT SUBSTANCES

There are many substances that can cause intoxicating effects on people. However, some are considered to be less favorable because of the impact they have on the individual. Below are three example substances that character’s might create including names, effects and ingredients required. These substances affect the mind only and do not give any statistical advantage.

Lumen. Also known as celly, angels delight, and pearl, lumes gives the user a feeling of euphoria that lasts for a number of hours. However, the user requires days of sleep afterwards. Ingredients: angel’s feather, purple bottle brush, unicorn horn (a flower).

Gains. Also known as flex, giant, rumble, and loud, gains users feel much stronger than they are. They lose many inhibitions and increase in their confidence. The days following their bodies are weak and often unable to complete simple physical tasks. Ingredients: ground hyena claws, snout myrtle, crow root.

Flayer. Also known as open, brained, gabber, jibber, and beholders eyes, flayer substance opens the mind of the user. Their minds work faster, not necessarily smarter. It is favored by scholars and mages. The user will have clouded thoughts for days after use. Ingredients: desert pea, spacethorn, yellow rod.

Each of these substances have different costs to produce, difficulty to create, and sale values. Their difficulty will impact the roll the character makes on the Underworld Alchemy table.

ILLICIT SUBSTANCES

Name	Cost per dose	Difficulty	Average Sale Price
Lumen	10 gp	Easy, +5	30 gp
Gain	30 gp	Average, +0	90 gp
Flayer	40 gp	Hard, -5	120 gp

Resolution. In order to create the chosen substance, the character must spend the appropriate amount on required ingredients and use an alchemy kit. The character can use cook’s utensils but will suffer -5 penalty to their rolls. The character applies any bonuses or penalties and rolls on the Underworld Alchemy table.

UNDERWORLD ALCHEMY

Total	Result
1-9	Failure. Ingredients destroyed; a complication arises.
10-14	Failure. Ingredients destroyed; no complication.
15-19	You create 8 units.
20+	You create 16 units.

These substances cannot be sold to everyday shopkeepers. They’re outlawed by most governments and attempting to sell them to the wrong person will attract 1 level of infamy. Characters have two options available to sell these

substances; in bulk to a criminal organization or selling on the street.

Bulk Sale. A bulk sale must be made directly to another criminal; either a crime lord or their underling, such as a fence. A bulk sale must be 8 or more units and is at 50% less than the standard unit sale price.

Street Dealing. The character can choose to sell the substances themselves using the Street Level Dealing section on pg.

Complications. Any alchemical endeavor is fraught with possible negative outcomes, and these are no different. The character can roll on the Underworld Alchemy Complications table below when appropriate.

UNDERWORLD ALCHEMY COMPLICATION

1d6	Complication
1	You burn down the establishment you were working in. Gain 2 levels of infamy.
2	Your workspace explodes! The equipment is destroyed. Gain 1 level of infamy.
3	There is a raid on the building. You must spend 50 gp on setting up a new location to continue.
4	A rival knows what you are up to and tips off the city watch. Gain 1 level of infamy.
5	A rival sold you counterfeit ingredients. You now have a substance but don’t know what it is.
6	Someone close to you knows what you are doing and is extremely disappointed in you.



PRELUDES: EXPANDED

BACKGROUNDS

Preludes is an alternative to the traditional backgrounds described in the *Player's Handbook*. Using the Preludes system, a player and dungeon master work together to determine a character's backstory and background features.

There are two core mechanics to the Preludes system: lifepath tables and scenes.

A lifepath table represents a particular time in your character's life, and is filled with possible events from which your character could have learned things. Each event on a lifepath table corresponds with a tool proficiency, a skill proficiency, a language proficiency, or a background feature. Scenes are a detailed exploration of a specific event in your character's life. A scene might be associated with a specific event from a lifepath table, or might have occurred between those events.

Example lifepath tables and scenes are provided later in this section, and you can find a Prelude example in Appendix B.

Before starting a Prelude, determine if there's any life experiences or specific outcomes the player wants for their character. This provides an excellent starting point for character creation. In the example found in Appendix B, the player knows they want their character Rodrigo to be a Wild Magic sorcerer from Waterdeep, but doesn't have any preferences for other details.

To use Preludes to create your full background, you'll need to use the lifepath tables to generate one or more elements of your background. You can choose events or roll randomly on each table. A mechanically complete background gives you one background feature, two skill proficiencies, and two tool or language proficiencies. If using the tables generates more elements than you can actually use, it is up to you which mechanical elements to keep and which to discard. You are welcome to keep the narrative elements of the discarded ones.

Not all mechanical elements need to be generated through the lifepath tables. At any point, you are welcome to simply choose some that seem right to you. In the words of Jeremy Crawford, the Sage of Seattle, "Follow your bliss."

RUNNING SCENES

As mentioned above, a scene can be associated with a specific lifepath event or with something else. Most preludes begin with an introduction about the character's circumstances of birth, and lead into a scene about their childhood. You can keep this process going chronologically or in any other manner you see fit.

You can use scenes to lead a character to the beginning of a campaign. How did their backstory lead them to Icewind Dale, or Waterdeep, or Baldur's Gate? How do they know Sergeant Germaine Vilroy? Scenes are a perfect way to explore these questions.

Scenes can also be used to connect different party members to each other. One character's scenes may affect the scenes of another character, and some scenes may be

run with two or more characters simultaneously. These crossovers can generate fascinating stories and meaningful relationships.

TRAITS OF A SCENE

Most scenes typically:

- Help the player connect with the character
- Present a moral dilemma or test a character's beliefs
- Let the player decide how their character will respond to an event

End scenes with questions about the character's actions or reflections. Whenever possible, adapt scenes based on the player's decisions.

