

5TH EDITION COMPATIBLE

UNDERWORLD RACES & CLASSES



Everything you need to create and play new and exciting races
from the caverns of the world below

UNDERWORLD RACES AND CLASSES

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Welcome to Underworld Races & Classes. What a treat!

Who doesn't love a good dungeon crawl, especially when we're starting out roleplaying and everything is shiny and new? Dark, creepy places underground... which if we're lucky, give way to endless networks of caverns, an entire world down there.

It did for me, and I happily met, was frightened by, and fought intelligent fungi, talking rocks, and all manner of creeping, slithering, oddly-glowing, ceiling-clinging, nightmarish critters.

And was, of course, inspired to create my own. Yes, I added intelligent underground races to the official D&D® rules, and even a subterranean-dwelling species of dragon—and I'm still doing it, with glee!

And why not? If the Underworld is a vast subterranean landscape, as big—or even bigger; layers!—as the surface world above, it's a world. Vast and hopefully varied (all of these fearsome beasts we know are down there, entire races of them, have to live somewhere, and find food and drink; that takes space). If the surface world has hundreds of distinctly different sorts of critters, why not the Underworld? And what's more fearsome than a roaring, horrible

beastie? A race of intelligent roaring, horrible beasts who want revenge if you stomp one of them! And may even come hunting you ...

These subterranean landscapes are so much more, should be so much more, than labyrinths of caverns full of evil drow ruling everyone else (or at least trying to). Think of an Underworld so big it holds sentient races who've never heard of drow—or at least never actually seen one. It follows that for such a big, rich adventure playground to be rich, it will be full of new races, who live their lives in such different ways than humans on the surface that playing characters of these different races will demand new character classes.

Well, looky here! This gorgeous tome is brimming with details about subterranean-dwelling races, and new classes galore! I can't wait to explore the Underworld anew with all these new toys!

Ed Greenwood

Living in the Underworld of Aventyr for any period of time tends to alter one's perspective. The lack of light or changes in temperature that normally indicate day and night vanish, along with the meaning of the terms. The senses run amok as constant sounds flit in and out of the limits of hearing, and the need to be able to navigate in three dimensions—as chimneys and crevasses suddenly appear in your path—discombobulate any natural talent for direction. Were that not enough, the creeping horrors that developed below the picturesque surface of Aventyr have a disturbing trait of “changing” people.

In the stygian depths, the claustrophobic tunnels, endless caverns, undiscovered realms, countries, and entire lands beneath Aventyr's surface, the races that thrived have adapted to their home in ways unheard of in the Upperworld. Specialties suited to the peculiar and particular environs abound, while those that cling to sunlit ways fall prey to what lurks in the shadows.

The archetypes and classes in *Underworld Races & Classes* are most frequently associated with characters in the Underworld of Aventyr but can be adopted either by other races in an underground setting or by a character with an Underworld influence in their history. If your campaign doesn't have a subterranean bent, each class has other means and motivations for characters to pursue them detailed in their class entry.

UNDERWORLD HISTORY

The first of the four great historical events in the history of the Underworld of Aventyr came by the hands of the gods themselves during the *Forging of the Dvergr*. Finding the mythical creatures to be ultimately self destructive, the divine powers carved each into the four dwarven races (dweorg, dvergr, zwerc, and their foul kin, the gitwerc) and the immortals (elves and drow). The gitwerc removed themselves from the rest of these newly-created races, sealing a pact with the devils of Hel at the core of the world while their cousins were molded. Each of the different races of dwarves lived in tenuous peace deep below the surface of Aventyr while their slender, distant cousins sought refuge away and above. War would surely have erupted between the three great clans (dweorg, dvergr and

zwerc) were it not for the sweeping changes soon to overtake the Underworld.

The second great event is known as the *Grand Sculpting*, when the Progenitors (the first race of Aventyr, mysterious entities still shrouded by the mists of time) mastered the primal dragons of the subterranean depths. Enslaved, the powerful creatures were made to shape the whole of the continent beneath the surface, carving out grand empires and rerouting magma flows, creating vast networks of caves and connecting peoples and creatures never before exposed to one another.



GM Sidebar: Under the Surface

The Underworld is as separated as the surface world by oceans, lakes, and wide, turbulent rivers. Of course, on Earth, the subsurface is one complete mass, but Aventyr is different. Although no one is certain (largely due to the constant movement at the surface of Hel), many sages believe there are several continental Underworlds, each resting as an individual land mass on an ocean of internal fire—Hel, the realm that rests at the core of Aventyr. So rather than plate tectonics and shelf drift, the continents really *can* move quite spectacularly if monumental events take place within or on the surface of Hel; this might account for a number of the great extinctions, the raising of gigantic mesas and mountains, the isolation of races and peoples, and so on. The Underworld itself can take on an almost fluid characteristic as Hel moves, magma flows, and the previous configuration of caverns and tunnels is reshaped beyond recognition.

The dwarves scattered as the world around them was rebuilt by the potent draconic slaves; the dweorg to the relative safety near the surface, the dvergr to remote caverns to build cities of their own and the zwerc to isolated outposts barely tethered to the Material Realm, far removed from the rest of the world in pocket dimensions connected to the Elemental Plane of Earth (only accessible by the mystical Amber Roads—mysterious veins of orange crystal that bisect the realms of reality). The gitwerc and drow were already far removed from most of the Underworld (the

former near the core of Aventyr and ruling the realms directly above Hel, the latter foraging in the darkness at the farthest reaches of the existing cave networks after their banishment from the Silent Forest) and had little interest in the massive reshaping of the Progenitors.



GM Sidebar: Prehistoric Progenitors

The Progenitors remain a mystery of the past. Scholars believe the draaki to be the remains of the once great race that shaped the Underworld, but the many names attributed to the influential Progenitors—Kantaisa, Kantaa, Stamvader and more—leave the truth of their origins an enigma to even the finest historians of Aventyr. Legends suggest that the eldest primal dragons might know the truth of the mysterious, powerful, prehistoric peoples, but if they *do* know, they are keeping it to themselves.

The third event, the Great Schism, saw the downfall of those powerful slavers. Over centuries the dragons plotted in secret, subtly enchanting the tunnels and byways they carved through Aventyr, beneath the notice of their minders. In a grand ritual that promised to grant the Progenitor race great power, they instead awoke a seemingly impossible creature—the Dracoprime. Before the monstrosity could fully rise and form, the greatest mages of the once powerful slavers sacrificed the very essence of their species to see it destroyed, calling out with a cry that shook the most far flung planes. The Progenitors were saved, but much reduced in power, influence, and ability, rapidly mutating into the draaki.

Forming out of the bedrock beneath the oceans, most of the continent was safe from the Dracoprime's calamitous fall—all save Picollo. Once a great archipelago that extended far from the mainland, the realm of the halflings was reduced in one disastrous moment to a single island. Countless small folk died that cataclysmic day, and their world became forever changed by the mountainous creature's end. The drow took this opportunity to "save" numerous refugees of the Dracoprime's fallout, becoming the new powerful slavers beneath the surface, forcing the lesser races

under their charge to build magnificent cities hidden away in the endless caverns.

The desperate call of the draaki brought aid from a strange, otherworldly, god-like alien from far across the cosmos. Zagnexis transported his physical form (Zagn) and brood to Aventyr using a grand surge of divine power, placing them directly into the forming brain of the draconic idol. The Dracoprime's skull erupted with the insectoid god's body and its children, killing the monstrosity instantly. Many hoyrall, as its children were called, were carried to the Underworld where they prepared for a grand invasion, but the others remained on the surface engaging in a war that nearly consumed the remaining halflings of Picollo. Exis, the god's essence, maintained a connection with his creations, granting them a hive mind that made them a threat poised to topple the entire Underworld—if not Aventyr itself.

However, more than one bizarre entity answered the draakis' call for aid, and the colloid arrived in the Underworld in an event called The Confluence. Exis' conduit to his children had been studied by another being known as the colloid for some time. After several centuries the alien stole Exis' power to transport itself to Aventyr, shattering the hive mind that made the insect god's creatures such a serious danger. Their race fell into disarray, their deity's monstrous body turned into a mindless aquatic beast; the echoes of the colloid's arrival would soon leave even bigger waves in the sea of history.

While its message only now reaches Upperworld, the denizens below have known the colloid's touch for some time. One lich, obsessed with finding a way to protect himself from the otherworldly hive-mind, instead created two new species that survive in the subterranean world to this day (even if he does not). Each is a reflection of their creator; one a reduced version of himself but forever tied to stone (the *dødelig*), and the other that which he hated most—crystalline beings borne from contact with the alien creature (the *colliatur*).

It was during this latest period that the jungles of the Underworld saw the emergence of a fungal race that towers over its subterranean fellows with an aloofness and apprehension that sets them apart as surely as their intimidating presence, and they have propagated across Aventyr since.

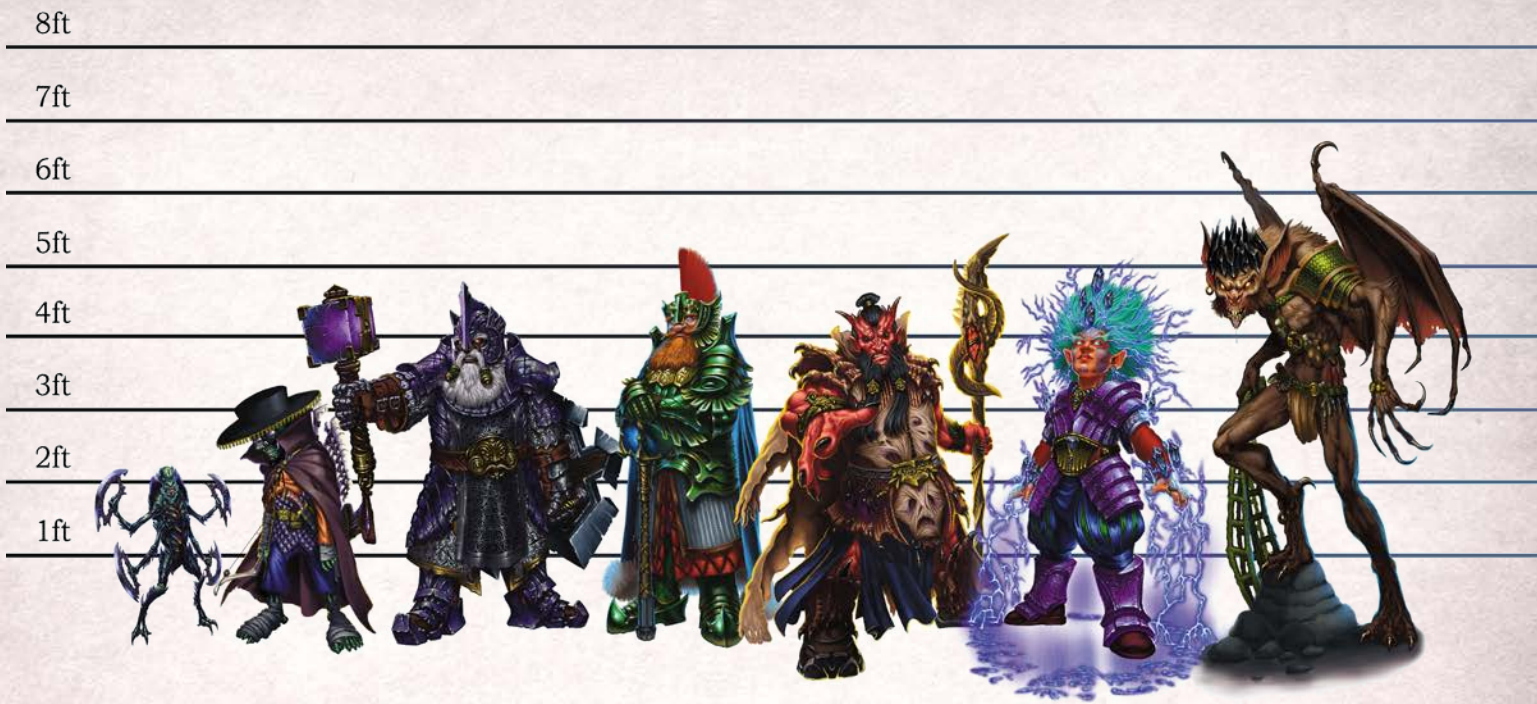
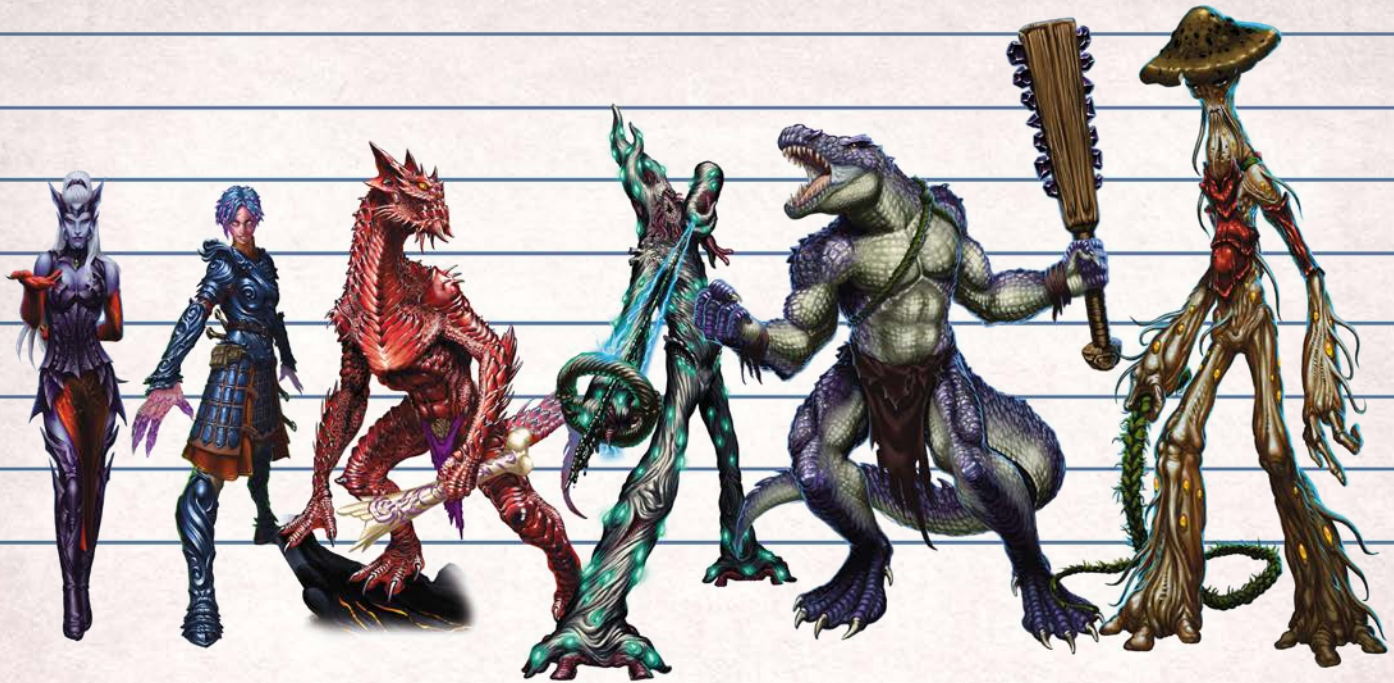


