

THE FEYWEAVER

BY MICAH MULDOWNEY

*A NEW INNATE MAGIC-USER CLASS
FOR FEYWILD-INSPIRED SETTINGS*



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ON THE COVER

Allaryn Treehame, a wood elf and intimate of the Seelie Court, invokes Mab’s blessing to take on the mystical form of his fey ancestors.

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The Feyweaver

*Come away, O human child!
To the woods and waters wild
With a fairy, hand in hand,
For the world's more full of weeping than
you can understand. –W.B. Yeats*

The redcap stalks closer to its prey. The foliage hiding it begins to sway hypnotically. All of a sudden, it can't remember why it is there and stands up, grinning foolishly at the pixie in the hollow before it.

An old man speaks a word of power and the air shimmers and thickens. His party swims through it to the top of a nearby cliff, leaving their perplexed pursuers scratching their heads.

These heroes are Feyweavers – enigmatic magic users that conjure the essence of the Feywild itself. Some are born in the Feywild, while others have only touched its powers through circumstance. All, however, can spin the mystery and deception of the Feywild in to the world around them.



Creating a Feyweaver

A Feyweaver derives its power from its connection to the Feywild and its magics. The realms of the Feywild mirror (and are never far from) the material plane, and a blessed few are granted the ability to bridge the gap and weave the nature and magic of that parallel world into their own, or even shape the feywild to their will when they enter it.

Feyweavers harbor a deep and abiding connection to the feywild and its denizens that often informs their outlook, personality, and identity. Most often, they come from races that find their origin in the feywild, like elves, pixies, harengon, or changelings – though their ranks include other races, particularly with a Feylost background or that are fey touched.

They can be chaotic or capricious in nature and often think and prioritize differently than others. In particular, their view on time, distance, reality, memory, and truth can feel esoteric to their allies and enemies alike.

Generally Feyweavers ascribe to the philosophy of either the Seelie or Unseelie court, which can have a major impact on their goals – though there are some with a more independent bent.

Quick Build

You can make a Feyweaver quickly by following these suggestions. First, make Charisma your highest Ability score. Your next highest should be Constitution. Second, choose the Feylost or haunted one background. Third, take the minor illusion or mage hand cantrip.

The Feyweaver Table

Level	Prof. Bon.	Features	Spells Known
1st	+2	Spellcasting (2/rest), Fey Nature	2
2nd	+2	Feyshifting	2
3rd	+2	Court Feature	2
4th	+2	Ability Score Improvement	2
5th	+3	-	3
6th	+3	Court Feature	3
7th	+3	The Twisted Path	3
8th	+3	Ability Score Improvement	3
9th	+4	Spellcasting (3/rest)	3
10th	+4	Court Feature	4
11th	+4	Greater Feyshifting	4
12th	+4	Ability Score Improvement	4
13th	+5	Fey Sight	4
14th	+5	Court Feature	4
15th	+5	-	5
16th	+5	Ability Score Improvement	5
17th	+6	Protean Terrain	5
18th	+6	-	6
19th	+6	Ability Score Improvement	6
20th	+6	Mab's Blessing, Spellcasting (4/rest)	6

Class Features

As a Feyweaver, you gain the following class features:

Hit Points

Hit Dice: 1d8 per Feyweaver level

Hit Points at 1st Level: 8 + CON modifier

Hit Points at Higher Levels: 1d8 (or 5) + CON modifier per Feyweaver level after 1st

Proficiencies

Armor: Light and medium armor, shields

Weapons: Simple weapons

Tools: A musical instrument of your choice

Saving Throws: Charisma, Wisdom

Skills: Persuasion and two skills of your from Acrobatics, Perception, Deception, Performance, Insight, and Nature.

Language: Common and Sylvan.



Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- Any simple weapon
- 6 javelins or a light crossbow and 30 bolts
- Leather or hide armor and a shield
- An explorer's pack
- A trinket from the feywild, like an unfading flower or stone that faintly hums a song of the Seelie court
- A Musical Instrument

Spellcasting

Due to your connection with the Feywild, you possess a degree of innate magical power related to the enchantment, conjuration, and illusion schools of magic.

Cantrips

At the 1st level, you learn any 2 cantrips of your choice from the enchantment, conjuration, or illusion schools. You may change one of them for another if you choose any time you learn a spell.



Preparing and Casting Spells

You do not gain spell slots, but rather are innately able to cast known spells a set number of times per short or long rest.