WRITING NEW SCENES

Here are some ideas for interesting new scenes not described below:

- The character experiences a family bonding moment or the love of their parents as a child (e.g. the family has a sleepover in the living room, complete with a gentle fire, smores, hot chocolate, and a bedtime story).
- The character is taught something in their childhood that excites them (e.g. a mother teaches her child to fight with a wooden sword and shield).
- As a young adult, the character faces a situation that defies their beliefs.
- As a young adult, the character experiences forbidden love (e.g. falling for a person from a rival noble family).
- As a professional, the character faces a situation where they can help someone in need, but only by breaching their professional ethics.

EXAMPLE LIFEPATH TABLES

This section provides example lifepath tables that include the *Player's Handbook's* skill, tool, and language proficiencies, and background features. You can use these tables or make your own.

UPBRINGING

1d6	Event
1	You are an orphan. Forced to fend for yourself, you gain proficiency in the Survival skill.
2	Your family is extremely wealthy. You gain the Position of Privilege background feature.
3	Your family is multilingual, and you grew up speaking multiple languages. You speak one standard language of your choice from chapter 4 of the <i>Player's Handbook</i> .
4	Your family made a pact with demons or a deal with a devil, many generations ago. You speak your choice of Abyssal or Infernal.
5	You inherited the service of loyal retainers who have served your family for generations. You gain the Retainers background feature.
6	Your family has worked and lived on the sea for generations. Although you may know nothing about sailing, you gain the Ship's Passage background feature. Veteran seafarers respect your family name, if not yourself.

CHILDHOOD

1d6	Event
1	You grew up in an area containing an enclave of a minority group. Roll 1d8 (or choose a result) to find out which group; you speak that group's language. 1: Humans (Common) 2: Dwarves (Dwarvish) 3: Elves (Elvish) 4: Halflings (Halfling) 5: Gnomes (Gnomish) 6: Goblins (Goblin) 7: Orcs (Orc) 8: Dragonborn (Draconic)
2	You have a childhood friend who never seemed to be able to take the right path. You gain the Criminal Contact background feature.
3	You have a literal guardian angel. Or at least, you did when you were a child. You haven't seen them for a long time. You speak the Celestial language.
4	You were left to run wild in the streets. You gain the City Streets background feature.
5	You had free time to play games as a child. You gain proficiency in a gaming set of your choice.
6	You enjoyed making music as a child. If you didn't have a real musical instrument, you improvised your own. You gain proficiency with a musical instrument of your choice.

ADOLESCENCE

1d8	Event
1	You were apprenticed early. You gain proficiency in one type of artisan's tools of your choice.
2	You were the leader of the children you grew up with. You gain proficiency in the Persuasion skill.
3	You got lost in the wilderness a lot. But you always found your way back home. You gain the Wanderer background feature.
4	You had to do the cooking. You gain proficiency in cook's utensils.
5	You were a lookout. Were you waiting for your friends to welcome them or watching for your enemies? You gain proficiency in the Perception skill.
6	You carved small wooden items. Was it just for fun, or did you need to do carving for some reason? You gain proficiency in woodcarver's tools.
7	You were very active, running and climbing everywhere. You gain proficiency in the Athletics skill.
8	You spent much of your adolescence lying and deflecting blame. You gain proficiency in the Deception skill.

FORMAL EDUCATION

1d8	Event
1	You attended a school for young wizards. You gain proficiency in the Arcana skill.
2	You took lessons at the local temple. You gain proficiency in the Religion skill.
3	Circumstances forced you to learn how to examine evidence, rather than listen to the people around you, to learn what is true. You gain proficiency in the Investigation skill.
4	A druid, hermit, herbalist, or other such mentor taught you and other children the details of the wild. You gain proficiency in the Nature skill.
5	You were taught the basics of tumbling, rope-walking, and other such tricks by an acrobat or circus. You gain proficiency in the Acrobatics skill.
6	You were taught lessons in the history of the world. They may or may not have been totally accurate. You gain proficiency in the History skill.
7	You didn't pay attention to your lessons. You were too busy bullying the other children. You gain proficiency in the Intimidation skill.
8	You had a cruel teacher whose whims ruled their classroom, rather than facts. You didn't learn whatever they were supposed to teach you, but you learned how to read them to avoid punishment. You gain proficiency in the Insight skill.

EARLY OCCUPATION

1d8	Event
1	Apprenticeship wasn't for you. Instead, you picked pockets. You gain proficiency in the Sleight of Hand skill.
2	You were apprenticed to a blacksmith. You gain proficiency with smith's tools.
3	You were apprenticed to a juggler, singer, bard, or other performer. You gain proficiency in the Performance skill.
4	You spent time in the fields, hauling rocks, or otherwise doing manual labor. You gain proficiency in the Athletics skill.
5	You worked in a stable. You gain proficiency in the Animal Handling skill.
6	You were apprenticed to the local midwife, wise woman, doctor, or other healer. You gain proficiency in the Medicine skill.
7	You were taken under the wing of a local thief, gang of thieves, or other collection of skullduggers. You gain proficiency in the Stealth skill.
8	You were trained in the art of etiquette and public speaking in preparation for your adult life. You gain proficiency in the Persuasion skill.

PROFESSIONAL WORK

1d6	Lifepath Table
1	Consult the Work - The Arcane table
2	Consult the Work - The Divine table
3	Consult the Work - Skullduggery table
4	Consult the Work - Trade and Culture table
5	Consult the Work - War table
6	Consult the Work - The Wilds table

WORK - THE ARCANE

1d6	Event
1	Your magical research has unlocked the secrets of alchemy. You gain proficiency with your choice of the herbalism kit, alchemist's supplies, or brewer's supplies.
2	One way or another, you found yourself in possession of a fundamental truth about the multiverse. You gain the Discovery background feature.
3	You found yourself in an arcane profession without a firm grounding in the basics, and spent some time catching up. You gain proficiency in the Arcana skill.
4	You experimented with, or were taught, traditions of magical music and musical magic. You gain proficiency with your choice of one musical instrument or the Performance skill.
5	You have spent what seems like lifetimes surrounded by tomes of knowledge. You gain the Researcher background feature.
6	You have experimented with, or been taught, or otherwise learned, traditions of artifice telling you that using objects you created yourself smooths the magic. You gain proficiency in a set of artisan's tools of your choice.