TABLE 1: UNDERWORLD RACES AGE, HEIGHT, AND WEIGHT

Race	Adulthood	Middle Age	Old	Venerable	Maximum Age
Ahooling	32	50	66	80	80 + 2d10
Dødelig	20	—	—	—	—
Draaki	14	32	52	64	68 + 3d12
Drow	125	250	400	450	650
Dvergr	40	65	140	165	200
Dweorg	40	75	150	175	225
Funglets	72	152	240	320	20 + 6d100
Gitwerc	30	50	100	125	60 + 4d100
Hoyrall	12	28	46	60	60 + 2d10
Kraidyl	11	84	132	150	150 + 1d20
Vestraadi	42	96	178	264	264 + 5d20
Zwerc	40	100	175	225	300

Race	Base Height	Base Weight	Modifier	Weight Modifier
Ahooling	5 ft. 1 inch.	190 lbs.	3d4	x2 lbs.
Dødelig	2 ft. 7 in.	16 lbs.	2d4	x1 lb.
Draaki	5 ft. 6 in.	180 lbs.	2d10	x5 lbs.
Funglets	7 ft. 1 in.	230 lbs.	3d10	x10 lbs.
Hoyrall	1 ft. 7 in.	34 lbs.	2d6	x2 lbs.
Kraidyl	6 ft.	200 lbs.	1d12	x10 lbs.
Vestraadi	4 ft. 5 in.	140 lbs.	3d10	x2 lbs.



FORGING OF THE DVERGR

In the days of darkness when the world was young, the gods forged a race from the very heart of the world itself. They called this race “Dvergr” and placed them close to the heart of Motherworld.

The dvergr thrived and prospered, but as time went on they became greedy, fighting over the precious metals and gems of the Motherworld.

The gods foresaw the self-destruction of the dvergr, and so they divided the race into five parts, each sharing the appearance of the first dvergr (but only a fragment of its whole).

The first were named dweorg, and were created from the dvergr’s hands and heart giving them honor and expert craftsmanship.

The second were made from the dvergr’s head, and kept its most proud of names. They stayed deep beneath the world toiling in their greatest cities, only an echo of their former selves.

The third were named the zwerc, created from the spirits of the dvergr. This granted them innate power over magic, their mystical nature making them loners and travelers with an endless thirst for knowledge.

The potent avarice of the dvergr, however, would not be undone by the gods. Their greed led them deep into Aventyr, much deeper than the gods had permitted

them to go. Soon they had discovered Hel—where devils and demons dwell—and while the first three races were created, a pact was forged with the denizens there. The devils granted the dvergr’s avarice physical form and realms in the deepest, most foul and flaming depths of the Underworld—but they did not stop there. The devils gave these dvergr the ability to siphon souls from the other races to feed themselves, and in turn they granted the dvergr more power.

When the gods returned to forge the fourth, they found the dvergr’s entrails snatched up by devils who had turned them into a terrible creature, the gitwerc.

The gods, realizing their mistake in creating a race with no evil intent, vowed never to do so again and went to work creating the fifth race in secret, using all the remaining parts of the dvergr. The fifth and final race would be eloquent, honorable, knowledgeable, and nearly immortal, yet the race would be forever divided, torn between light and darkness. Their souls were permanently bound to the world, sentenced with a nearly endless life staring out upon the sea of eternity, never able to attain that balance which comes so easy to the other races. The gods placed this race above and below the world, both in light and in darkness; they became the elves and the drow.

Then the gods did something which surprised all of the races. They created a realm between Upperworld and the Underworld, using the culminating thoughts of all the new races to forge the “Gift from the Gods,” the first humans: Ask and Embla.

This gift would bring balance to the world.

AHOOLING

These are the children of the winged terrors of the Underworld, the ahoool. Compared to their elders they are considerably smaller and seem less of a threat, but many denizens of the depths would disagree. The demanding life of ahoool society irons out the failings and weaknesses of these youthful creatures quickly, but when one is led too far astray or abandoned by their tribe, they pursue whatever path life provides for them (sometimes never reaching their full primal potential). Small collectives of ahoooling are said to live outside the brutal societies of the predatory ahoool, eschewing the bestial traditions of their greater cousins.

HISTORY

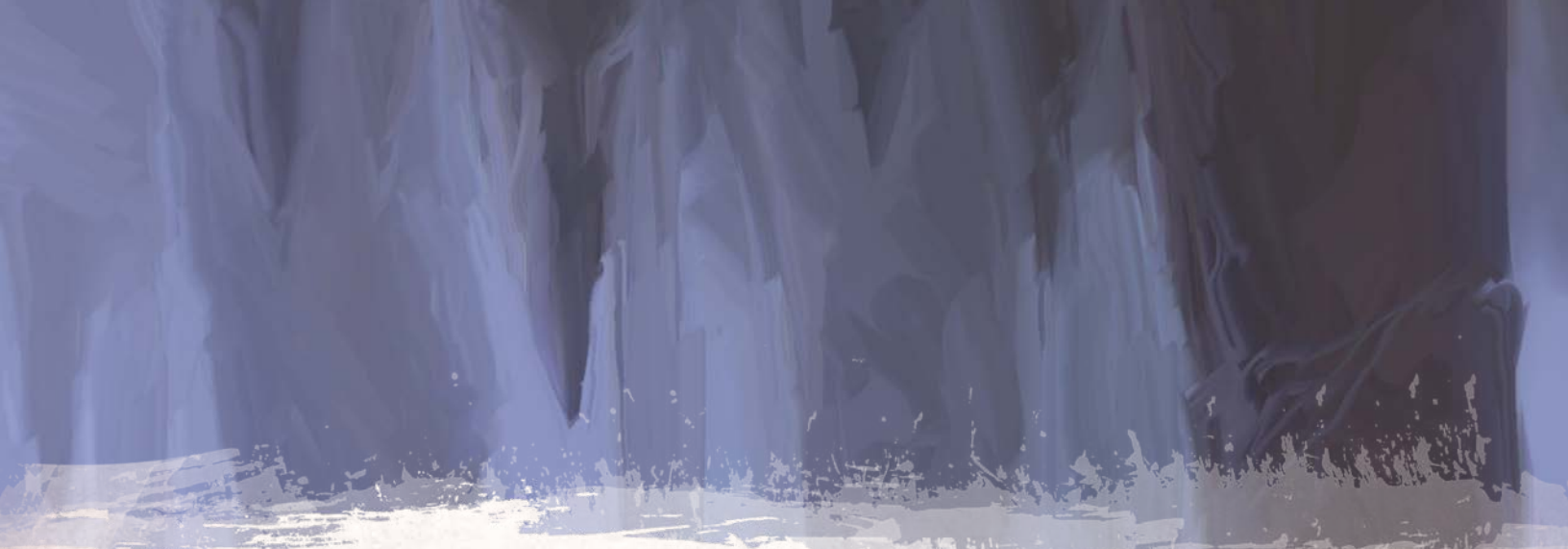
The origins of the ahoool are as mysterious and widely attributed as their strange transformations, but some facts are known to the most knowledgeable Underworld scholars. During the Forging of the Dvergr, the devils of Hel granted great power to the gitwerc but not without garnering the attentions of their demonic counterparts. The fiends capered about the endless caves, corralling vast swarms of lesser creatures—bats, crabs and rats, depending on where the demons found themselves—together into vast caverns prepared for the simple beasts arrival. When all was ready, they collectively engaged in a complex, wild, grand two-stage ritual. First, they morphed thousands of the tiny minds into singular souls, and then they infused each with the essence of a primordial air spirit born in the core of Aventyr—the resulting creatures were the true ahoool, predators supreme of the Underworld. The fierce, primal minds of the swarming creatures,



melded with the predatory instincts of the aether spirits, created a race that easily rivaled the gitwerc. Unlike the changes wrought by the devils, however, the means of continuation for these powerful Underworld creatures was not so simple.

When killed, these powerful beastmen dissipated into swarms of demonic bats, crabs and rats, fleeing from whatever felled them to infest the endless caves as infernal creatures. When the lesser demonic vermin interacted with any other of their kind, each attributed a swarm and eventually—through an extremely gruesome and painful transformation—created the first ahoooling. Those that survived are the ancestors of today's ahoool, carrying on the varied traditions required to catalyze their lesser forms and realize the true potential inherent in every ahoooling.

Demons are said to occasionally create a new true ahoool when the mood strikes them, but most of the originals have been destroyed by wayward adventurers



or the infernal dwarves. The rivalry between ahoool and gitwerc remains strong today—the beastmen crave the blood of the devilish stout ones, savoring what they believe to be the sweetest blood in all of Aventyr. A scant few of the true ahoool still roam the Underworld (seemingly immortal) and are said to influence the events of all their lesser kin in a manner mysterious enough to be fitting for their kind.

PHYSICAL DESCRIPTION

Ahooling are not considerable in size, though they tend to be very lean and well-muscled. Each bears marks of what it may grow into as the ahooling ages, but the creatures are remarkably adaptive and their bodies evolve to suit their behaviors and environments. Still, they all bear some similar traits—long, piercing fangs that peek from out of their mouths, bodies covered in fine, coarse dark brown hair, vestigial wings that jut out of their shoulders, taloned hands, and large ears that rise from their narrow skulls in short triangular folds of flesh. The irises of ahooling are predominantly yellow—the eyes of nocturnal predators.

SOCIETY

The core of their being demands a diehard approach to life from the ahoool, and even their lesser cousins, the ahooling, lead brutal, hardscrabble lives. They collect trophy fetishes, though only the strongest wear them openly; duels for assuming the spoils of victory from another are commonplace.

Ahooling treasure the drinking of blood; the more types of creatures one can legitimately claim to have succored from heightens their social status. Thus the most respected of the beastmen are either fierce combatants or purveyors of their most valued cultural

tradition: *vino sanguinis* (blood wine). While few in number, ahooling moss caverns (which are located on the floor of a cave rather than on the ceiling, unlike the ahoool's moss gardens) are always ruled over by a native that has traveled the Underworld and returned ascended, a full ahoool. When found by their more bestial cousins, these conclaves are quickly subsumed, whittled down until only the toughest ahooling remain. Their warriors are as much hunters as anything else, but the lesser beastmen show greater reverence for the arts and magics, allowing for their settlements to survive hidden from their stronger cousins.

RELATIONS

Ahooling are respected and feared by other underworlders, regarded as powerful—albeit dubious—allies. Some can be quite civilized, but they are natural cutthroats. Most explorers remain wary of the ahooling; they avoid killing captives, instead subjecting them to long, torturous existences as preferred livestock for the *vino sanguinis* brewers.

ALIGNMENT AND RELIGION

Ahooling are predominantly chaotic and evil, but not exclusively so. More than a few of the true ahoool's demonic lesser forms were discovered by adventurers that cleansed them, creating good impurities in the creatures before letting them loose once again. Sometimes these impurities surface in an ahooling, creating a beastman devoted to the purest ideals and goals. Though quite rare, paladin ahooling (and ahoool) are spoken of in hushed tones by the malicious elder denizens of the endless caves, and hunted down whenever a true ahoool learns of their existence.

ADVENTURERS

The demanding lives of ahooring turn them into exquisite hunters, effective scouts, deft warriors and brutal barbarians. Those that leave their home cavern exemplify the drive and focus of their race—these explorers find their primal urges prove invaluable as they travel across Aventyr. While they are normally best suited to bear a weapon, some take to spellcasting and make powerful sorcerers or oracles.