At the first level, you learn 2 spells from the enchantment, conjuration, or illusion schools, each of which you can cast at the first level 2 times per long rest. You learn an additional spell at the 5th, 10th, 15th, and 20th levels, and they may be cast at the second and third level beginning at the 3rd and 5th levels respectively. You may change out one or more of your known spells any time you learn a new spell or increase the level of spells you can cast. You may cast each spell 3 or 4 times per long rest at the 9th and 18th levels.



Spellcasting Ability

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

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

Spell attack modifier = your proficiency bonus + your Charisma modifier

Fey Nature

Your exposure to the Feywild has given you the **Fey Ancestry**, **Trance**, and **Fey Step** traits regardless of race.

Feyshifting

At level 2, you gain the ability to permeate the barriers between the material plane and the Feywild, imbuing your surroundings with its very nature and magic. As an action, you may effused a 10x10 ft. square located within 50 ft. with the magic of the feywild. At the 6th and 11th level the area of effect grows to up to five 10x10 ft. squares places within 100 ft., and ten 10x10 ft. squares within 500 ft. Effects that don't have a visible component can either be invisible, or have a visual marker (shimmering air, ethereal colored outline, etc.) as you choose.

Choose 1 feyshifting ability from the list, and you gain additional abilities at the 3rd, 7th, 11th, 14th and 19th levels. You may use feyshifting a number of times equal to your charisma modifier per short or long rest (minimum of 1). Unless otherwise specified, the duration is



concentration, thought you can concentrate on more than one instance of feyshifting at once, and concentration for spellcasting is held separately.

Fey Court

At the 3rd level you choose an Fey Court that exemplifies your style and philosophy as a Feyweaver.

The Court you choose grants you features at 3rd Level and again at the 7th, 10th, and 14th levels.

Ability Score Improvements

When you reach 4th level, and again at the 8th, 12th, 16th, and 19th levels, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1.

The Twisted Path

Beginning at 7th level, when you use your **fey step** ability, your range extends to 90 feet, you may take 1 willing creature with you, you may do it as a reaction, and you may also use it to enter or return from the Feywild.

Greater Feyshifting

When you reach the 11th level, your ability to draw magic and power from the feywild

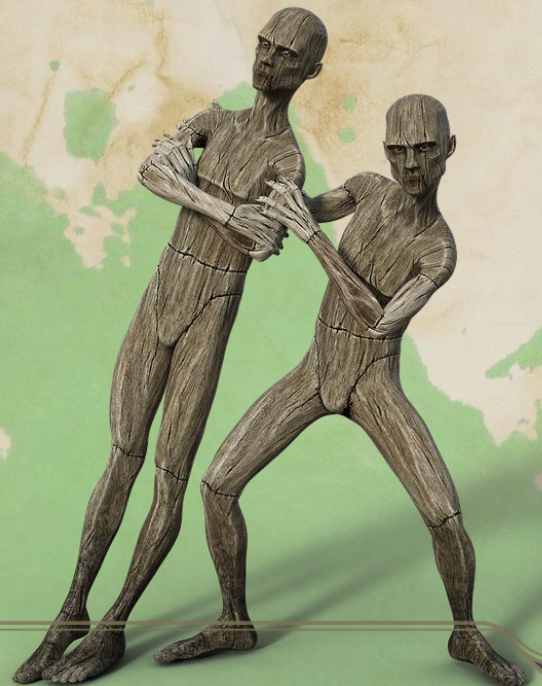
increases. When you choose new feyshifting abilities, you may select from the greater feyshifting list. You learn an additional feyshifting ability.

Fey Sight

At the 13th level, by peering through the twisted space of the Feywild, you can use an action to view your surroundings from any point you can see within range. While using Fey Sight, you can move and act normally, but cannot see from your own eyes. If you cannot see yourself from your viewpoint, you act as if blinded. If you can, you see yourself in the third person. You gain advantage on dexterity skills and saves, but suffer disadvantage on charisma based skills and checks if you cannot see the other creature's face, and on attack rolls. You can see anything that you could see from the new vantage point, potentially creating line of sight to creatures that would otherwise be hidden from your view.