WORK - THE DIVINE

1d6	Event
1	You have sworn oaths to a temple or other religious organization. You gain the Shelter of the Faithful background feature.
2	You served as an officer in a temple's military force. You gain the Military Rank background feature.
3	You learned not only the doctrine of your religion, but the doctrine of other religions and the history of your and other religions in the world. You gain proficiency in your choice of the Religion skill or the History skill.
4	You preached fire and brimstone to scare people into converting to your religious organization. You gain proficiency in the Intimidation skill.
5	You served as a healer. Did you heal the rich who could pay, the influential who could convince you, or anyone who needed it? You gain proficiency in the Medicine skill.
6	You came from common folk and made sure that you could stay somewhere to help them, even at the cost of advancement within your organization. You gain the Rustic Hospitality background feature.

WORK - SKULDUGGERY

1d6	Event
1	You have spent time creating a second identity for yourself. You gain the False Identity background feature.
2	You used your skills to uncover information. Did you serve a kingdom or organization, or just sell it? You gain the Criminal Contact background feature.
3	You know everything there is to know about poisons. Do you use them yourself, or defend against them? You gain proficiency with the poisoner's kit.
4	You were a pickpocket or con man. Did you rob from the rich and give to the poor, or just rob from the poor and keep it? You gain proficiency in your choice of the Sleight of Hand skill or the Deception skill.
5	You've had experience escaping from ropes, holds, and other restraints. You certainly weren't doing anything illegal. You gain proficiency in the Acrobatics skill.
6	You consider keys a nice convenience, but not required if you want a lock open. You gain proficiency with thieves' tools.

WORK - TRADE AND CULTURE

1d6	Event
1	You became a recognized artisan in your craft. If you do not already have proficiency in any artisan's tools, gain proficiency in one type of artisan's tools. If you do, gain the Guild Membership background feature.
2	You are a famous and recognized entertainer. You gain the By Popular Demand background feature.
3	You are a silver-tongued negotiator. Are you famous for this? You gain proficiency in your choice of the Persuasion skill or the Insight skill.
4	You traveled widely. As the saying goes, you've been everywhere. You gain your choice of proficiency in navigator's tools or the Wanderer background feature.
5	You have many contacts with sailors. Did you serve on a ship yourself or just hire them? You gain the Ship's Passage background feature.
6	No irregularity in records or undeclared cargo can evade your eye. You gain proficiency in the Investigation skill.

WORK - WAR

1d6	Event
1	You served as a quartermaster in a military force. You gain proficiency with land vehicles.
2	You were personally a scourge of the high seas or of the land, or you served with a unit or force with that reputation. You gain the Bad Reputation background feature.
3	You were a scout. Did you always find enough, or did something important slip by that you'll always regret? You gain proficiency in your choice of the Perception skill or the Stealth skill.
4	You were a navigator, pathfinder, or otherwise in charge of directions for your unit. You gain proficiency in navigator's tools.
5	You marched all day and fought all night. You gain proficiency in the Athletics skill.
6	You were an officer in a military organization. You gain the Military Rank background feature.

WORK - THE WILDS

1d6	Event
1	You have spent a great deal of time in the wilderness, and their secrets are known to you. You gain your choice of the Wanderer background feature or proficiency in the Survival skill.
2	You have made a study of the wild and the things in them. You gain proficiency in the Nature skill.
3	You have spent much time in isolation and some form of enlightenment has come to you. You gain the Discovery background feature.
4	You cook for yourself, usually using things that you grew, gathered, or hunted yourself. You gain proficiency in cook's utensils.
5	You need to keep your eyes open to survive in the wild. Do you bear any marks from times when you didn't? You gain proficiency in the Perception skill.
6	You have a rapport with animals. Do you use it to make friends with animals, or just to keep them away from you? You gain proficiency in the Animal Handling skill.

ANY AGE

1d6	Event
1	You saved a small village, or a poor neighborhood, or other group of common folk, from a monster attack or other danger. You gain the Rustic Hospitality background feature.
2	There are horrible rumors about you and the things you have done. Are they true? You gain the Bad Reputation background feature.
3	You were shipwrecked on a deserted island, trapped in an avalanche, left on a mountain, or otherwise alone in the wilderness by accident. You gain proficiency in the Survival skill.
4	You were forced to take the metaphorical wheel when the driver of a vehicle you were in was suddenly incapacitated. You gain proficiency in your choice of land vehicles or water vehicles.
5	You were captured and left to die in a prison. You taught yourself how to pick the lock to escape. You gain proficiency in thieves' tools.
6	You somehow ended up in a competition for the sake of your soul. Did you win? You gain proficiency in your choice of a gaming set or a musical instrument.

EXAMPLE SCENES

This section provides example scenes, many of which coordinate with lifepath table events.

ORPHANAGE

Growing in an orphanage was often difficult. There were definitely happy moments, but they were not plenty. During an especially cold winter night, you wake up at the sounds of one of your friends, Jackes, a 7 year-old boy, shivering.

Action Question: What do you do?

Example responses:

- Give your blanket to Jackes: Jackes stops shivering and on the next morning, thanks you. You spent the night feeling very cold and you do not wake up well. You surely got sick.
- Ignore Jackes: Jackes gets sick. The orphanage has no condition to give the proper treatment and after a week, Jackes dies from severe pneumonia.
- Go lie down with Jackes to warm yourselves: You both spend the night warmer and you create a strong bond of friendship with Jackes, lighting up your sorrowful days at the orphanage.

Reflective Question: How do you feel about that?

SCHOOL

As a child from a noble family, you have the privilege to go to a renowned school. You were going out from it, heading back home after a long morning of study. You spot a scene ahead of you, where some of your colleagues are harassing another one, a small halfling girl. They call her 'big foot' because her feet are bigger than usual, as expected for halflings. The girl is crying and shouts, "Stop, please!".