NAMES

Male Names: Asht'haht, Gymph, Kolschak, Riktha, Rorsk'haht, Tek'ta'kaht, Worlpth

Female Names: Errell'atht, Fisscourth, Graix, Nedrazt, Preall'atht, Sol'kla, Syrralth, Vanes'satht

AHOOLING MOSS CAVERNS

The homes of ahooring are expansive networks of caverns overgrown with moss that hangs from the ceiling and traps in moisture, making the interior warm and inviting compared to the cold passages of the Underworld. Were it not for the greater respect that lesser beastmen show for magic, these settlements would never survive. A PC that succeeds on a DC 20 Intelligence (Nature) check can determine from the tribal markings shown around an ahooring moss cavern just how barbaric and dangerous its residents are likely to be. A moss cavern of ahoornings typically becomes an ahoool moss garden (suspended in the air) after whatever initial founder's influence passes into the annals of history.

AHOOLING TRAITS

Your ahooring character has an assortment of inborn abilities that are part of your nature.

Ability Score Increases. Your Constitution score increases by 2 and your Wisdom score increases by 1.

Age. Ahooring mature slower than humans; they're considered young until the age of 32. On average, they live about 120 years.

Alignment. Most Ahooring are chaotic evil, believing in a cut-throat, savage and predatory view of the world and all within, valuing power and survival above all else.

Size. Ahoornings stand between 5 and 6 ft. 5 in. tall and average about 185 pounds. Your size is Medium.

Speed. Your base walking speed is 25 feet.

Ahooring Wings. By flapping your vestigial wings, you can slow your descent to 60 feet per round. You do

not take falling damage and land on your feet. If you are incapacitated, paralyzed or petrified before reaching the ground, you begin falling normally. To use this ability, you can't be wearing medium or heavy armor.

Bite. You can use your bite as a simple melee weapon with which you have proficiency. Your bite has the finesse and light properties, a reach of 5 ft. and deals 1d6 points of piercing damage.

Light Blindness. Abrupt exposure to bright light blinds you for 1 round.

Minor Blood Thirst. Ahoornings must drink the blood of others to fuel their metabolism. Every week, you must consume one gallon of blood per Hit Die or suffer from level 1 exhaustion. For every additional day without feeding, you increase the exhaustion level by a further +1. This exhaustion cannot be alleviated by any means apart from consuming blood equal to one gallon per exhaustion level incurred. If an ahooring manages to drink one gallon of blood, they reduce their exhaustion level by 1. A Medium-sized, healthy humanoid generally is assumed to have about 1.2 gallons of blood, though extraction of a whole gallon of blood is fatal to a single individual. Medium creatures drained for more than 0.5 gallons of blood suffer from level 1 exhaustion. For the purpose of this ability, assume creatures to have twice as much blood per size category above Medium, half as much per size category below Medium.

Radiance Vulnerability. You are vulnerable to radiant damage due to your dark heritage.

Sunlight Sensitivity. While in sunlight, you have disadvantage on attack rolls as well as on Wisdom (Perception) checks that rely on sight.

Superior Darkvision. Accustomed to life in the lightless depths, you have superior vision in dark and dim conditions. You can see in dim light within 120 ft. of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Underworld Resistances. You are accustomed to the harsh conditions of the underworld. You gain your choice of either cold and thunder resistance.

Languages. You can speak read and write Infernal and Common and generally can understand the basics of Draconic. Ahoornings generally tend to converse in hissing, visceral-sounding Infernal.

Subraces. Three subraces of ahooring are found in Aventyr: aquatic fledgling, terrestrial fledgling and vampiric fledgling ahoornings. Choose one of these subraces.

AQUATIC FLEDGLING

Ahooling that bear the heritage of a hool spawned from the demons near aquatic realms develop differently than their airborne counterparts; they do not receive wings, but are well-suited to water.

Born Swimmer. You have proficiency in the Athletics skill and gain advantage on all Strength (Athletics) checks made to swim. Once you gain 5th level, you gain a swim speed equal to your base speed.

Change Shape. At 3rd level, you can use *polymorph*, except you can only target yourself and you can only assume the form of a swarm of insects (crabs in the case of most aquatic fledglings) for 1 hour. You must take a long rest to use this ability again.

Gills. Aquatic Fledglings are at no risk of suffocation from being underwater, but can survive out of water only for 24 hours before they start to drown: You are immediately subject to the suffocation rules after this period. You require enough water to fully immerse yourself in it and spend at least 10 minutes inside the water to reset this timer.

TERRESTRIAL FLEDGLING

Not every ahooling evolves to take to the air or the water; some scamper along the walls and squeeze into the minute cracks of the endless caves, living as rat kings of the Underworld.

Born Climber. You have proficiency in the Athletics skill and gain advantage on all Strength (Athletics) checks made to climb. Once you gain 3rd level, you gain a climb speed equal to your base speed.

Change Shape. At 3rd level, you can use *polymorph*, except you can only target yourself and you can only assume the form of a swarm of rats for 1 hour. You must take a long rest to use this ability again.

Ground Control (Recharge 5-6). At 5th level, you can use your action to touch the floor of any subterranean cave, unworked stone or rock to make it ripple at your command. The terrain in a 5 by 30 ft. -line originating from you becomes difficult terrain. When you use ground control, all creatures in the area must succeed a Dexterity saving throw or fall prone. The DC for this saving throw is equal to 8 + your proficiency bonus + your Constitution modifier.

VAMPIRIC FLEDGLING

The most feared (and common) type of ahooling is the vampiric fledgling; feared for their powerful predatory instincts and their propensity for blood.



Blood Thirst. Vampiric fledgling must drink the blood of others to fuel their metabolism—more so than other ahoolings. Once per long rest, you must consume one gallon of blood per Hit Die or suffer from level 1 exhaustion. For every additional day without meeting the requirement, you increase the exhaustion level by a further +1. If an ahooling manages to drink one gallon of blood, they reduce their exhaustion level by 1. This exhaustion cannot be alleviated by any means apart from consuming blood equal to one gallon per exhaustion level incurred.

Change Shape. At 3rd level, you can use *polymorph*, except you can only target yourself and you can only assume the form of a swarm of bats for 1 hour. You must take a long rest to use this ability again.

Flight of the Vampire. At 5th level, your wings develop further. You have a flying speed of 35 feet.

Vampiric Bite. As a reaction to hitting a living (non-construct, non-undead) creature with a bite attack, you may heal 1d8 + your Constitution modifier hit points. This ability recharges on a short or long rest.

AHOOL KEENER

(CLERIC DOMAIN)

YOU HEAR THAT CREEPY CATERWAULING? SOUNDS LIKE keening, right? Don't be fooled—they make these noises as they vanquish their foes, so move—they're coming closer!

There is fascination in blood and those that consume it—from decadent nobles to savage cultures, there seems to be a primeval fascination associated with the drinkers of blood. It should come as no surprise, then, that the ahoolings not only have their own clergy with their hunting laments, but that some non-ahoolings follow this path as well.

AHOOL KEENER DOMAIN SPELLS

Cleric Level Spells

1st	<i>disguise self, wine to blood*</i>
3rd	<i>haunting glide*, ahool frenzy*</i>
5th	<i>nondetection, blight</i>
7th	<i>dimension door, freedom of movement</i>
9th	<i>dominate person, modify memory</i>

STEALTH OF THE PREDATOR

Starting when you take this domain at 1st level, you can use your action to grant yourself advantage on Dexterity (Stealth) checks. However, while thus affected, you suffer from disadvantage on Charisma (Persuasion) checks as you take on predatory features. This blessing lasts for 1 hour or until you use this feature again.

SANGUINE SUPPLICANT

Also at 1st level, you have shown your devotion to the ahool and similar drinkers of blood. You have advantage on Charisma checks against ahool, ahoolings, bats, vampires and similar creatures associated with bats and drinkers of blood. Additionally, such creatures tend to look favorable on your fawning and thus attack you last or not at all... or at least hear you out before trying to drain you of your blood. Finally, you are treated as an ahooling for the purpose of prerequisites.

CHANNEL DIVINITY: KEENING

Starting at 2nd level, you can use Channel Divinity to emit a haunting keening at a target within 120 feet that tears foes asunder. Make a ranged spell attack for the keening. If you hit, the target creature takes 2d6

thunder damage, 3d6 at 6th level, 4d6 at 11th level, 5d6 at 16th level. You can use this ability up to your Constitution modifier times. It recharges upon taking a long rest. If you also have the Ironsinger feat, you can use your bonus action to emit the feat's destructive vibration as though it originated from a target hit by your keening, using the creature as the point of origin.

SMASHING KEENING

At 6th level, when you deal thunder damage to a Large or smaller creature, you can choose to also push it up to 10 feet away from you.

POTENT SONICS

Starting at 8th level, your affinity with the blood drinking ahool and their ilk allow you to add extra power to your sonic attacks. You may add your Wisdom modifier to the thunder damage you deal with your keening and ironsing.

LORD OF CAVERNS

Beginning at 17th level, you have a flying speed equal to your current walking speed whenever you are underground or indoors.

AHOOLING FEATS

AHOOL SENSES

Prerequisites: Ahooling, Ironsinger

You have started to develop a preternatural sense based on echolocation. You gain the following benefits:

- You gain blindsight 60 ft. You cannot use blindsight when deafened. (Note: If you're using the Vestraadi's sonar-rules, you may gain access to the sonar, subject to your GM's approval.)
- If you have vampiric bite, you may use it one additional time before requiring a short or long rest to recharge.

AHOOLING FLIGHT

Prerequisites: Ahooling Wings, 8th level

You have trained hard and may now take flight with your vestigial wings, just like your vampiric brethren. You gain the following benefits:

- You gain flying speed equal to your base speed.
- If you already have a flying speed from the flight of the vampire ability, your flying speed increases to 60 ft.

IRONSINGER

Prerequisite: Ahooling

You have learned lethal harmonics that can tear foes apart, called Ironsinging for the smell of iron that accompanies the blood spilled.

- As an action, you emit a ray of destructive vibrations at a target within 120 feet. Make a ranged attack. If you hit, the target creature takes 2d6 thunder damage, 3d6 at 6th level, 4d6 at 11th level, 5d6 at 16th level. You can use this ability up to Constitution modifier times. It recharges upon taking a long rest.
- At 8th level, you gain resistance to thunder damage. If you already have resistance to thunder damage, you instead gain immunity to thunder damage.
- As a bonus action taken upon attacking an object or structure with a damage threshold, you may emit destructive resonances to decrease the object or structure's damage threshold for the attack by 5.

PRIMAL SPEAKER

Prerequisites: Ahooling

You are in touch with creatures associated with your kind.

- You gain the ability to comprehend and verbally communicate with bats, insects, and rats. The knowledge and awareness of many beasts is limited by their intelligence; at a minimum the creatures can give you information about nearby locations and monsters, including whatever they have perceived within the past day. You might be able to persuade a beast to perform a small favor for you, at the GM's discretion.
- If you have vampiric bite, you may use it one additional time before requiring a short or long rest to recharge.

TERRIFYING REVELATION

Prerequisites: Ahooling, flying speed

You know how to use your reputation to strike terror into the hearts of your foes.

- You gain advantage on attacks against creatures you have surprised.
- If you surprise a creature and hit it with a bite during the first round of combat, the target and all creatures hostile to you within a 30-foot radius of the target must succeed a Wisdom saving throw against DC 8 + your proficiency bonus + your Strength or Charisma modifier (your choice). On a failed save, the creatures are frightened for 1 round per point of your Strength or Charisma modifier (your choice).



- If you have vampiric bite, you may use it one additional time before requiring a short or long rest to recharge.

VAMPIRIC CHARGE

Prerequisites: Ahooling, flying speed

Driven by bloodlust, you can charge into the fray with devastating effect.

- If you move at least 10 feet in a straight line towards an enemy immediately before taking this bonus action, you either gain a +2d6 bonus to damage dice with your bite (if you choose to make a melee attack and hit) or knock the target down if it fails a Strength saving throw with a DC = 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice).
- If you have vampiric bite, you may use it one additional time before requiring a short or long rest to recharge.
- If you use vampiric bite as a reaction to an attack wherein you hit with a vampiric charge, increase the hit points you heal by +2d8.

AHOOLING EQUIPMENT

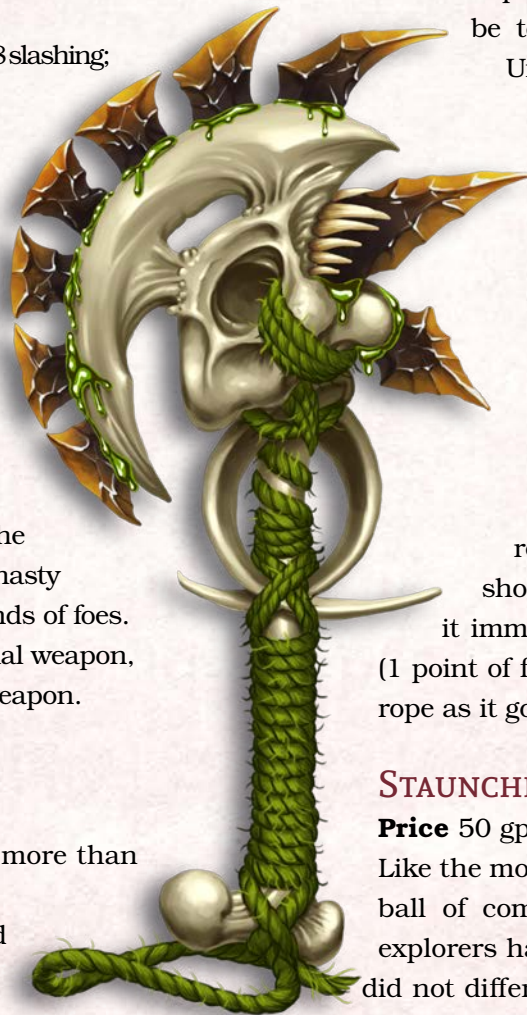
Ahooling have access to the following equipment.