Protean Terrain

At the 17th level, you can call on your mastery of fey magic to cause the terrain around you to temporarily shift. Choose a 1000 foot cube of terrain that includes your location within it. You may rearrange the landscape however you



wish, provided it retains the same features (size and shape of hill or wooded areas, number of streams, etc.). All creatures remain where they were relative to the feature they are located on or above. The duration of this effect is 1 hour or until dismissed, at which time the area returns to its original geography. You can use this ability once per long rest

Mab's Blessing

When you reach 20th level, you gain the ability to physically manifest your affinity to the spirits and magic of the Feywild. As action, for 5 minutes you sprout gossamer wings and gain a flying speed equal to your walking speed, gain the **magic resistance** trait, and may cast the invisibility spell on yourself at will. Other creatures roll saves against your spells or magical abilities that would cause them to be charmed (Seelie Court) or frightened (Unseelie Court) with disadvantage.

Fey Court

Like all creatures tied to the nature and magic of the Feywild, Feyweavers are typically connected to a one of the rival Fey Courts – either the Seelie or Unseelie.

While outsiders may see them as being ‘good’ or ‘evil,’ the Fey themselves, who are generally unconcerned with abstract moral concerns, make no such distinctions. Rather, the courts are true rivals – a mirror image of each other, with competing conceptions of the ideals of beauty, power, and greatness, fueled by (and paralleling) the rivalry of their sovereigns.

Day and night are neither good nor evil. Both are beautiful, and each has its adherents. Often the differences between the two lies merely in focus and style rather than substance.





Unſeehje Cöürt

The Unseelie Court

The Unseelie, Gloaming, or Winter Court is ruled by the Queen of Air and Darkness. Her court tends to value the same ideals shared by all Fey (beauty, prestige, greatness, power etc.) but tend to hold the view that beauty and greatness flow from power, not the other way around. Somewhat Machiavellian in their outlook, Unseelie Fey often believe it is more important to be feared than loved. After all, you can always have a good working relationship with someone who knows who is boss.

Because of this, the Unseelie Court can be more welcoming and inclusive than the Seelie Court to creatures of beauty, talent, and power, regardless of their Fey origin (or lack thereof). But they can also be more aggressive or even malicious towards those they see as outsiders.

Bonus Proficiencies

Feyweavers of the Unseelie Court gain proficiency in the intimidation and sleight of hand skills.

Gloamshifting

Your connection to the Unseelie Court affords you some measure of the powers of the Queen of Air and Darkness. At the 3rd level, whenever you choose a new Feyshifting ability, you may choose from the Gloamshifting list as well as the general list.

Dark Whispers

Starting at level 6, speak telepathically to any creature you can see within 60 feet of you. You don't need to share a language with the creature for it to understand your telepathic utterances, but the creature must be able to understand a language. When speaking

telepathically to a creature, you may add images to your communication, giving you advantage on intimidation or deception rolls against them.

Dread Warrior

Starting at the 10th level, you may imbue your attacks, both physical and magical, with the mind-scarring magic of the gloaming. You may add your Charisma modifier psychic damage to damage rolls, and targets become frightened of you for one minute on a critical hit.

Mein of Air and Darkness

At the 14th level, the majesty and mystique of your presence inspires fear in your enemies. You may use a bonus action on each to force a creature within 15 feet to make a saving throw against your spell DC, which they make with disadvantage if they are intimidated by you. on a failed save, they become frightened of you. Creatures frightened by this effect may make a wisdom saving roll against your spell DC at the end of each of their turn. If they roll a successful save, they are immune to this effect for 24 hours. You may use this ability a number of times equal to your Charisma Modifier per long rest.





Seehé Court

The Seelie Court

The Seelie or Summer Court is ruled Queen Titania and her Consort Oberon. Unlike the court of her rival, the Seelie Fey tend to hold the view that power and greatness flow from adoration and worship, lending primacy to beauty, pleasure, and hidden knowledge. In their view, a devotee will work harder and with greater loyalty than any slave.

Because of their emphasis on position and beauty, the Seelie Court tends to be more hierarchical in nature than the Unseelie, and less welcoming to non or part-fey creatures, who they may see as impure – unless they come bringing unusual or powerful gifts, like potent secrets or magical items.

Bonus Proficiencies

Ever diplomatic and creative, Feyweavers of the Seelie Court gain expertise in the persuasion skill and one set of artisan tools of your choice.

Glowshifting

Your connection to the Seelie Court affords you some measure of the powers of the Queen of Light. After the 3rd level, whenever you choose a new Feyshifting ability, you may choose from the Glowshifting list as well as the general list.