Action Question: What do you do?

Example responses:

- Try to talk the bullies down: They realize who you are and stop harassing the girl. The girl later thanks you for your efforts.
- Ignore the girl: You notice the girl all alone in the following days at school, weeping in the corners.
- Face the bullies: You get badly beaten, but the bullies stop harassing the girl.

Reflective Question: How do you feel about that?

ELVEN COMMUNITY

Your place is near a small elven community, and you often interacted with them. On a sunny summer afternoon, an elf named Thyllya invited you to know her garden. You walked through a nice trail in the forest until you got to a cozy cabin surrounded by a beautiful and colorful garden filled with flowers and bushes. She takes you by the hand and starts to explain and describe each plant, flower and tree. While walking towards a bright, red rose, you both notice a fallen bird, a small sparrow. Thyllya takes it gently, talks to it in Elven and she says: "This little one is wounded. Let's let it, shall we?". She pronounces weird words while softly touching the bird's body. A faint glow possesses the bird, which slowly rises, looks at both of you and rises into the sky.

Reflective Question: What kind of emotions or feelings did this scene trigger to you?

HARD LESSONS

You've been struggling to learn the art and your master has noticed it. At some point, they seem to snap after a mistake you made, yelling: "Again? Can't you do things right? It's not so hard!".

They push you aside and show you how it's done. Once they're finished, they say: "See? It's easy? Now try again."

Reflective Question: What do you think of the situation that just happened?

THE WRONG PEEK

Climbing things was one of your favorite hobbies, be it walls, trees or even rooftops. You would climb up there and watch your surroundings, satisfying your curiosity while you relaxed a bit. Someday, you saw a maid putting a bracelet from her employer into her underclothes.

Action Question: What do you do?

Example responses:

- Leave this behind: You decide to climb down and return home.
- Tip her boss: You knock at the door and inform the family about what happened.
- Blackmail the maid: You wait for the maid to get out and threaten to tell her boss about what happened unless she gives you some money.

Reflective Question: How do you feel about the result?

THE PUPPY

Exploring the woods close to your home town was a thrilling experience, one that allowed you to learn something different with every trip. It was not uncommon for you to get lost, but would use the wilderness' hints to find your way back. In one of your trips, you heard something, like an animal's cry. You stumbled upon a very small wolf puppy crying over the lacerated body of its mother. A bear must have done this. You take the puppy back with you, but your parents forbid you to keep it, allowing you to care for it only for that night. On the day that followed, you had to return it to the woods.

Reflective Question: What emotion was the strongest at that moment?

THE LECTURE

It was a nice summer day, when you got called outside by the Academy Supervisor, along with your classmates. They announced a surprise lecture to be provided by a special guest, an old friend of the Academy Director. The wizard talks for an hour about all schools of magic, explains their specifics, their pros and cons, providing a holistic view on them and making small demonstrations of each school. At the end of the lecture, the wizard informs that they would provide a demonstration of a powerful transmutation spell. The wizard takes a jade circlet from their pouch, makes some gestures with it and places it on their head while they utter power words. Their body starts to transform, golden scales start to grow, the body increases in size while golden wings sprout out of their back and in a few moments, the wizard turned into a large, magnificent gold dragon, to the awe of the students. It said goodbye and flew away.

Reflective Question: What did you think of the lecture?

What kind of feelings did you experience with the transformation?

INITIATION

The local Guild that took you as a member has been preparing you through a mentor who taught you the basic ropes of the rogue arts, like pick pocketing, picking locks, being silent and unseen, and so on. After a year training, your mentor sends you on a small mission, consisting of stealing the gold purse of any guard. The mentor would watch your performance from afar, assessing your skills. You have no weapons on yourself as a guarantee in case things go wrong; there's no chance for you to kill a guard. As your first assignment, you're nervous and mess up the execution, being noticed by the guard.

Action Question: What do you do?

Example Responses:

- Surrender peacefully: You are arrested and spend a few months in prison, where you learn valuable information and skills from other criminals.
- Run away: You dart away as fast as possible, putting some obstacles between you and the guards, pushing people out of your way, making sharp turns and you manage to lose the guards.
- Run away and hide: You run away and turn a corner, then another and finally another one and you hide into a big crate which was lying around with other crates, avoiding the confusion.

Your mentor explained that things sometimes go south and that it's important to handle unexpected circumstances. He puts good words towards the Guild leader.

Reflective Question: How did you feel during this mission? What are your feelings towards the mentor?

SAVING THE SMALLFOLK

In one of your travels, you notice a family of merchant gnomes being assaulted by two bandits. They didn't notice you.

Action Question: What do you do?

Example Responses:

- Help: you manage to quickly plan a strategy and surprise them, managing to save the merchants. They thank you profusely, ask for your name and later on, you find out that the event was spread in a nearby village, where you heard the story of your deed.
- Ignore: you leave them and hear screams, looking behind you, you see the bandits killing the father in front of his children.

Reflective Question: How do you feel with that?

THE RICH GUY

You started to follow the footsteps of your parents and you're being groomed into the family business. In one of your first business trips by yourself to a close by city, you decide to spend the night in a cozy and comfortable inn. To your surprise, the innkeeper informs you that you don't

need to pay for anything. He notices your ring and your family signet and tells you that it's on the house.

Action Question: What is your reaction to that?

BETTER STEER CLEAR

You were always problematic and often caused trouble, having done your fair share of unspeakable things, things which often haunt you. You have hard times keeping it together and someday, you snapped out during a gambling game, breaking a chair and a table. When you were done, you darted away from the place, but you remember the look on people's face to this date. Nothing happened to you, though. You got away without any issues.

Reflective Question: What is your take on the situation?