AHOOLING MACUAHUITL

Price: 5 gp; **Weight:** 8 lbs.; **Damage:** 1d8 slashing;

Properties: Heavy, Versatile (1d10)

This vicious and savage weapon crafted by the ahooling is also known as “thirsting stick” in their guttural tongue. The weapon is a sword-like paddle crafted from bones or fungi, with grooves along the cutting edges. These are filled with chips or obsidian, sharpened bone or crystals, usually held in place with a mossy, fungus-based adhesive. The jagged edges of these chips have a nasty tendency to splinter off in the wounds of foes. The ahooling macuahuitl is a martial weapon, but ahoolings treat it as a simple weapon.



MOSS NET

Price 30 gp; **Weight** 3 lbs.

These tiny items seem to be little more than a compressed ball of green mass.

Made from highly compacted moss and treated with mysterious substances known only to the ahooling (and ahoool), when thrown against an object a moss net instantly expands to completely cover a 5 ft square or any Medium or smaller target occupying it.

A moss net operates exactly as a net does normally with a few key differences. A creature struck by a moss net also suffers from all the penalties a prone creature does, with the singular exception that once they are free of the moss net, no action is required to stand. A creature can use its action to make a DC 15 Strength check to free itself or another creature within its reach on a success. The net has AC 20, 20 hit points and a damage threshold of 5. Dealing 5 points of slashing damage to the net destroys a 5-foot-square section of it, freeing any creature trapped in that section. Additionally, a moss net is extremely susceptible to flame—even a single point of fire damage exceeding the damage threshold completely destroys it.

A moss net that hits an area covers it entirely in vegetation, making it into difficult terrain until it is cleared or burned away.

MOSS ROPE

Price 30 gp; **Weight** 8 lbs.

This rope normally has 6 hit points and can be torn with a DC 25 Strength check. Unlike standard ropes, however, a moss rope is capable of stretching considerably before breaking. Most moss ropes are designed for ahooling, and thus support up to 350 pounds of weight at a length of 50 feet. For every additional 50 pounds of weight the moss rope bears, it extends by 10 feet, up to a maximum length of 100 feet. For every 20 feet the moss rope stretches, its effective hit points reduce by 1 (to a minimum of 1) and should it bear more than 500 pounds, it immediately snaps. Any exposure to fire (1 point of fire damage) entirely destroys a moss rope as it goes immediately up in flames.

STAUNCHING MOSS

Price 50 gp; **Weight** —

Like the moss net, this item appears to be a tiny ball of compressed vegetable matter—unwary explorers have met untimely ends because they did not differentiate the two. A staunching moss also expands when used, but its area of effect is quite limited, covering a limb or patch of flesh without encumbering its user. When used in conjunction with Wisdom (Medicine) checks, staunching moss grants advantage to the check to treat an injury.

AHOOLING MAGIC ITEMS

BLOOD DARTS

Weapon (dart), uncommon

These obscenely dangerous slivers of obsidian are hazardous to handle for non-ahoolings (they take 1 point of slashing damage for each round it is held) but far more deadly to targets struck by them. You gain a +1 bonus to attack and damage rolls made with these darts. Additionally, when you strike an opponent with these darts, he has to make a Constitution saving throw (DC 8 + your proficiency bonus + your Strength

modifier). If the subject fails its save, the dart extracts knowledge from their blood. An ahooling can lick the blood from the dart and reliably answer 1d4 of the following questions:

- Who are you? (The name by which the creature is most commonly known.)
- What are you? (Gender, race, profession/role.)
- How was your blood last shed before being hit by the blood dart? (Brief outline of the events that caused its wound, to the best of the victim's knowledge.)
- When was your blood last shed before being hit by the blood dart?

Blood darts usually come in sets of 10. They can be reused.

DEMONIC TOOTH

Wondrous item, rare (requires attunement)

To use this noxious, rotten and pitted tooth, you have to ritualistically insert it into your mouth. After doing so, you suffer disadvantage to all Charisma-based skill checks while it is your mouth. You change the damage inflicted by your bite attacks to necrotic damage and increase the damage caused by your bite by +1d6.

TRUE AHOOL CROWN

Wondrous item, legendary (requires attunement)

This grisly crown is made from unnaturally smooth obsidian inlaid with gemstones of varying colors and complexity, but entirely covered in gore that reappears as soon as it is wiped away.

The wearer of a true ahool crown gains the ability to mentally command swarms of creatures. As an action, you can target a number of swarms with a collective number of Hit Dice no greater than your own and subject them to a Wisdom saving throw with a DC of 8 + your proficiency bonus + your Charisma and Constitution modifiers. On a failed save, each of the individual creatures of the swarm are subject to your total and absolute, permanent mental control. Ahoolings controlled while in their swarm form and similar creatures that can assume swarm forms remain under your control upon reverting to their original forms.

While you're wearing the true ahool crown, you may control multiple swarms, but their total Hit Die may never exceed your own.

AHOOLING SPELLS

The following spells are available to ahooling spellcasters at the discretion of GMs.

AHOOL FRENZY

3rd-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (1 ounce of blood)

Duration: Concentration, up to 1 minute. (See text.)

You make one willing ahooling or ahool within range become incensed with a bestial bloodlust that drives their movements in combat to greater heights of savagery, mimicking a barbarian's rage.

Any attacks against or attacks from targets that have been bitten by the enchanted ahool or ahooling gain the rage damage bonus as though the attacker had barbarian levels equal to their Hit Dice. The target of the spell also chooses resistance to bludgeoning, piercing or slashing damage—the target gains resistance to the damage type chosen for the duration of this spell. If you cast this spell on yourself, you can still concentrate on this spell, even though you're treated as though in a rage. The target of this spell can end it as a bonus action.

HAUNTING GLIDE

3rd-level illusion

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (piece of an Underworld creature's wing)

Duration: Concentration, up to 10 minutes.

After you cast this spell, as soon as any target in the area leaves the ground, the magic activates, turning them both silent and invisible but only while they remain aloft. Both effects deactivate as soon as a target touches the ground (not the ceilings or walls, but the ground or floor).

WINE TO BLOOD

1st-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (bottle of wine)

Duration instantaneous

This spell takes any non-magical inert liquid and changes it into blood. It doesn't taste very good, but provides the nutrients necessary for an ahooling or ahool to survive.



CRYSTAL SCOURGE OR SALVATION?

Colliatur are Aventyrians that drank from waters carrying a pathogen designed by one of the world's first masters of magic, Udødelig, released through Underworld streams and to the surface above. These microorganisms cannot completely stop the advance of the alien biology's invasion of a host body, but they do prevent them from becoming completely sublimated to the otherworldly entity's will. The limited time available to the undead wizard prevented wide dispersal of the anti-colloid virus, leaving the extraterrestrial sentience puzzled by how any creature could resist its psyche (there is a 1% chance that a PC has been exposed to this otherwise benign virus and is immune to the detrimental effects of the colloid). Colliatur are often found leading the subjects of the colloid—their independence proving to be an attracting force to the alien's thralls—and may be encountered anywhere in the Underworld or Upperworld.

HISTORY

The colliatur are a new race to the world of Aventyr, created by the mad designs of Udødelig after The Confluence. Their “parent”, the colloid, is a creature from the far flung stars of the cosmos and unlike any other on Aventyr (even the hoyrall, though they share some eerily similar traits). A collective intelligence that rivals deities in its mental powers, it sensed the mass transposition of life forms across the galaxy during the Great Schism. For centuries it studied the conduit maintained by the alien half-god Exis, engineering a means to take that power for its own.

Eventually the colloid's chance came; through incalculable machinations for nearly any other entity, the colloid seized the half-god Exis' divine connection to the hoyrall, subverting it to catch upon an asteroid headed for Aventyr. The hive-mind of the alien insects in both Underworld and Upperworld was destroyed instantly, and as the bizarre entity hurtled across the galaxy, their societies fell in upon themselves.

COLLIATUR

WE ARE THE RADIANT, WE ARE THE ETERNAL. WE ARE THE scourge of the undead, the salvation of the meek and downtrodden. By our light you shall know us. By our gleaming skin, our radiant stride. We bring deliverance and an end to the unloving threat that plagues your lands. Some call us the Shining Ones, others the Luminaires or Luxites, and still more name us Krystallerne, Eðalsteinn or Gimsteinnmenn—we prefer Colliatur. Choose freely for we judge you not, for we are your salvation.

When the colloid and the meteor it used to traverse the cosmos landed in the First Hive, the overload of stimulation in its reentry to the atmosphere left the alien entity confused and distraught. In the onslaught that ensued, thousands of hoyrall died as the colloid rampaged away to solitude far below in the Underworld, where it could regain its senses of purpose and understand all that had occurred since its relatively quiet journey across the stars.

As it re-assembled itself and re-encountered sentient life, the colloid began to understand more of what had occurred and recognized the great threat represented by the necromancy of the first lich, Udødelig. Centuries before he had fled below the surface of Aventyr, taking refuge in an undertower near the First Hive. When the colloid landed in the Underworld, his shambling minions were the first formidable force the alien encountered and the hatred it feels for all undead knows no bounds.

Before the colloid could reach and consume the obsessed lich, the undead wizard managed to enact one of his countless ploys to undermine the alien entity. Though the ancient mage's mastery of biology was largely useless to the creation of an entire race of undead, he was well-suited to craft an organism which could aid the living against the otherworldly entity.

After fleeing from the colloid's arrival in the First Hive, Udødelig crafted a grand undertower that stretched far into the bedrock of Aventyr, a place where he thought only his kind could survive. For decades he employed advanced arcane techniques and powerful spells to hone his craft and eventually, using the bacteria and countless other creatures invisible to the naked eye, Udødelig created a microorganism tailored to modify living tissue to resist the colloid. Immediately, the undead mage set off to disperse his fabrication across Aventyr, releasing batches of the creatures into the many waters of the Underworld. While he was away, the colloid discovered the location of Udødelig's undertower. The colloid lay in wait, and on the mage's return struck a fatal blow. Udødelig did not survive to create more of the virus, but enough propagates that the colliatur have begun to appear all across Aventyr.

PHYSICAL DESCRIPTION

Colliatur appear much like the base creature does, save for a few subtle changes. Their hair has several strands that are crystalline, their pupils appear to be distorted into the shape of many pointed stars, and their fingertips become reflective and metallic. Perhaps most disturbing of all, the teeth of all colliatur are a perpetually clean, stark white.

SOCIETY

These children of the colloid are inclusive, kind and friendly to all races. When left entirely to their own devices, colliatur are disturbingly quiet and seemingly lethargic, though they're more likely to be in deep contemplation. There is little celebration for the arts or purportedly impressive deeds, but the few stories told of settlements of their kind speak of architecture that defies understanding and resonances that shake men to their cores.

RELATIONS

Most upperworlders and underworlders greet the colliatur with open arms, accepting their warm embrace with either a hidden dagger or hand out for mercy. Their tendency to deeply value life make them fast allies in both cases, but their hatred of undead make them mortal enemies of the dødelig. Hoyrall that recognize them for what they are will attack them instinctively (which anyone who knows their true purposes is wont to do). Despite all of that, aside from the dweorg, they are the most celebrated and desirable race from the Underworld as far as most of Aventyr is concerned.

ALIGNMENT AND RELIGION

Colliatur typically gravitate towards the Neutral alignment over time, but may be of any alignment they please. They rarely worship any of the gods, instead gaining quasi-mythic abilities from the colloid. Those few that turn their backs on the alien entity find solace in He who Renews, Eureum.

ADVENTURERS

Exploring is a natural impulse for the colliatur, and spreading the message of the alien overmind is their first priority. Spellcasters are common among them, but warriors of particular prowess are frequent as well.

NAMES

Colliatur tend to keep the names they had before their transformation.

EMISSARIES ACROSS AVENTYR

Some colliatur take refuge with the colloid, but not all; the otherworldly entity is pleased when creatures immune to its call ally with it regardless, but it does so with a cold, calculating plan to segregate these unique beings from the areas of itself most likely to be tread across. Other colliatur create their own settlements, hybridizations of the culture they once knew and the otherworldly forces at play within themselves. Duplicating architecture from Upperworld and Underworld, their buildings have an architecture that seems to twist when looked upon, their structural points truly bizarre and difficult to comprehend.

Whether on the surface or below it, the vast majority of these wondrous towns and villages are said to be extremely amicable to passersby, providing them with free lodging and foodstuffs. Explorers, however, should be reticent when entering a colliatur settlement; some of their race have become militant to the dangers presented by the colloid, and travelers that take of their kindness are soon to find themselves conscripted into service against the alien entity. An Intelligence (History) check (DC 20) gives warning enough that a colliatur settlement has taken on this aggressive stance before it's too late.