Beguilement

At the 6th level, you gain the power to flood with an overwhelming sense of wellbeing. Whenever you use the help action or succeed in a persuasion check against a creature, you may force them to make a wisdom saving throw against your spell DC. On a failed throw, the target is charmed by you for one minute, seeing you as a friendly acquaintance. This effect ends

if it takes any damage from you or your allies. You may use this ability twice per long rest.

Attraction

Starting at the 10th level, the magnetism and mystique of your Fey magic tugs even at your enemies sensibilities. When you make attacks rolls, you may your Charisma modifier, even if it uses it already. On a critical hit, the target has disadvantage on all attacks until the end of your next turn.

Summer's Splendor

When revealed, your mystical splendor inspires awe and reverence in those around you. Beginning at the 14th, whenever any creature targets you for harm, you may use your reaction to force them to make a Charisma saving throw against your spell save DC. On a failed save, it can't target you this turn, and must target another creature within range or the action is wasted. They automatically fail if you have never harmed them. On a success, it can target you this turn, but has disadvantage on saving throw it makes against your spells, social skills, or abilities on your next turn.





Feyshifting

Awakened Earth: The earth shifts and moves to match a location in the Feywild. Choose one of the following effects:

- Raise the earth along one side of a line of any shape within the area of effect 20 feet above the other side. The line may be a circle.
- Create a chasm 25 feet deep and 10 feet wide in a straight line within the area of effect. Creatures on the line make a dexterity saving throw, falling to the bottom on a failure.
- Divert the course of a river or change the shape of a lake or other body of water within the area of effect.
- Create one 5-foot pieces of cover (i.e. a trench, a jutting rock, etc.) within each 10x10 ft. square. The cover may be $\frac{3}{4}$ or full as you wish.

Ensorcelled Element: You alter how the elements behave within the area of effect. Choose one of the following effects:

- Sheets of roaring flame fill the area. Creatures that enter or start their turn there make a dexterity save, taking 2d8 fire damage on a failed save and half that on a success. Damage doubles once you have Greater Feyshifting.

- A powerful wind fills the area up to 100 feet high. Choose a direction – up or down. Both make projectile weapons miss automatically and dispel any mists, clouds, or smoke. Updrafts double jumping height, and downdrafts cause creatures to fall prone on a failed strength save against your spell DC when they enter the area.
- You control the flow of existing water. If you choose down, creatures in the area make a strength saving throw against your spell DC at the beginning of their turn or sink 30 feet, and can use their action each turn to repeat the roll to resurface. If you choose a direction, creatures make the same roll, and move 30 feet in that direction on a failed roll.
- The earth moves in the area in the direction of your choice at 30 feet per turn. Creatures that try to move in the area make a DC 12 dexterity save, falling prone on a failure.
- Creatures that enter or start their turn in the area roll a die. On an even number they are struck by lightning from a clear sky. They make a dexterity save against your spell DC, taking 3d10 lightning damage on a failed save, or half as much damage on a success.
- Sleet falls 40 feet tall within the area. The area is heavily obscured and the ground is difficult terrain. When creatures enter or start their

turn there, they make a dexterity saving throw against your spell DC, falling prone on a failed save.

Elemental Binding: You alter nature of the terrain within the area of effect to imitate another. Choose one of the following effects:

- Earth – Creatures may walk over the top of water or in the air on a flat surface placed as you choose in the area up to 100 feet high.
- Water – Creatures may sink, swim, or walk through earth or air as you would in water to a depth or height of 100 feet. When the effect ends, creatures either falls or are ejected to the nearest space on the surface, taking 2d10 bludgeoning damage and become stunned until the end of their next turn.
- Air – Creatures can breathe under water and move normally in the area. They have a swim speed equal to their walking speed..

Charmed Flora: You cause living Fey plants to sprout and grow in the area. Choose one of the following effects:

- The plant growth in the area grows per the plant growth spell.
- The area is filled with shrieker mushrooms that emit a shriek audible for 300 feet any time a creature moves within the radius.
- The tongue of madness plant fills the area. Creatures within the area of the spell compulsively speak aloud their every thought.
- Oblivix fills the area. While within 60 feet of the moss, you may use your turn to make a spell attack targeting a creature standing on the oblivix. On a hit, the creature losses all of its memories for the last 24 hours and may act confused. Any creature, including yourself, may eat some of the moss to gain the lost memories. They must make a DC 14

Constitution save. On a success, they gain the memories. On a failure, they are poisoned for 2d10 turns. Any lost memories return to a creature after 1d6 hours.