VYNGATORIAN

You went to bed after a long day of work, wondering about your calling. You hadn't found it yet. You often ask yourself what is your purpose? You suddenly wake up, finding yourself in a wasteland filled with bodies, corpses killed in battle. Ahead of you is a huge pile of bodies and a shiny, elaborate sword sticks from one of them. Once you get closer, you hear a voice echo: "Come closer, don't be afraid. I am Vyingtorian, essence of Tyr. The God of Justice was suffering from vengeful thoughts which he was having trouble to dismiss. He then split his soul through a powerful ritual and removed all these thoughts of revenge were tossed into a shard of his soul. And I was born. I eventually found my way into this glorious weapon and I now carry on my duty: to exact revenge on the unworthy! Tell me, will you help me with this fabulous task?"

Action Question: What do you do?

Example Responses:

- Accept: you take the sword in your hands and wake up, feeling a rush inside of you, something you were looking for your whole life [Hexblade Patron].
- Refuse: you wake up, scared and breathless, realizing that it was only a bad dream. A truly realistic nightmare.

Reflective Question: What emotions are strongest right now?

THE ASSIGNMENT

You joined the City Watch a year ago and went under extensive training. You dedicated your soul to be a good guard but still, your superior wouldn't remove from your cleaning duties at the HQ. You worked even harder when someday, she called you into her office and said: "So, I know you've been frustrated with your current assignment and I must tell you, I'm very glad about the way you handled the situation. This is exactly what we need here. Dedicated, hard-working people. Starting tomorrow, I'll assign you to a more experienced colleague and you'll go on rounds duty with him on the streets. I trust you will do quite well."

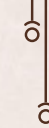
Reflective Question: How do you feel about this?



THE MENTOR

You recently found a mentor that took you as an apprentice to teach you the art you're interested in learning. However, the first days were spent playing a card game, with your mentor asking you a lot of questions to get to know you better. When you questioned them about this, they said that in order to succeed, it's imperative that you know yourself well.

Reflective Questions: What is your purpose? How would you like to put your skills to use? What makes you happy?



THE ADVENTURING PARTY

You were at a tavern with some friends and the place was very crowded. There was a nice band playing a nice song. At some point, a confusion started and it quickly turned into a fight. However, a group of people put an end to the confusion in a very short time. After a few seconds, most of the brigands were put to sleep and others grabbed and restrained. When you asked who these people were, you learned that they were a somewhat renown group of adventurers. They go out on special assignments, fixing other people's issues as long as they got paid handsomely.

Reflective Question: What do you think about that?

REPORT OR IGNORE?

Your work at the Guild has been going well, and you're getting more and more experienced. During your last job, you needed to infiltrate a house and steal a small painting. Getting into the house wasn't difficult, but when you got to the bedroom, the place where the painting was located, you found the dead body of a woman on the bed, her throat cut open.

Action Question: What do you do next?

- Report the body to the authorities: On the next morning, you find a kid on the streets and give them a silver so they can tell the authorities about the dead body.
- Grab the painting and get the hell out: This body is not your responsibility. You do what you were hired to do and leave.

Reflective Questions: How do you feel about that?

APPENDIX A: CREATURES AND SPELLS REFERENCED

CREATURES REFERENCED

Some parts of this book refer to creatures not found in the *Monster Manual*. Stat blocks for those creatures are reprinted here for your convenience.

SWARM OF SPRITES

Medium swarm of Tiny fey, neutral good

Armor Class 15 (leather armor)

Hit Points 36 (8d8)

Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	10 (+0)	14 (+2)	15 (+2)	10 (+0)

Damage Resistances bludgeoning, piercing, and slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Skills Perception +4, Stealth +8

Senses passive Perception 14, darkvision 60 ft.

Languages Common, Elvish, Sylvan

Challenge 3 (700 XP)

Swarm Heart Sight. The swarm automatically knows the current emotional state of any creature it touches. If a target fails a DC 10 Charisma saving throw, the sprite also knows the creature's alignment. Celestials, fiends, and undead automatically fail the saving throw.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny sprite. The swarm can't regain hit points or gain temporary hit points.

Actions

Multiattack. The swarm makes three weapon attacks.

Vanguard. *Melee Weapon Attack:* +6 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 10 (4d4) slashing damage, or 5 (2d4) slashing damage if the swarm has half of its hit points or fewer.

Volley. *Ranged Weapon Attack:* +6 to hit, range 40/160 ft., one target. *Hit:* 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the swarm has half of its hit points or fewer. On a hit, the target creature must succeed on a DC 15 Constitution saving throw or become poisoned for 1 minute. If it fails its saving throw by 5 or more, the poisoned creature falls unconscious for the same duration, or until it takes damage or another creature takes an action to shake it awake.

Lift. The swarm attempts to grab a creature or object within its space. The target must succeed on a DC 15 Dexterity saving throw, or else be grappled and restrained by the swarm. This does not make the swarm grappled. The swarm can magically lift any Medium creature or object that weighs 500 pounds or less.

Plummet. The swarm drops any number of creatures it is holding. It takes coordination for dozens of creatures to drop something simultaneously; the swarm cannot willingly drop a creature or object except by taking this action.

SPELLS REFERENCED

Some parts of this book refer to spells from the *Elemental Evil Player's Companion* or *Xanathar's Guide to Everything*. Those spells are reprinted here for your convenience.

BONES OF THE EARTH

6th-level transmutation

Casting time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

Classes: druid

You cause up to six pillars of stone to burst from places on the ground that you can see within range. Each pillar is a cylinder that has a diameter of 5 feet and a height of up to 30 feet. The ground where a pillar appears must be wide enough for its diameter, and you can target the ground under a creature if that creature is Medium or smaller. Each pillar has AC 5 and 30 hit points. When reduced to 0 hit points, a pillar crumbles into rubble, which creates an area of difficult terrain with a 10-foot radius that lasts until the rubble is cleared. Each 5-foot-diameter portion of the area requires at least 1 minute to clear by hand.

If a pillar is created under a creature, that creature must succeed on a Dexterity saving throw or be lifted by the pillar. A creature can choose to fail the save.