COLLIATUR TRAITS

Your colliatur character counts as both the parent race and as a colliatur for purposes of race.

Ability Score Increases. Your Charisma score increases by 2 and two of your other ability scores of your choice increase by 1.

Age. Colliatur mature at the same rate as their parent race.

Alignment. Colliatur tend to gravitate towards true neutrality, though the high value they ascribe to life also means that quite a few of them are perceived as good.

Size. Colliatur come in different shapes and sizes due to the diverse parent races. Your size is your choice of either Small, Medium or Large.

Speed. Your base walking speed is 30 feet if you are Medium, 25 feet if you are Small or Large.

Acid Conversion (Recharges after a Long Rest). Your organic parts may be hurt by acid, but your crystalline parts are capable of converting it into life. As a reaction to taking acid damage, you may regain 10 hit points on your next turn. Acid damage can never kill you, only knock you out.

Condition Immunity. If you are of Small size, your body inadvertently has a higher crystal/colloid-density than your larger brethren. You gain immunity to the charmed condition.

Conductivity. While your crystalline structure provides a lot of benefits, it also conducts lightning much better than flesh and bone. If you take lightning damage, you suffer from disadvantage on Dexterity saving throws for a number of rounds equal to your Hit Dice.

Crystal Refraction (Recharges after a Long Rest). Your crystalline structure can absorb certain types of magic, but only under the right circumstances. Whenever you are targeted by a ranged spell attack or a spell that specifies that it works via a "ray" (like *disintegrate*, *prismatic spray* or *ray of enfeeblement*), you may, as a reaction to being hit by the ray, harmlessly absorb it. If you do, you immediately end the spell's effects. Consuming the magical energy nourishes you as if you have eaten a full meal, but also is strenuous: You immediately increase your exhaustion level by +1 upon using this ability.

Energy Immunity. As a resplendent being of crystal and flesh, you are immune to radiant damage.

Energy Resistance. You are anathema to the undead and the tainted energies of unlife. You gain resistance to necrotic damage.

Parent Race. You choose the parent race for your colliatur character. You qualify as both your parent race and as a colliatur for purposes of racial prerequisites, item-use restrictions, etc. You do not receive any of the racial features of your parent race, though.

Sacred Life. You value life, any life, more highly than just about all other races as a consequence of

your entwinement with the colloid. Ending a life is an emotionally and physically draining procedure for you. If you choose to kill a living creature upon reducing it to 0 hit points instead of knocking it out, you immediately increase your exhaustion level by +1, up to a maximum of 5. Constructs, elementals and undead are exempt from this—you can destroy these creatures without ramifications.

Superior Darkvision. Seeing the world through star-shaped, resplendent pupils has its benefits. You can see in dim light within 120 ft. of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Thunder Vulnerability. Due to the crystalline structures suffusing your body, you suffer from vulnerability to thunder damage.

Languages. You can speak Common and the languages of your parent race.

COLLIATUR REAVER

(MONK VARIANT)

RUN, YOU PUNY UNDEAD MONSTROSITY—YOU SHALL NOT escape the radiant wrath of the chosen agents of the colloid!

The colliatur reaver is a lethal adversary unlike any other—with crystal-suffused skeletons, these master of their own, strange fighting style can exert superb control over their crystalline components, shaping them into truly deadly claws. More importantly, they can generate crystalline, razor-sharp filaments they can emit and wield with a precision unknown in the realms above, cutting undead and the foes of the reaver into deadly ribbons.

CREATING A COLLIATUR REAVER

When you make your colliatur reaver, think about your awakening as a colliatur. Do you remember your life before the transformation? Perhaps you once were a true blackguard, a dastardly foe, now mellowed out by the influence of the colloid. Or you once were a divine champion of good, now struggling to adapt to a new world-view. Your ability to control your crystalline parts is impressive and beyond what other colliatur can accomplish—so how were you chosen? Do you simply have a talent for the art? Or were you groomed in a strange process within the colloid's crystalline depths

to be its executioner? Perhaps you have deliberately sought the art and transformation to execute your own revenge against the forces of darkness? The existence as a colliatur reaver may be a journey to self-awareness via combat, an enlightenment arising from conflict or it may be a revenge-driven quest to annihilate undead. Work with your GM to make the unique concept of your character shine as brightly as the crystalline filaments you'll use to wreck your foes.

QUICK BUILD

You can make a colliatur reaver quickly by following these suggestions. First, make Dexterity your highest ability score, followed by Constitution. Second, choose the hermit or urchin background.

CLASS FEATURES

As a colliatur reaver, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per colliatur reaver level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per colliatur reaver level after 1st

PROFICIENCIES

Armor: None

Weapons: Simple weapons, shortswords

Tools: Choose one type of artisan's tools or thieves' tools

Saving Throws: Dexterity, Constitution

Skills: Choose two from Acrobatics, Athletics, Insight, Perception, Persuasion, Sleight of Hand and Stealth

EQUIPMENT

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

- **(a)** shortsword or **(b)** any simple weapon
- 10 darts
- **(a)** dungeoneer's pack or **(b)** an explorer's pack

UNARMORED DEFENSE

Beginning at 1st level, while you are wearing no armor and not wielding a shield, your AC equal 10 + your Dexterity modifier + your Charisma modifier.

COLLIATUR REAVER

Level	Proficiency Bonus	Martial Arts	Crystal Points	Features
1st	+2	1d4	—	Unarmored Defense, Martial Arts, Claws of Crystal
2nd	+2	1d4	2	Crystal Powers, Jack-in-the-Limb
3rd	+2	1d4	3	Reaving Tradition
4th	+2	1d4	4	Ability Score Improvement
5th	+3	1d6	5	Extra Attack, Pacifying Strike
6th	+3	1d6	6	Colloid's Blessing, Reaving Tradition feature
7th	+3	1d6	7	Evasion, Stillness of the Colloid
8th	+3	1d6	8	Ability Score Improvement
9th	+4	1d6	9	Thunder Adaption
10th	+4	1d6	10	Pure as Crystal
11th	+4	1d8	11	Reaving Tradition feature
12th	+4	1d8	12	Ability Score Improvement
13th	+5	1d8	13	Tongue of the Mortals
14th	+5	1d8	14	Diamond Soul
15th	+5	1d8	15	Live by Light
16th	+5	1d8	16	Ability Score Improvement
17th	+6	1d10	17	Reaving Tradition feature
18th	+6	1d10	18	Colloid's Body
19th	+6	1d10	19	Ability Score Improvement
20th	+6	1d10	20	Avatar

MARTIAL ARTS

At 1st level, your skills with deadly, crystalline martial arts grant you mastery of combat styles that emphasize crystalline claws and monk weapons, which are short swords and any simple melee weapons that don't have the two-handed or heavy property. You gain the following benefits while you are unarmed or wielding only monk weapons and you aren't wearing armor or wielding a shield:

- You can use Dexterity instead of Strength for the attack and damage rolls of your unarmed attacks and monk weapons.
- You can roll a d4 in place of the normal damage of your unarmed strikes or monk weapon. This die changes as you gain Colliatur Reaver levels, as

shown in the Martial Arts column of the Colliatur Reaver table.

- When you use the Attack action with an unarmed strike or monk weapon on your turn, you can make one unarmed strike as a bonus action. For example, if you take the attack action and attack with a quarterstaff, you can also make an unarmed strike as a bonus action, assuming you haven't already taken a bonus action this turn.

Colliatur Reavers tend to train with monk weapons that emphasize piercing and slashing damage, featuring strange and often alien weaponry. These weapons have a lot of variations in name and specific design, but utilize the game statistics provided for simple weapons found on page 65 of the *System Reference Document 5.1*, only changing the damage type as appropriate.

CLAWS OF CRYSTAL

Also at 1st level, you learn to exert a level of control over your crystalline claws. You may cause the crystals of your body to cover your hands in razor-sharp claws. You can change the damage type inflicted with your claws as a bonus action. Your claws can inflict either bludgeoning, piercing or slashing damage and you are proficient with them. Crystalline Claws are treated as unarmed attacks for the purposes of the Martial Arts class feature.

CRYSTAL POWERS

Starting at 2nd level, the structures of crystal underlying your physiology enhance your potency in combat, granting you wondrous powers. These powers are represented by a number of crystal points. Your Colliatur Reaver level determines the number of crystal points you have, as shown in the crystal points column of the colliatur reaver table. You can spend these points to fuel various crystal powers. You start knowing three such features: Flurry of Blows, Patient Defense and Crystal Refraction. You gain more crystal powers as you gain levels in this class. When you spend a crystal point, it is unavailable until you finish a short or long rest, at the end of which your body regenerates its potent powers. You must spend at least 30 minutes of the rest and eat and drink, since your metabolism fuels your powers. Some of your features require your target to make a saving throw to resist the feature's effect. The saving throw DC is calculated as follows:

$$\text{Crystal Powers save DC} = 8 + \text{your proficiency bonus} + \text{your Constitution modifier}$$

CRYSTAL REFRACTION

You may expend a crystal point as a bonus action on your turn to recharge your Crystal Refraction racial feature and use it an additional time before requiring a long rest. When you do, you also negate the exhaustion level increase incurred by using your Crystal Refraction racial feature.

FLURRY OF BLOWS

Immediately after you take the Attack action on your turn, you can spend 1 crystal point to make two unarmed strikes as a bonus action.



PATIENT DEFENSE

You can spend 1 crystal point to take the Dodge action as a bonus action on your turn.

JACK-IN-THE-LIMB

Also at 2nd level, you gain the Jack-in-the-Limb feat.

REAVING TRADITION

When you reach 3rd level, you commit yourself to a reaving tradition: The Crystalline Cannonade or the Reaving Vortex, all detailed at the end of this class description. Your tradition grants you features at 3rd level and again at 6th, 11th and 17th level.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

PACIFYING STRIKE

Starting at 5th level, you can interfere with an opponent's body and mind, instilling a sense of the profound quietude and calmness of the colloid inside them. When you hit another creature with a weapon granted or modified by the class features of the colliatur reaver, you may spend 1 crystal point to attempt to calm the creature. The target must succeed on a Constitution or Wisdom saving throw (target's choice) or become charmed until the end of your next turn. If the creature is subject to a spell or effect that instills murderous rages, subject to the confused condition or similar effects that are based on an emotional response, the target receives another save against these effects. Additionally, barbarian rages and similar features are suppressed for as long as the target is charmed.

COLLOID'S BLESSING

At 6th level, all your attacks with weapons modified or granted by this class are treated as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. Additionally, any attacks made with the Claws of Crystal class feature receive +1 to attack and damage rolls. This bonus increases to +2 at 10th level and +3 at 15th level.

EVASION

Beginning at 7th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or devastating spells due to your enhanced reflexes. When you are subjected to an effect that allows you to make a Dexterity 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.

STILLNESS OF THE COLLOID

Also at 7th level, you can use your action to end one effect on yourself that is causing you to be frightened. Additionally, you may spend 1 crystal point as part of using this feature to immediately end one type of ongoing damage you suffer from, as your crystalline physiology supports your mortal parts.

THUNDER ADAPTATION

Starting at 9th level, you lose your racial vulnerability to thunder damage.

PURE AS CRYSTAL

At 10th level, you can touch upon the pristine beauty refracted through your crystal components to destroy your foes. You may now also choose to deal radiant damage with your Claws of Crystal class feature.

TONGUE OF THE MORTALS

Starting at 13th level, you learn to touch the primal longing and sense of aesthetics in other minds, so that you can understand all spoken languages of mortal creatures. Any creature that can understand a language can understand what you're saying. However, immortal creatures with no natural maximum life span seem to be curiously exempt from this: You can't communicate with such beings in this way. You may spend 1 crystal point as part of uttering any statement to render your speech completely intelligible gibberish to immortal creatures.

DIAMOND SOUL

Beginning at 14th level, your strange physiology grants you proficiency in all saving throws. Additionally, whenever you make a saving throw and fail, you can spend 1 crystal point to reroll it and take the second result.

LIVE BY LIGHT

At 15th level, your crystalline components support your whole physiology, drawing sustenance from exposure to bright lights like those emitted by the colloid's crystals. If you spend at least 1 hour during a long rest soaking in light from a very bright source, you do not need to eat, drink or sleep for 24 hours.

COLLOID'S BODY

Beginning at 18th level, you can use your action to spend 4 crystal points to generate a crystalline sheathe of exoskeleton-like armor that lasts for one minute. While this armor is active, you have resistance to all damage types except thunder and you are immune against the frightened and charmed conditions.

AVATAR

Beginning at 20th level, you become one of the avatars of the colloid. Whenever you roll for initiative and have no crystal points remaining, you regain 2 crystal points. Additionally, when using your Colloid's Body class feature, you may expend an additional 2 crystal points (for a total of 6) to become immune against all damage types except thunder for the duration. However, if you do, you incur one level of exhaustion once the duration of Colloid's Body elapses.

REAVING TRADITIONS

There are two commonly known types of mutations and paths taken by colloid reavers, known as reaving traditions. There may well be more out there and all three require the unique physiology that blends living crystal with hot-blooded flesh and thus can only be practiced by the colliatur most adept at manipulating their own body, the truth of the information resonating forth from the colloid and changing the bodily structure of the colliatur reaver to accomplish feats otherwise deemed impossible. Some colliatur reavers must make a pilgrimage to a node of colloid containing the respective information, while others already have the required impulses dormant within their very bodies. These modifications generally require a certain aptitude and thus, a colliatur reaver need choose a tradition only upon reaching 3rd level.