- The area is filled with Timmask. When first entering the area and at the beginning of every turn spent within the area, creatures must make a DC 12 Constitution saving throw or suffer the effect of a confusion spell for the duration of their turn. The effect ends immediately for any creature that leaves the area.

Arcane Abeyance: Your fey influence alters the use and potency of magic in the area. Choose a type of magic – Arcane, divine/pact, or psionics. Users of that kind of magic suffer one effect you choose from the list below.

- All creatures have disadvantage on spell attack rolls and advantage on spell saving rolls that originate from the area
- Spells take 2 consecutive actions to cast
- Spellcasters make a wisdom saving throw against your spell DC every time they cast a spell. On a failed throw, the spell fails
- Magic items have no effect in the area.
- Spellcaster makes a wisdom saving throw every time they cast a spell. On a failed throw, the spell targets a random creature or location within range
- Spellcasters take 1d8 damage for each level of spell cast.
- Spellcaster has disadvantage on constitution checks to maintain concentration.

Arcane Empowerment: Your fey influence increases the potency of magic in the area. Choose a type of magic – Arcane, divine, nature, pact, or psionics. Users of that kind of magic suffer one effect you choose from the list below.

- All creatures have advantage on spell attack rolls and disadvantage on spell saving rolls that originate from the area.
- Spells that take 1 action can be cast as a bonus action.
- Cantrips can be cast as opportunity attacks
- Spell attack rolls of 19 or 20 and spells with saves that are failed by 5 or more do not expend a spell slot
- Spellcasters gain temporary hit points equal to twice the level of each spell cast
- Spellcasters have advantage on constitution checks to maintain concentration

Battleground of the Ages: Your chosen area of terrain alters the flow of battle. Choose one of the following effects:

- Only ranged or melee attacks can be made
- Ranged or melee attacks are made at advantage or disadvantage
- Creatures get plus or minus 4 to AC
- All magic weapons and armor gain an additional plus or minus 1
- Any creature that ends its turn and hasn't moved 15 feet takes 2 damage per CR or character level (minimum of 2)
- Attacks score a critical hit on an 18, 19, or 20
- All attacks are made at advantage or disadvantage
- On a hit, creatures may make an additional attack, up to a maximum of four
 - Any creature that reduces another creature to zero hit points gains 2d6 temporary hit points
- All melee or spell damage gains +1d8 extra damage
- Armor does not add to creatures' AC
- All creatures have the same number of attacks as the creature with the greatest or least number

- Creatures that do not harm other creatures on their turn gain +5 AC until the beginning of their next turn.
- Creatures take 2x their modifier psychic damage when hit for the ability score of your choice.
- Any creature that misses an attack takes 1d8 psychic damage.
- Any creature that moves on its turn takes damage equal to your charisma modifier.
- All strength-based melee attacks gain plus or minus 5 damage
- Range is doubled or halved for ranged attacks, your choice
- Any creature that takes a hit becomes frightened
- All creatures regain HP equal to your charisma modifier at the beginning of their turn if they took damage this round.

Fey Portal: Using the twisted and irregular space and time of the feywild, you create a 10x10 ft. portal through which creatures can pass. You can create one for each 10x10 square of effect. It can be oriented in any direction and up to 60 feet in the air. The portals can move creatures either through space or through time. For space portals, you must create at least two portals for it to work.

- Space – Choose another portal that each is paired with. When a creature enters one of the portals, it immediately exits the paired portal.
- Time – Creatures that enter the gateway disappear and reappear on the other side 1d6 turn later.

Greater Feyshifting

Awakening: You awaken the trees and animals inside of the area. You may give them a single,

simple command, which they endeavor to obey to the best of their ability while the effect lasts. If they leave the area for any reason, they are no longer awakened.