If a pillar is prevented from reaching its full height because of a ceiling or other obstacle, a creature on the pillar takes 6d6 bludgeoning damage and is restrained, pinched between the pillar and the obstacle. The restrained creature can use an action to make a Strength or Dexterity check (the creature's choice) against the spell's save DC. On a success, the creature is no longer restrained and must either move off the pillar or fall off it.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, you can create two additional pillars for each slot level above 6th.

CONTROL FLAMES

Transmutation cantrip

Casting time: 1 action

Range: 60 feet

Components: S

Duration: Instantaneous

Classes: druid, sorcerer, wizard

You choose nonmagical flame that you can see within range and that fits within a 5-foot cube. You affect it in one of the following ways:

- You instantaneously expand the flame 5 feet in one direction, provided that wood or other fuel is present in the new location.
- You instantaneously extinguish the flames within the cube.
- You double or halve the area of bright light and dim light cast by the flame, change its color, or both. The change lasts for 1 hour.

- You cause simple shapes—such as the vague form of a creature, an inanimate object, or a location—to appear within the flames and animate as you like. The shapes last for 1 hour.

If you cast this spell multiple times, you can have up to three of its non-instantaneous effects active at a time, and you can dismiss such an effect as an action.

ICE KNIFE

1st-level conjuration

Casting time: 1 action

Range: 60 feet

Components: S, M (a drop of water or a piece of ice)

Duration: Instantaneous

Classes: druid, sorcerer, wizard

You create a shard of ice and fling it at one creature within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 piercing damage. Hit or miss, the shard then explodes. The target and each creature within 5 feet of it must succeed on a Dexterity saving throw or take 2d6 cold damage.

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

INVESTITURE OF FLAME

6th-level transmutation

Casting time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

Classes: druid, sorcerer, warlock, wizard

Flames race across your body, shedding bright light in a 30-foot radius and dim light for an additional 30 feet for the spell's duration. The flames don't harm you. Until the spell ends, you gain the following benefits:

- You are immune to fire damage and have resistance to cold damage.
- Any creature that moves within 5 feet of you for the first time on a turn or ends its turn there takes 1d10 fire damage.
- You can use your action to create a line of fire 15 feet long and 5 feet wide extending from you in a direction you choose. Each creature in the line must make a Dexterity saving throw. A creature takes 4d8 fire damage on a failed save, or half as much damage on a successful one.

INVESTITURE OF ICE

6th-level transmutation

Casting time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

Classes: druid, sorcerer, warlock, wizard

Until the spell ends, ice rimes your body, and you gain the following benefits:

- You are immune to cold damage and have resistance to fire damage.
- You can move across difficult terrain created by ice or snow without spending extra movement.
- The ground in a 10-foot radius around you is icy and is difficult terrain for creatures other than you. The radius moves with you.
- You can use your action to create a 15-foot cone of freezing wind extending from your outstretched hand in a direction you choose. Each creature in the cone must make a Constitution saving throw. A creature takes 4d6 cold damage on a failed save, or half as much damage on a successful one. A creature that fails its save against this effect has its speed halved until the start of your next turn.

INVESTITURE OF STONE

6th-level transmutation

Casting time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

Classes: druid, sorcerer, warlock, wizard

Until the spell ends, bits of rock spread across your body, and you gain the following benefits:

- You have resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.
- You can use your action to create a small earthquake on the ground in a 15-foot radius centered on you. Other creatures on that ground must succeed on a Dexterity saving throw or be knocked prone.
- You can move across difficult terrain made of earth or stone without spending extra movement. You can move through solid earth or stone as if it was air and without destabilizing it, but you can't end your movement there. If you do so, you are ejected to the nearest unoccupied space, this spell ends, and you are stunned until the end of your next turn.

INVESTITURE OF WIND

6th-level transmutation

Casting time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

Classes: druid, sorcerer, warlock, wizard

Until the spell ends, wind whirls around you, and you gain the following benefits:

- Ranged weapon attacks made against you have disadvantage on the attack roll.
- You gain a flying speed of 60 feet. If you are still flying when the spell ends, you fall, unless you can somehow prevent it.
- You can use your action to create a 15-foot cube of swirling wind centered on a point you can see within 60 feet of you. Each creature in that area must make a Constitution saving throw. A creature takes 2d10 bludgeoning damage on a failed save, or half as much damage on a successful one. If a Large or smaller creature fails the save, that creature is also pushed up to 10 feet away from the center of the cube.

THUNDER STEP

3rd-level conjuration

Casting time: 1 action

Range: 90 feet

Components: V

Duration: Instantaneous

Classes: sorcerer, warlock, wizard

You teleport yourself to an unoccupied space you can see within range. Immediately after you disappear, a thunderous boom sounds, and each creature within 10 feet of the space you left must make a Constitution saving throw, taking 3d10 thunder damage on a failed save, or half as much damage on a successful one. The thunder can be heard from up to 300 feet away.

You can bring along objects as long as their weight doesn't exceed what you can carry. You can also teleport one willing creature of your size or smaller who is carrying gear up to its carrying capacity. The creature must be within 5 feet of you when you cast this spell, and there must be an unoccupied space within 5 feet of your destination space for the creature to appear in; otherwise, the creature is left behind.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d10 for each slot level above 3rd.



WRATH OF NATURE

5th-level evocation

Casting time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 minute

Classes: druid, ranger

You call out to the spirits of nature to rouse them against your enemies. Choose a point you can see within range. The spirits cause trees, rocks, and grasses in a 60-foot cube centered on that point to become animated until the spell ends.

Grasses and Undergrowth. Any area of ground in the cube that is covered by grass or undergrowth is difficult terrain for your enemies.

Trees. At the start of each of your turns, each of your enemies within 10 feet of any tree in the cube must succeed on a Dexterity saving throw or take 4d6 slashing damage from whipping branches.

Roots and Vines. At the end of each of your turns, one creature of your choice that is on the ground in the cube must succeed on a Strength saving throw or become restrained until the spell ends. A restrained creature can use an action to make a Strength (Athletics) check against your spell save DC, ending the effect on itself on a success.