CRYSTAL CANNONADE

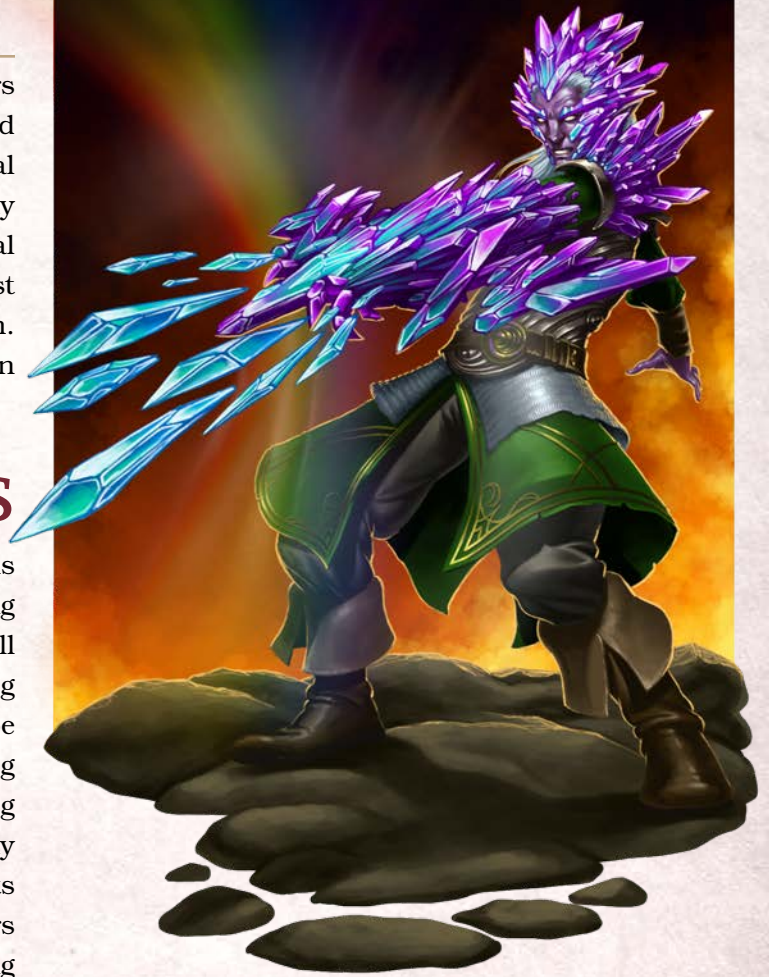
The offspring of the colloid quickly learned to adapt to the terrestrial Aventyrian weapons, and the crossbow was the first the alien collective was to fully embrace. These inexplicable warriors turn the weapons into otherworldly devices that fire slivers of crystal that slam into objects, but strangely melt into living creatures.

BONUS PROFICIENCIES

At 3rd level, you gain proficiency with light, hand and heavy crossbows.

CRYSTALLINE CROSSBOWS

Also at 3rd level, you learn to have your crystalline structures grow over a crossbow you wield as a bonus action, fusing it to your hand. While fused to your hand,



you can't hold objects or manipulate objects with the hand that is fused with your crossbow. It is possible to fuse one crossbow to each of your hands, but when you do, you obviously can't use your hands. You may use your bonus action on your turn to separate one of your hands from one crossbow fused to you.

When thus fused to your body, crossbows lose the two-handed property and expend no ammunition, as your body has a small reservoir of crystalline bolts and reloads the crossbow with crystalline bolts specifically generated for the respective weapon. Your crystalline crossbows have a Capacity of 2 (see crystalline crossbow rules below) while fused to your hands. These crystalline bolts change the damage type inflicted by the crossbow to the type you inflict with your Crystalline Claws class feature. You can generate an infinite amount of these crystalline bolts, but they melt away to a sludge after 1 minute, so they can neither be sold, nor scavenged from the battlefield.

Starting at 5th level, your crystalline ammunition receives +1 to attack and damage rolls and is treated as ammunition+1 for all intents and purposes. This bonus increases to +2 at 10th level and +3 at 15th level.

After completing a long rest, you may spend 5 minutes in meditation to modify one of your hand's capacity to hold bolts for your crystalline crossbows. Whenever you do, you may expend a number of crystal points of up to your Constitution modifier. For each crystal point spent, you increase the Capacity of one of your crystal crossbows by 1 until you next complete a long rest. (So if you want to enhance the capacity of 2 crystal crossbows, you have to pay the costs separately.) This way of spending crystal points reduces your maximum of crystal points by the amount of crystal points spent until you complete a long rest.

CRYSTALLINE SHRAPNEL

At 6th level, you may add the Spread Rate of Fire to a crystalline crossbow when customizing it after a long rest. Adding Spread to a crystalline crossbow reduces your crystal points maximum by 2 per hand modified.

LETHAL CRYSTAL BURSTS

Beginning at 11th level, you can add the Burst Rate of Fire to a crystalline crossbow with a Capacity of 3 or higher when customizing it after a long rest. Adding Burst to a crystalline crossbow reduces your crystal points maximum by 3 per hand modified. Additionally, you increase the base Capacity of your crystalline crossbows to 3.

CRYSTALLINE BARRAGE

At 17th level, you can add the Automatic Fire Rate of Fire to a crystalline crossbow with a Capacity of 10. Adding Automatic Fire to a crystalline crossbow reduces your crystal points maximum by 4 per hand modified.

CRYSTALLINE CROSSBOW RULES

Capacity. Each crystalline crossbow has a Capacity to hold a number of bolts before requiring a reload. This is denoted by the firearm's Capacity rating.

Reload. Each crystalline crossbow holds a different amount of ammunition, as denoted by the Capacity value of the crossbow. Reloading a crystalline crossbow once its Capacity is emptied requires focused concentration and takes an action during combat.

RATES OF FIRE

Burst. The crystalline crossbow can fire short bursts, improving its damage. A burst consumes at least 3 bolts, but allows you to increase the damage inflicted

on a successful attack by an additional damage die. A hand crossbow would deal +1d6 damage, for example, while a light crossbow would deal + 1d8 damage.

Spread. Crystalline crossbows with the spread property allow the wielder to affect more than one creature or object per shot, but only at normal range. When firing the crossbow, any creatures adjacent to the target must make a Dexterity saving throw (DC = 8 + wielder's proficiency bonus + wielder's choice of either Intelligence or Dexterity modifier) or take damage equal to one die step lower than the base damage die of the firearm used. A crossbow with a base damage of 1d6 would for example deal 1d4 piercing damage to targets affected by such shrapnel, while a crossbow with a base damage of 1d10 would deal 1d8 piercing damage from spread fire.

Automatic Fire. Instead of shooting at a single target, crossbows with this rate of fire property can target a 10-foot cubical area within long range with bullets. Every creature in that area must succeed a Dexterity saving throw (DC = 8 + wielder's proficiency bonus + wielder's choice of either Intelligence or Dexterity modifier) or suffer the damage of the attack. Creatures take no damage on a successful save. Targets have advantage on their saving throw if the distance is equal to or greater than the weapon's normal range. An attack with an automatic fire crystalline crossbow consumes at least 10 bolts.



Designer's note

The crystalline cannonade's system is intentionally designed so it works with the firearm rules introduced in this book. GMs who do not want black powder firearms in their campaign still can easily use the crystalline cannonade.

REAVING VORTEX

Some colliatur reavers learn to grow razor-sharp filament wires from their bodies, whipping them around with a flick of the wrist, standing immovable in a vortex of destruction as the filament-wires cut apart any opposition.

REAYER'S FILAMENTS

Starting at 3rd level, you can generate deadly reaver's filaments—crystalline, fragile and dazzling, the reaver filaments deal the same damage and damage type as the one chosen for the Claws of Crystal class feature. Reaver filaments are treated as monk weapons. Reaver's filaments are ranged and melee weapons at the same time and may be used to attack adjacent foes without suffering from disadvantage. When used as melee weapons, reaver's filaments have the reach property. When you use them as ranged weapons, they are subject to cover and all usual modifications for ranged attacks and have a range of (20/40). You can wield one reaver filament per hand. The usual rules for two-weapon fighting apply when using two filaments. A filament requires gestures to execute attacks, thus you needs to have nothing but the filament in your hands to direct the attacks. Reaver's filaments are not precise enough to open doors, pick locks or perform similar actions.

Reaver's filaments have hit points equal to your Wisdom score, a damage threshold of 0 and, if destroyed, can be reformed as an action that provokes opportunity attacks.

FILAMENT SUPERIORITY

Beginning at 6th level, you may perform devastating tricks with your razor-sharp filament wires.

Maneuvers. You learn two maneuvers of your choice, which are detailed under "Maneuvers" below. Maneuvers enhance your attack or defense in some way. You can use only one maneuver per attack with a filament and may only use them when attacking with a filament. You learn one additional maneuvers at 11th and 17th. Each time you learn new maneuvers, you can also replace one maneuver you know with a different one.

Filament Dice. You have four filament dice, which are d6s. A filament die is expended when you use it. You regain all of your expended filament dice when you finish a long or short rest. You gain an additional filament die at 11th and 17th level.

Saving Throws. Some of your maneuvers require your target to make a saving throw to resist the maneuver's effects. The saving throw DC is calculated as follows:

$$8 + \text{your proficiency bonus} + \text{your Dexterity or Constitution modifier (your choice)}$$

MANEUVERS

Extending Filaments. You can expend a filament die when making a ranged attack with a reaver's filament to increase its range. Roll the filament die and then expend a number of crystal points up to or less than 1/2 the number rolled, minimum 1. For each crystal point expended, you increase the range of your reaver's filaments by +(10/20) for a number of rounds equal to the result of your filament die or until you complete a short or long rest, whereupon the range resets to normal.

Filament Exchange. You may, as an action, roll one of your filament dice. You gain a temporary number of crystal points equal to the number you rolled. These temporary crystal points last for a number of minutes equal to your proficiency bonus plus your Constitution modifier.

Filament Pacification. You may, as a bonus action, expend one of your filament dice to add Pacifying Strike's effects to all attacks you execute with your reaver's filaments for a number of rounds equal to the number rolled on your filament die.

Filament Parry. When another creature damages you with a melee attack, you can use your reaction and expend one filament die to reduce the damage by the number you roll on your filament die + your Dexterity modifier. If you expend 2 crystal points, you may also use this ability to reduce the damage you incur from ranged attacks.

Filament Push. When you hit a creature with a filament attack, you can expend one filament die to attempt to drive the target back. You add the filament die to the attack's damage roll, and if the target is Large or smaller, it must make a Strength saving throw. On a failed save, you push the target up to 15 feet away from you.

Filament Reposition. When you hit a creature with a filament attack, you can expend one filament die to maneuver one of your comrades into a more advantageous position. You add the filament die to the attack's damage roll, and you choose a friendly creature who can see or hear you. That creature can use its reaction to move up to half its speed without provoking opportunity attacks from the target of your attack. Since you lift your ally through the air with your filament, the movement may ignore terrain that costs additional movement and you may lift your ally with your filament over obstacles, provided you could lift the ally in question.

Filament Web. You can expend filament dice whenever a creature within 5 feet of you hits you with a melee attack. One of the razor-sharp filaments cuts into the attacker, who takes damage equal to the filament dice you expend plus your proficiency bonus.

Whirling Trip Attack. When you hit a creature with a filament attack, you can expend one filament die to attempt to knock the target down. If the target is Large or smaller, it must make a Strength saving throw. On a failed save, you knock the target prone and it can be moved around by your filament for 5 feet times the result of your filament die. You may expend an additional filament dice to increase the damage at 11th level and 17th level.

COLLIATUR FEATS

AMATEUR CRYSTALLINE CANNONADE

Prerequisite: Colliatur, Dexterity 10 or higher

You have learned to grow a powerful crystalline crossbow from the protrusions of your body. You gain the following benefits:

- You may grow your choice of either a light crossbow, hand crossbow or heavy crossbow from your crystal-sheathed arm as part of making a ranged attack. This crossbow is loaded and fires shards of your own, rapidly regenerating body as ammunition. The crystalline ammunition is in all regards identical to regular ammunition for the respective crossbow. Only your crossbow can fire your ammunition. You can will your crossbow back into your body as an action that provokes opportunity attacks.
- Starting at 6th level, your crystalline ammunition receives +1 to attack and damage rolls and is treated as ammunition+1 for all intents and purposes. This bonus increases to +2 at 12th level and +3 at 18th level. Crystalline ammunition becomes brittle and loses all potency when taken from your body and thus can never be sold.

CRYSTALLINE DIPLOMAT

Prerequisite: Colliatur, Charisma 10 or higher

You are an emissary of the colliatur, trained to be sent forth to spread the world of peace and eternal life within the colloid. You gain the following benefits:

- Increase your Charisma score by +1 up to a maximum of 20.

- You gain proficiency in two skills of your choice.
- You may use Crystalline Refraction an additional time before requiring a rest to recharge it.