Perils: Your environment grows harsh and hazardous at your command. Choose one of the following effects:

- Create a geyser for each 10x10 square in the area of effect that erupts every 1d6 turns. Any creature on the geyser when it erupts makes a dexterity save against your spell DC and is thrown 60 feet in the air and take 4d8 fire damage on a failed throw or in not thrown and takes half as much damage on a successful one. Creatures within 10 feet of the geyser must make a dexterity saving throw or take 2d8 fire damage on a failed throw and no damage on a success.
- Create patches of quicksand within the area of effect. Creature must succeed in perception check to notice the quicksand, as determined by your DM considering the terrain. A creature entering the quicksand must make a DC 13 strength saving throw or sink under the quicksand. The creature may use its action every turn to repeat the saving throw. On a successful save, a sunk creature resurfaces and a surfaced creature leaves the area of the sand. If the creature fails three saving throws while sunk, they lose consciousness. Creatures that have sunk have full cover and are restrained
- Create a 10-foot wide lava flow of a length and shape you choose in the area of effect. A creature that moves into the area of the lava or starts their turn there takes 4d8 fire damage. Flammable objects and creatures ignite on contact, and creatures that sustain fire damage must use an action to put out the fire

or take 1d6 flame damage at the beginning of each turn.

- The ground within the area twists and sprouts hard spikes and thorns. The area becomes Difficult Terrain. When a creature moves into or within the area, it takes 2d4 piercing damage for every 5 feet it travels
- The area is filled with blinding light. On entering the area and at the beginning of every turn, creatures make a constitution save or goes blind for while in the area and takes 2d8 radiant damage. Creatures in the area also have disadvantage on attacks and attacks are made with advantage against them because of the glare
- The area is filled with magical darkness that foils darkvision.

Calamity: You conjure forth the destructive powers of a natural disaster from the Feywild. Choose one of the following effects:

- A wave of water that crashes down in the area. Each creature must make a Dexterity saving throw against your spell DC, taking 4d8 bludgeoning damage and becoming knocked prone on a failure or taking half damage on a success. The water extinguishes all exposed flames in area and vanishes.
- A whirlwind howls down to a point in range. The whirlwind is a 10-foot-radius, 30-foot-high cylinder centered on that point. It moves 30 feet in a random direction within the area at the beginning of each of your turns. If creature enters the whirlwind's space, it makes Dexterity saving throw against your spell DC, taking 6d6 bludgeoning damage on a failed save, or half as much damage on a successful one. In addition, a large or smaller creature that fails the save becomes restrained within the whirlwind. A restrained creature can use its

action to make a Strength or Dexterity check against your spell DC, freeing itself on a successful save, and being pulled 5 feet higher on a failure.

- You create a seismic disturbance. Each creature in that area must make a Dexterity saving throw against your spell DC, taking 3d12 bludgeoning damage on a failed save or half as much damage on a success. If you concentrate on the effect, creatures in the area have disadvantage of concentration checks, and must make a strength saving throw against your spell DC at the start every turn and fall prone on a failed throw.
- You cause an avalanche or landslide. Rocks or mud roll from the top of a hill or cliff to the bottom. Creatures in the area must make a dexterity saving throw against your spell DC, taking 5d10 bludgeoning damage on a failed save and becoming restrained or taking half as much damage on a successful one. While restrained, creatures have full cover. They can use an action to make a strength save against your spell DC to end the restrained condition.
- You create a sandstorm in the affected area. The area is difficult terrain for the duration and creatures in it are blinded, deafened, heavily obscured, and must make a strength saving throw when they enter or at the beginning of each turn within the effect or take 2d8 bludgeoning damage, move 10 feet in a random direction, and be knocked prone.
- You create a volcanic eruption. The area is obscured by thick black ash 30 feet tall, blinding and obscuring all creatures within. Each creature that is completely within the cloud at the start of its turn must make a Constitution saving throw against poison. On a failed save, the creature spends its action that turn retching and reeling. Creatures that

don't need to breathe or are immune to poison automatically succeed on this saving throw. A moderate wind disperses the cloud after 4 rounds. A strong wind disperses it after one round.

Freaky Friday: At the end of a round, if there are more than one creatures in the area they must all make a Wisdom saving throw against your spell DC. If more than one fail, then all failing creatures swap bodies with another creature that failed. They retain their personalities, knowledge, and mental stats, and mental saving throws, but adopt the physical stats and saving throws of their new body. They lose any physical skills (acrobatics, athletics, sleight of hand, etc.) but retain mental ones. They adopt the racial features of the new body, and also retain all class features that the new body could reasonably do (i.e. they would retain their spellcasting ability if the other body could cast spells). They remain swapped as long as at least one of the creatures remains in the area.