Rocks. As a bonus action on your turn, you can cause a loose rock in the cube to launch at a creature you can see in the cube. Make a ranged spell attack against the target. On a hit, the target takes 3d8 nonmagical bludgeoning damage, and it must succeed on a Strength saving throw or fall prone.

APPENDIX B: REAL PRELUDE EXAMPLE

The following is a real example of a Prelude conducted between a Dungeon Master and player.

Before the Prelude, the player knew he wanted his character to be Rodrigo, a human Wild Magic sorcerer from Waterdeep.

SCENE 1

DM. Rodrigo was born in the wealthy family Margaster from the City of Splendors. His father was a businessman, owning a logistic company which delivered goods all across the Sword Coast with caravans. Rodrigo grew up with a lot of love from his mother, but his father was seldom around, being very busy with the company.

When you were about 6, your father had promised to have dinner at home as he wasn't having much of those lately. You got pretty excited because even though your father wasn't around much, when he was, he tried to make his time with you count.

Your mother Cecilia prepared a nice meal: roasted chicken with roasted potatoes and a delicious sauce, along with some vegetables. You sat at the table waiting for your father. You waited. And waited a bit more, until your mother told you to eat.

You went to bed and your father hadn't come home yet. How do you feel about this situation?

Player. *We'll assume this was a consistent pattern with Rodrigo's father. If it was a one time thing, he'd recover. If it was a consistent thing, he would feel apathy towards his dad. Cause he learned he can't rely on his dad to be in his life.*

DM. This wasn't the first time it happened, no.

SCENE 2

DM. As a child from a noble family, you have the privilege to go to a well renowned school. You were leaving school one day, heading back home after a long morning of study. You spot a scene ahead of you, where some of your colleagues were harassing a small halfling girl. They call her 'big foot' because her feet are bigger than usual, as expected for halflings. The girl is crying and shouts, "Stop, please!".

What do you do?

Player. *Rodrigo would go up to the group and point at each of them in turn, describing some feature of theirs. "Cross-eyed, neck hair, needs to bathe more, crooked nose, and finally," he points at himself, "know it all. C'mon, big foot, let's go." He then takes the halfling girl's hand and walks her away from the group.*

DM. The bullies didn't seem to expect this and were speechless while you took the girl away. On the next day, they began to beat you up, but the girl, named Nirtya, called

someone to help and took care of you. You both became close friends.

SCENE 3

DM. Your parents have been teaching you a very different language, which they told you had been in the family for generations. It was hard to learn and they were never very clear when you asked which language it was. Once you were about ten years old, they told you what it really was: the language of fiends. They explained that your ancestors had to rely on something very extreme to get out of a life threatening situation, and that the family has honored the powerful fiends ever since.

This brings one of your memories back, when you heard your father coming back from outside in the middle of the night, his hands bloody. Your mother had told you that he hurt himself at work, but you were too young to understand back then. You also recall those dinners your father missed.

What thoughts crossed your mind with this situation?

Player. *What? That's terrifying! Fear. Rodrigo feels fear. What has his father been doing? Who or what was the source of that blood? Is he destined to inherit some sort of fiendish pact against his will?*

DM. Here you can choose between learning the Infernal or Abyssal language.

Player. *Let's go with Infernal.*

SCENE 4

DM. Your friendship with Nirtya grew and you spent a lot of time together. At some point you shared your concern about your family situation and she was very supportive, which only strengthened your bond.

After a few years, it was clear that Nirthyra has great aptitude with physical things like climbing, jumping and so on, which wasn't the case for you. She often teases you about this. You still feel, deep inside, like you haven't found your calling yet.

How do you feel towards Nirthyra?

Player. *Rodrigo feels a little insecure about his inferior physical prowess. He wonders about what his calling is, and keeps an eye out for signs of what it could be. He probably notices that he's awfully charismatic or strong willed or something. Hence, charisma, sorcerer, etc.*

DM. Indeed! Etiquette and manners are very important to your family, and so is knowing how to speak properly, how to maintain an according posture, and so on. Your parents have been teaching you some aspects of all this since you were small, and lately the focus has been in public speaking.

Your family is holding a charity event this weekend and your parents hired a teacher to make sure that you would be ready to make the introduction speech. Every night, your father asks you to present the speech to him and always finds something that is lacking or that is not correct, and asks you to fix this for the next night. He wasn't around much when you were a child but he managed to spend more time with the family in the recent years. Even at home, he still seems distant.

What do you think about this charity event and the speech you have to give? Did the feelings towards your father change recently?

Player. *Rodrigo's feelings toward his father are the same. He has learned what to expect from his dad, and his dad has not consistently gone against those expectations.*

DM. By this time, you have gained proficiency in the Persuasion skill.

SCENE 5

DM. You've started to follow the footsteps of your parents and you're being groomed into the family business. In one of your first business trips by yourself to a nearby city, you decide to spend the night in a cozy and comfortable inn. To your surprise, the innkeeper informs you that you don't need to pay for anything. He notices your ring and your family signet and tells you that it's on the house.

What is your reaction to that? What do you think about following your father's footsteps?

Player. *Rodrigo is probably not surprised. I'm sure he is used to this type of treatment and even expects it by this point. He was probably emotionally prepared to pay for his room, but will not decline such a generous offer.*

Rodrigo doesn't see himself as following in his father's footsteps. He sees himself as being raised with his father's resources, even though he expects to continue in the family business.

DM. Here you gain the Kept in Style feature from the Waterdavian Noble background, from the *Sword Coast Adventurer's Guide*.

SCENE 6

DM. On your way back, during the night at your campsite, you saw a light among the bushes. It was a shiny stone stuck in the ground. You tried to grab it, and everything went black. You woke up the next day with a mild headache. The stone wasn't there anymore and your fire had gone out.