EVOLVED CRYSTAL CONDUCTIVITY

Prerequisite: Colliatur, 8th level

Your crystalline structures have evolved: You are no longer overloaded by lightning and instead convert it into lightning fast bursts of speed. You gain the following benefits:

- You lose the conductivity racial trait.
- As a reaction to taking lightning damage, you may move up to your speed.
- You may use the Acid Conversion ability an additional 3 times before requiring a rest to recharge.

JACK-IN-THE-LIMB

Prerequisite: Colliatur

You have learned to fashion tools and even weapons from your body by controlled extraction of crystalline parts. You gain the following benefits:

- You can duplicate any tool worth 30 gp or less by breaking off crystalline sections of your body. Breaking off a tool from your body is an action. You can't break off specific items (like a key to a certain lock), but could break off a substitute for a lockpick, for example. You are always considered proficient in these makeshift tools, but due to their improvised nature, checks made using them are made at disadvantage. You may duplicate up to 20 gp worth of tools per day without repercussions. Any more than that and you increase your exhaustion level by +1. If your size is Small, you instead only can generate 10 gp worth of tools before risking exhaustion and the maximum value you can duplicate is only 15 gp. Tools created from your body quickly decay after 1 day per Hit Die you have and thus cannot be sold unless you succeed a Charisma (Deception) check against an unwitting target.
- You may also break off a more significant section of your body to duplicate a simple or martial melee weapon of your choice. Breaking off a single weapon from your body is an action. You are always proficient with a weapon taken from your own body, but you may not duplicate weapons that have a lot of moving parts like a flail. Weapons made from a colliatur's body emit light like a sputtering torch and, if the

wielder is a colliatur, he may will them to deal radiant damage instead of their usual damage type. You may create two simple weapons with the light or finesse property or one regular simple weapon sans repercussions. Creating a martial weapon takes a heavier toll and increases your exhaustion level by 1. If you create a martial weapon with the heavy or two-handed property from your body, you instead increase your exhaustion level by 2. Small colliatur have crystalline structures that are too dense to break off martial weapons. Large colliatur seem to be able to create more devastating weaponry: Large colliatur can create up to 4 simple weapons with the light or finesse properties or 2 simple weapons without any repercussions. You can also create one martial weapon without suffering any negative repercussions, even one with either the two-handed or heavy property. If you create two martial weapons or one with the heavy and two-handed property, you increase your exhaustion level by 1. Weapons draw from the body of Large colliatur also have an intrinsic power—colliatur add +1 to all attack and damage rolls made with them. Weapons created from your body quickly decay after 1 day per Hit Die you have and thus cannot be sold unless you succeed a Charisma (Deception) check against an unwitting target.

- You can reabsorb weapons and tools broken off from your body by finishing a long rest with the respective item. You reabsorb the item or items, immediately negating all exhaustion levels incurred by breaking them off.
- You may use the Acid Conversion ability an additional time before requiring a rest to recharge.

LIGHT-BRINGER

Prerequisite: Colliatur, 8th level

You have honed your ability to control the crystalline structures suffusing your body, allowing you to emit light and intensify it. You gain the following benefits:

- You may emit light as a hooded or bull's eye lantern for up to 6 hours before requiring a short rest to recharge. You may suppress or ignite this light at will.
- If your last long rest was in the sunlight, the light you emit is treated as sunlight for the purposes of Sunlight (Hyper-)Sensitivity and similar vulnerabilities.
- You gain advantage to attack rolls against any enemy that is sensitive to light, blinded by it, or otherwise hampered by exposure to light while emitting your light.

COLLIATUR EQUIPMENT

COLLIATUR POWDER

Price: 100 gp per spell level. **Weight:** —

The pulverized remains of a colliatur's brain make for powerful material components when used in conjunction with spells of the divination school. Applying 100 gp worth of it per spell level of the base spell lets the caster cast it as though they prepared it in a spell slot of one level higher or, if your target creature or object is shielded from divination via *nondetection* or similar means, you may make a Charisma saving throw to penetrate this defense.

COLLOID PLATING

Price: 200 gp per plate; **Weight:** 2 lbs. per plate

The colliatur have learned to specially treat certain components of colloid-absorbed material to generate reflective plates that can be applied to any shield or armor. A colliatur can attune the inherent harmonics of his crystalline proportions to resonate with one item that has colloid plating by wearing an item for 24 hours. A colliatur can only be attuned to colloid plating on one item at a given time and this does not count as being attuned to a magical armor. A light armor can hold one colloid plate. A medium armor can hold two colloid plates. A heavy armor can hold up to three colloid plates. For each such plate added and attuned, the plating allows a colliatur to use the



crystal refraction racial feature an additional time per day. The added weight of these plates, however, does impose disadvantage on Stealth. Additionally, a wearer of a colloid plated armor needs to have a minimum Strength score of 11 to wear an armor with one colloid plating, a minimum of Strength 13 to wear an armor with two colloid plates and a minimum Strength of 16 to wear an armor with three colloid plates attached. Shields can hold up to 2 colloid plates and require a minimum Strength of 11 to wield with one plating attached, 13 to wield one with two plates attached.

COLLIATUR MAGIC ITEMS

CRYSTALLINE IMPLANT

Wondrous Item, very rare (requires attunement)

This slim, crystalline object is extremely small, perhaps the size and shape of a fingernail. When implanted in the body of a creature, requiring a DC 20 Wisdom (Medicine) check, they are able to communicate with anyone bearing a crystalline implant keyed to the same frequency. This effect functions exactly like *telepathic bond*, save that it is permanent and operates inside of an *antimagic field* (although under these conditions, its range is reduced to 30 feet).

Furthermore, creatures may cast cure spells and spells from the divination school with a range of touch through the telepathic bond generated by crystalline implants.

Keying a crystalline implant to a frequency requires attunement and an Intelligence (Arcana) check against DC 15.

GREATER CRYSTALLINE IMPLANT

Wondrous item, legendary (requires attunement)

This curious item looks much like a regular crystalline implant, except that it is jet black. A greater crystalline implant is utilized in much the same way as its regular counterpart, but grants no *telepathic bond* or special consideration for cure and divination spells. The bearer of a greater crystalline implant is granted immunity to indirect effects of the colloid; it never counts as difficult terrain for the wearer, and there are no drawbacks or ill effects from using any items derived from the colloid.

MERCIFUL SHARD

Wondrous item, common

This colliatur shard radiates visibly with magic, vibrating with a pleasant sensation when touched. Colliatur implant these shards into creatures not fully trusted, but deemed either important or potentially useful, in order to teach them the sanctity of life. Implanting a merciful shard requires the creature to either be willing, helpless, restrained, unconscious, paralyzed, stunned or otherwise incapacitated and requires a Wisdom (Medicine) check. (DC 10). On a success, the shard painfully merges with the creature, which from now on has the Sacred Life racial trait. Removing a merciful shard is much more difficult and requires a Wisdom (Medicine) check against DC 30. Additionally, removing such a shard results in it splintering, which sends forth a subsonic pulse clearly audible to all colliatur within 5 miles, which usually means that colliatur soon will arrive to investigate what has happened.

COLLIATUR SPELLS

The following spells are available to colliatur spellcasters at the GM's discretion.

ALIEN SURGE

3rd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (gem fragments)

Duration: 1 hour

You touch the target and it temporarily is attuned to your alien mindset, gaining the Sacred Life trait, but also immunity to the charmed condition. Additionally, the target is treated as a colliatur for the duration of the spell, including control over weapons torn from a colliatur's body. Unwilling targets receive a Wisdom saving throw, which is made at advantage if you and your allies are currently fighting the creature.

GREATER ALIEN SURGE

6th-level transmutation

Casting Time: 1 action or 1 reaction, taken after breaking off a weapon from your body with the Jack-in-the-Limbs-feat

Range: Touch

Components: V, S, M (gem fragments, caster must use the Jack-in-the-Limbs feat to break off 1 gp of crystal from his body)

Duration: 1 hour

You can touch the creature to temporarily make it look almost like a colliatur, conferring the benefits of *alien surge*, but also that of your Jack-in-the-Limbs feat to the creature touched. Tools or weapons created by the creature touched vanish upon the spell ending, though the exhaustion incurred by the target creature remains.

LIGHT OF KNOWLEDGE

6th-level divination (ritual)

Casting Time: 1 minute

Range: 60 feet

Components: V, S, M (gem valued at 40 gp or more)

Duration: Instantaneous

You and all other subjects gather together in a circle and meld minds, pooling your collective memories in a matrix of light that exchanges information at the speed of light. You may make a number of Intelligence, Wisdom or Charisma-checks equal to the total number of subjects (minimum 2). You automatically benefit from the help action on these checks and are proficient in any skills a participant is proficient in. You also use the highest Intelligence, Wisdom and Charisma modifier of the participants for these checks. There lies danger in this melding of minds – for each check you fail, you take 4d6 psychic damage, as your mind has trouble reconciling the massive influx of information and redistributing it among the participants. Colliatur are uniquely suited for this type of information sharing—for each colliatur participating in this ritual beyond the first, reduce the psychic damage incurred on a failure by 1d6.

The following spells are recommended for sorcerers, warlocks and wizards only.

CRYSTAL EXPULSION

2nd-level evocation

Casting Time: 1 action

Range: Self (30-foot cone)

Components: V, S, M (glass shards)

Duration: Instantaneous

You open your palms and from them a spray of dazzling, iridescent crystals spring forth. All creatures in range must make a Dexterity saving throw. On a failure, the crystals meld through the targets, dealing 6d4 psychic damage, or half as much on a successful save. Creatures are never killed by this spell, only knocked unconscious.

CRYSTAL NOVA

3rd-level evocation

Casting Time: 1 action or one reaction, taken in response to being damage by a creature within 60 feet that you can see

Range: Self (20-foot radius sphere around you)

Components: V, S, M (glass shards)

Duration: Instantaneous

You curl up or shudder for a second, before bursting forth a dazzling explosion of scintillating light and crystalline shards around you. All creatures within a 20-foot-radius around you must make a Dexterity saving throw. On a failure, the blasts of light and crystal shards inflict 3d6 psychic and 3d6 radiant damage, half as much on a successful save. You are not affected by this spell. Creatures are never killed by this spell, only knocked unconscious.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd. You may freely choose whether the increased damage is psychic or radiant damage and freely distribute the d6s granted by higher spell slots among the two damage types.

DØDELIG

These small stone skeletons caper about the Underworld, living immortal lives of abandon and casual investigation wherever they go. The only known locale that dødelig are sure to be found is the corpse of the Dracoprime—a mountainous subterranean expanse made from the draconic idol's dead body, buried far below the surface of Aventyr. The only things they take seriously are the uncovering of more of their kin and avoiding the colloid, an alien entity intent on the destruction of all undead.

HISTORY

Dødelig are a race that were never intended by the gods of Aventyr—their creator was the lich Udødelig, a mad wizard intent on preserving the legacy of undeath. Their existence is still something of an anomaly to the Underworld; the truth is that their entire species' animation owes as much to the Great Schism as it does The Confluence. When the body of the Dracoprime fell upon the islands of the halflings during the Great Schism, countless small folk were instantly crushed to death under its mountainous corpse. The very marrow of their bones was forced into the stones under the draconic idol, simultaneously immersed in the potent and arcane energies of its passing.

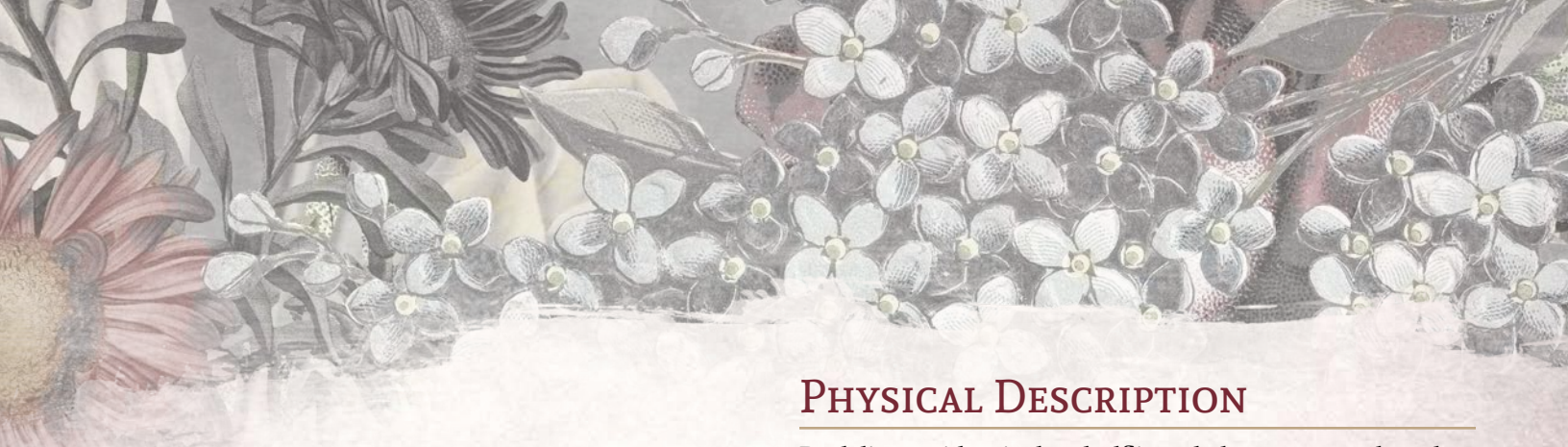
For centuries afterward their lifeless, crushed bodies remained, mystically ingrained within the very rock. Udødelig was once a simple man, but came to be one of the first to successfully master the workings of magic before his mortal coil ran short. His distinction as the first lich of Aventyr did not at all go unnoticed by upperworlders and in his haste, he fled to the Underworld sometime after the Great Schism. For several decades he enjoyed exploring the subterranean seas, jungles and emerging realms, eventually settling not far from the First Hive



of the hoyrall, keen to see how their obvious plans for martial domination would play out.