Gloamshifting

Lunacy: You wreath the area in Fey magic that can strain – or even break – the minds of the weak, causing them to descend into madness. When creatures enter the area, they must make a wisdom saving throw against your spell DC. On a failed save they are driven temporarily mad. At the beginning of each turn while they remain in the area, they roll on the temporary madness table and act on the result for that turn. Prior to rolling on the short-term madness table each turn after the first, they may repeat the saving throw. On a successful save, they may act normally for that turn. Their madness ends if they exit the area.

Loathing: The magic within the area arouses disgust in the minds of those within. When entering the area and at the beginning of every turn they start here they make a wisdom saving throw or suffer the effect until the beginning of their next turn. Creatures are immune to these effects if they are immune to being charmed. Choose one of the following effects:

- Creatures think they perceives a loathsome, threatening creature just out of its sight. They can't use reactions, and melee attack rolls against it have advantage.
- Creatures suffer delusional paranoia and must use its action to target a random creature in range with attacks or other damaging effects.
- The area is surrounded by an insubstantial wall of repulsion 10 feet high. Creatures can't move through the wall until the start of their next turn.
- Creature to regard all other beings as unspeakably horrifying entities. They takes 1d6 psychic damage per creature within 5 feet of them. On a successful save, the target takes only half the initial damage.

Darkling Dread: Your magic you weave stokes the fears hidden in the minds of all sentient beings. When entering the area and at the beginning of every turn they start here they make a wisdom saving throw or become frightened of you until the beginning of their next turn. Choose one of the following effects that if suffers while frightened:

- You implant the fear of something deep into the mind of your victim. If they fail the initial save, for the next 412 hours, whenever they are confronted with the thing, they must make a wisdom save against your spell DC or become frightened of it.

- The creatures' fear bubbles into an unreasoning rage, causing it to lash out at random. On each of its turns, it uses its bonus action to make an attack at a random creature in range if it is able. It is compelled to make any opportunity attack that are possible.
- Fear and doubt cloud the creature's ability to make decisions. They cannot use their reaction, can only make one attack on their turn, may only take an action or a bonus action, not both, and have a 10% chance of doing nothing on their turn but move.
- The creature suffers vivid hallucinations and has difficulty telling what is real. They must make a DC 14 perception check against other creatures to make sure they are real before they can target them in any way.
- The creature falls prone and its movement is reduced to 0 while it remains frightened.
- Every time the creature fails a wisdom check to end the frightened condition, it gains one level of exhaustion. If it succeeds in ending the frighened condition on itself, all levels of exhaustion gained this way are removed.

Glowshifting

Amity: Creatures entering or starting a turn in the area for the first time must make a Wisdom saving throw, becoming charmed by you on a failed save provided you are also within the area. If they succeed, they are immune to this effect for 24 hours. The charmed creature regards you as a friendly acquaintance until the effect ends, they leave the area, or until you or your companions do anything harmful to it. When the effect ends, the creature knows it was charmed by you. You may give the charmed creature a non-violent task to perform, which they do to the best of their ability provided performing the service itself does no cause

them harm and does not go completely contrary to the creature's nature or alignment.

Exhortation: Your commands inspire action and allegiance, holding your enemies captive. On entering the area and at the beginning of each turn in the area, creatures make a wisdom saving throw against your spell DC. On a failed throw, you choose an effect from the list for that specific target. If they succeed, they roll additional saving throws with advantage, and become immune to the effect on a second successful save. Creatures that can't be charmed are immune to this effect.

- Speak a one-word command to the creature or creatures. The target must follow the command on its next turn.
- Ask a question of target within range. The question must be phrased so that it can be answered with a yes or no, otherwise this ability fails. The target replies with a truthful answer.
- You command the creature or creatures' divulgence, learning information based on the number of saving throws it fails. With one failed throw, you learn its key memories from the past 3 hours, and you double the duration for each failed throw thereafter.
- You plant a false memory or idea in the mind or memory of the creature or creatures. If they fail one throw, it lasts until they leave the area. It lasts 2 hours on a second failed throw and the duration doubles for each additional failed throw.

Anonymity: Creatures within the area are wreathed in an aura of unimportance. Other creatures outside the area can see the them, but will either ignore them or treat them as the lowest priority in combat, social situations, etc. unless they do something to make them think

otherwise (i.e. attack, etc.). Because of this disinterest, they don't provoke opportunity attacks. If there is no interaction, other creatures later forget that they saw them at all.