Once back in Waterdeep, Nirthya meets with you to hear everything about your trip. You went to your favorite spot outside the city, by some trees and rocks, and told her your story. When you were telling her about the stone episode, you felt something inside you. A burning power that grew rapidly and which you couldn't control. A burst of flame came out from your hands and hit Nirthya in the face, burning her gravely and almost killing her. You

took quick action and took her to be treated. Thankfully, everything was fine.

Nirthya got scared of you and you didn't speak to you for several weeks. Eventually, she agreed to meet with you again. That's when you saw it: the burn mark she would carry on her face for the rest of her life.

How did this make you feel? What would Rodrigo like to do about this burning power situation that occurred?

Player. *Rodrigo is so sorry, and Nirthya probably understands it was a complete accident. Rodrigo is scared of this power and wants to avoid using it, but is aware that if he doesn't learn how, accidents like that might happen again in the future. He probably uses his family's connections to begin searching for a qualified teacher somewhere in Waterdeep.*

SCENE 7

DM. Your family easily finds a master of the Arcane Arts to teach you about magic and its secrets. Her name is Omoro Halmer.

You've been struggling to learn the Art and your master has noticed. At some point, she seems to snap after a mistake you made, yelling, "Again? Can't you do things right? It's not that hard!"

She pushes you aside and show you how it's done. Once she's finished, she says, "See? It's easy. Now try again."

At this point, you also realize that Omoro relies heavily on books for her magic. Even though you've been studying the theory, you notice that you don't seem to need to read anything to cast your spells.

What do you think of the situation that just happened? What are your feelings towards the situation and also towards Omoro?

Player. *Rodrigo thinks Omoro is a jerk and tells her so. "Again? Can't you be a nice teacher? It's not that hard!" Rodrigo pushes Omoro aside and attempts the magic again. Immediately after succeeding, he and Omoro both turn into sheep.*

Rodrigo begins to suspect Omoro is making him even worse of a mage and that Omoro's intellectual approach is just a bunch of baloney. He begins to study what sort of approaches to magic there are besides academic wizardry.

SCENE 8

DM. You soon find out that there are many other ways to learn magic. Without Omoro's presence, and with you selecting your own topics, you actually end up liking your studies. You learn about sorcerers, who manifest inherent magical ability due to ancestral lineage or freak arcane phenomenon. You read about bards, who study magic just like wizards, but take a very different approach about it. You read something slightly disturbing: warlocks, who make pacts with powerful entities in exchange for power.

You recall those dinners your father missed.

What is your next step?

Player. *Rodrigo is awfully curious about this warlock business. He wonders if that's at all related to what his father does. He decides to do a little clandestine research, asking his mother more about that dad-sometimes-is-covered-in-blood thing. However, that's curiosity. He thinks that his magic powers come from elsewhere, potentially related to that weird black stone he once touched. Did that do something to him to give him magic powers? Is his dad some sort of animal-sacrificing warlock, and he has innate magical ability because of a magical heritage?*

DM. Here you gain proficiency in the Arcana skill.

SCENE 9

DM. Your mother explains that your ancestors cut a deal with a devil and that ever since then, the men in the family need to broker souls on the devil's behalf, risking everything if they don't get a soul every decade.

You find someone to help you with your magic, Waterdeep is a big city and you hear about a renowned sorcerer who agrees to show you the ropes. She's called Ixzyzyth, a female golden dragonborn.

The first thing Ixzyzyth does is to spend a lot of time getting to know you while you both played a card game you'd never heard of before. You spent your days focusing solely on that game. Ixzyzyth made it clear that in order to be a good sorcerer, you need to know yourself well.

What is your purpose? How would you like to put your powers to use? What makes you happy?

Player. *My purpose is to get my family out of that deal with that darned devil without losing our success. I'll figure out how to use my magic to make that happen.*

SCENE 10

DM. With Ixzyzyth's help, you manage to start understanding who you are. It slowly gets easier to control your energy and power.

Nirthya has been training a lot and she became quite skilled at her arts. You know that she does some shady stuff but as far as you know, she's never hurt anybody.

One day, she appears at your place in the middle of the night and explains that she found a dead body - throat cut - in the bedroom of a house she was stealing a painting from. She doesn't know what to do. She feels like she should warn the authorities, but she doesn't want to be connected with the crime.

What advice do you provide to her?

Player. *Rodrigo has connections, but he doesn't have to use those for this. He simply decides to write a note to the City Watch, leave the envelope in the crack of the front door of a station, knock, and run away. They'd get the message anonymously, and neither Nirthya or Rodrigo would be connected.*

SCENE 11

DM. Nirthya is very thankful for your help. Your magical prowess had improved greatly and you now knew *when* to cast spells, not just how. Your father has remained the same: around more often, but still distant. Your mother has also started to become more distant.

Later that month, you were at a tavern with Nirthya and the place was very crowded. There was a nice band playing a nice song. At some point, a confusion quickly turned into a fight. A diverse group of people put an end to the fight in no time. After a few seconds, the brigands who weren't unconscious were in headlocks or handcuffs.

You asked around about who these heroes were. You learned they were a somewhat well-known group of adventurers. They go out on special assignments to fix other people's issues, as long as they got paid handsomely.

What do you think about that?

Player. *Rodrigo is curious to find out more. What are they doing in Waterdeep? Or rather, it's Waterdeep. Everyone passes through there eventually, and no one needs a reason to be there. He means to ask instead whether they are doing anything particularly interesting in Waterdeep. Rodrigo exchanges a look with Nirthya, and they share a thought - what if they started doing some sort of adventures? If these adventurers are after some prize or doing some sort of job, perhaps they could beat them to the catch?*

END OF PRELUDE

DM. You've learned the Infernal language, you're proficient with playing cards, you are proficient in Persuasion and Arcana, and you have the Kept in Style background feature. Being from a rich family, you begin your adventures with 15gp.

Rodrigo's parents are alive. He now wants to find a way to free his parents from their deal with a devil, and he has a halfling rogue friend, who may be the character of a fellow player.