The Confluence changed his demeanor considerably as the colloid arrived and threw the insectoids into disarray. It didn't take long for Udødelig to realize the alien entity's intent to destroy all undead it encountered and he fled to the far reaches of the Underworld to plot, scheme and develop a means to combat the otherworldly threat or preserve his legacy. While he managed to enact one scheme that still puzzles the colloid to this day, the lich would never know the success or failure of his most vital contribution to the Underworld. Unfortunately the colloid is as persistent as it is pernicious and the lich was ill-prepared for the alien's attack, left encased entirely within its form and fighting a losing battle against its endless minions.

In the farthest reaches of the mad wizard's undertower, Udødelig's skeletal familiar made a surprising discovery: the skeletons of halflings were magically fossilized within the very bedrock. Without



recourse, the lich played at a gambit that ultimately cost him his very existence, but forever changed subterranean Aventyr. Expending his own being in an arcane ritual of a potency unseen since the Progenitors, Udødelig spread his spark of undeath to each and every one of the halfling skeletons fossilized by the Great Schism, binding it to the very magics that infuse their calcified bodies. The colloid was largely confused by this final tactic employed by Udødelig, but as the most powerful undead foe the alien had ever seen, the unusual strategy did not seem so impossible. Besides, it instantly found hundreds of undead souls to destroy, created as a byproduct of the lich's desperate attempt to escape. The otherworldly creature continues on through the Underworld, undaunted by the few dødelig it encounters (if it notices them at all; the clever skeletons are able to fool it briefly, often just long enough to hide and escape).

While dødelig only very rarely remember any part of their life before transforming into undead, they are much like the mortal halflings they once were. Jovial, adventurous and well-suited for traveling the Underworld, these small, intelligent skeletons have become increasingly common across subterranean Aventyr not too long after The Confluence. They are reckless, fearless, and durable despite their size, but penultimately concerned with entertaining themselves.

Their settlements are likely to sprout anywhere—literally; it is said that the Dracoprime's fall and the energies dispersed by its destruction flung debris (and settlements) all across Aventyr, each imbedded deep within the earth by the gargantuan inertia that carried them through the sky. The chief concern of the dødelig is the preservation of their kind, leaving them to be surprisingly martial when there is a demand for it and encouraging them to search for their kin with regularity as they wander the Underworld.

PHYSICAL DESCRIPTION

Dødelig are identical to halfling skeletons, save that they are not made of bone. Their bodies are composed of variously colored stone writhing with a dark blue hue of the magical energies that sustain them. A dødelig's body is made of whatever stone its skeleton was once encased within, a byproduct of the marrow they once had centuries before and the mystical powers enacted upon it.

SOCIETY

Loyal to one another without exception, dødelig value the life of each and every member of their race as if it were their own. The devotion dødelig show to one another creates tightly-knit social groups that ensure the safety of their settlements. Despite their light-hearted natures, they are instinctively aware of the massive danger the colloid poses to them all and are woe to ever drop their guard lest it destroy them and their kin.

Once halflings, their love of surprise, pranks, and merriment surprises none, but upperworlders often find them off-putting. Nonetheless, musicians and artists from both Upper- and Underworld show particular reverence for their much sought after talents.

RELATIONS

Initially it is hard for members of any race to befriend the dødelig—save the enlightened and the necromancers, most of the peoples in Aventyr react poorly to undead, intelligent or not, but the dødelig themselves are often quite amicable, even if their appearance does engender fear.

ALIGNMENT AND RELIGION

Dødelig take after the essence of the soul that granted them a second chance at existence and are Chaotic in the main. The dødelig are not sure how they came to be or what they ought to worship, and pay tributes to deities determined by whim more than anything else. Still, some find a kinship in the Dark Governess, Nearru, becoming clerics or warlocks in her name.

ADVENTURERS

Becoming an explorer is a required obligation placed upon every dødelig as soon as they are freed from entombment. The remains of the traveler's blood still haunts their stone bones, but more importantly, all dødelig are charged with uncovering more of their kin in the Underworld. Once one is found, more are certain to be nearby and every undead settlement carries the name of its founder and savior in respect. While they might not excel as warriors or barbarians, dødelig are suited for any spellcasting class and are exceptional rogues or—very rarely—monks.

NAMES

Dødelig don't really identify very strongly with gender, and both "sexes" use the same names; Cain, Dack, Gazz, Herbet, Irk, Jurgen, Kynt, Lim, Xot, Ziz.

AGE

Dødelig are undead and effectively immortal; they do not accrue age bonuses or penalties.

DØDELIG COMMUNES

The free spirited, boisterous nature the dødelig once knew as living beings persists with them still. While it might be an initially disturbing experience, once an upperworlder has spent a little time around dødelig, their frightening undead appearance becomes less noticeable. What their settlements do and how they run, however, often leave travelers mystified for quite some time after their departure. All dødelig societies have a militaristic bent and artistic drive to entertain; sometimes these two qualities are in balance, but often times one overtakes the other. Some dødelig communes are rampant parties that last all day, night, week and month (if they ever stop at all) while others are like massive thespian colleges, far unlike their highly codified, strictly artistically segregated counterparts. These latter settlements have become obsessed with uncovering the complete origins of their race and seeing the dødelig propagate across Aventyr, sometimes at the cost of their living kin. Halflings and gnomes must remain wary of some dødelig communes; a successful Intelligence (Religion) check (DC 20) is enough for them to realize whether or not they too might soon lose their lively qualities.

DØDELIG RACIAL TRAITS

Your dødelig character counts as a halfling for purposes of race, with the obvious difference of also being undead.

Ability Score Increases. Your Charisma and Wisdom scores increase by 1 and your Dexterity score increases by 2.

Age. Dødelig do not really age, due to their undead nature. The product of powerful magics, they are effectively immortal and do not age or die due to natural causes.

Alignment. Much like their living kin, dødelig are cheerful and generally kind. Dødelig gravitate towards the chaotic alignment and, surprisingly for undead, most tend to be either neutral or good.

Size. Dødelig stand between 2 feet, 7 inches and 3 feet, 8 inches. They weigh about 16 – 20 pounds on average. Your size is Small.

Speed. Your base walking speed is 30 feet – dødelig are surprisingly agile for their size.

Condition Immunity. As an undead skeleton, you are immune to the poisoned and exhausted conditions.

Harmed by Running Fresh Water. Fresh water dissolves some essential salt involved in keeping your body together. You take 20 acid damage if you end your turn in running fresh water. Exposure to rain or similar weather usually does not have this effect, unless it's really pouring, and neither are you harmed by submersion in an ocean or salt water. (Subject to GM's discretion.)

Light Blindness. Abrupt exposure to bright light blinds you for 1 round.

Radiance Vulnerability. Due to your undead nature, you suffer from vulnerability to radiance damage.

Skeletal Resistance. You are an ossified halfling skeleton. You gain resistance to necrotic, piercing and slashing damage.

Skeletal Vulnerability. Due to your skeletal body and the lack of cushioning flesh, you are vulnerable to impacts. You suffer vulnerability to bludgeoning damage.

Stone Body. Unlike other skeletons, dødelig consist of ossified bone – whenever you are subject to a spell or effect that affects stone, it compromises the

magics that keep you alive. Whenever you are subject to such a spell, you take force damage equal to the spell's level or HD of the creature generating the effect times d6.

Sunlight Hypersensitivity. A dødelig takes 20 radiant damage when it starts its turn in sunlight. Your radiance vulnerability does not apply to this damage, though. While in sunlight, you have disadvantage on attack rolls and ability checks.

Superior Darkvision. Seeing the world through ossified eye-sockets, you have superior vision in dark and dim conditions. You can see in dim light within 120 ft. of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of grey.

Undead Immunity. As an undead halfling, you lack the physiology to be affected by poison. You are immune to poison damage and the poisoned condition, unless the poisons or effects explicitly state that they affect undead as well. Additionally, you have resistance to necrotic damage.

Undead Nature. As a skeleton, a dødelig doesn't require air, food, drink, or sleep.

Languages. You can speak, write and read Common, Halfling and Undercommon.

THE MIRTHFUL MARIACHI

(BARD COLLEGE)

Bards of the mirthful mariachi "college" (the art is almost never actually taught and comes naturally to most practitioners) feel the droning and vibrating rhythm of the underworld in the strings of their guitars. In love with both their ranged expertise, scouting and the melodies they use to bring the tunes of their strange home to life, these bards are tinkers and vagabonds, blending their expertise with ranged weapons with a keen ear and a wide smile.

BONUS PROFICIENCIES

When you join the mirthful mariachis at 3rd level, you gain proficiency with 1 skill of your choice as well as ranged, simple, and martial weapons.



CROSSOVER OF DESTRUCTION

Also at 3rd level, you learn to tinker with ranged weapons. You may, with a day's work, combine an instrument you are proficient with and a ranged weapon you are proficient with. You can make horn-bows, violin-slings, guitar-crossbows or any other combination you can think of. The combination retains the properties of the ranged weapon and is known as a crossover weapon. You are automatically proficient with the resulting crossover weapon, though all other creatures suffer disadvantage when trying to use your modified instrument. Additionally, when firing this weapon, you do not gain disadvantage for firing at long range and gain your Charisma modifier as a bonus to the attack roll to hit your targets.

CROSSOVER CRAFTING

The mirthful mariachi at 3rd level learns all the necessary tricks to craft, maintain and sometimes repair his crossover weapons. Crafting requires material costs, skill proficiency with the item in question, a crafting place, and time. Depending on the environment you are in, certain modifications may not be possible.

SUBTERRANEAN SONG

Starting at 6th level, you become so attuned to the melodies of the wind surging through the caverns, the dripping of water and the rumble of the earth that you become practically impossible to take by surprise, as you can unconsciously read even the minutest modifications of the melody you perceive. While in the underworld, you gain advantage on your first attack in every combat and you cannot be surprised. Additionally, you do not suffer from disadvantage when attacking with your combined music instrument/ranged weapon when only 5 feet from an enemy. Finally, you can expend a bardic inspiration die to completely silence a ranged attack you execute with your crossover weapon.

IMPROVED CROSSOVER CRAFTING

Also at 6th level, you have learned to craft quicker and more efficiently. You craft or repair twice as much as usual per workday of downtime. Additionally, you may spend time during a long rest to craft 2 x your Charisma modifier pieces of ammunition for your crossover weapon.

HAIL OF MISSILES

Starting at 11th level, you may use your crossover weapon to blast a hail of missiles at enemies. You may either make an Attack action twice, instead of once, when attacking with your crossover weapon. Alternatively, you may fire up to your Charisma modifier projectiles at foes within range, but you suffer from disadvantage on all attack rolls when you do and are stunned in the round following this use of the Hail of Missiles feature.



Can I have that with firearms, please?

It should be pretty evident that the mirthful mariachi was intended as a tribute to the trope of the Wild West mariachi with gun/instrument hybrids. Not all GMs enjoy firearms in their game, though, and the *SRD* does not feature firearms as something existing by default. For your convenience, here are tried and tested firearm rules for use with the mirthful mariachi!

GENERAL FIREARM RULES

Ammunition. The ammunition of a firearm is destroyed upon use, cannot be salvaged and has the specified range of the respective weapon.

Broken. When a critical miss is made with a firearm, there is a chance of jamming and mechanical failure. Upon rolling a critical miss, the wielder must succeed a DC 10 Intelligence saving throw to try to fix the problem quickly. On a failed save, the firearm gains the Broken condition until repaired. When a firearm has the Broken condition, all attacks made with it suffer from disadvantage on attack rolls until time is spent repairing the firearm.

Capacity. Each firearm has a Capacity to hold a number of bullets before requiring a reload. This is denoted by the firearm's Capacity rating.

Maintenance. Each day, during a long rest, the character must spend a minimum of 1 hour cleaning and maintaining the firearms carried. Failure to do so means that the firearm automatically receives the Broken condition on a natural roll of 1 or 2 when the firearm is used. A character can maintain a maximum number of firearms this way equal to his Intelligence modifier, minimum 1.

Loud. All firearms generate a thundering blast that can be heard up to 300 yards away. Creatures that are only 100 yards away can pinpoint the direction of the gunfire.

Proficiency. Unless otherwise noted, proper use of these firearms is more complex than the ones we are used to. Hence, they are classified as one- or two-handed martial ranged weapons, respectively.

Rate of Fire. Most firearms that can be encountered in the quasi-Early Modern Period can only fire one or two bullets before requiring a reload. However, in a

FIREARMS AND ASSOCIATED EQUIPMENT

Name	Cost	Damage	Weight	Properties	Capacity
Pistol	75 gp	1d6 piercing	2 lbs.	Ammunition (range 45/135), Reload	1
Arquebus	120 gp	2d6 piercing	7 lbs.	Ammunition (90/300), Reload, Two-handed	1
Musket	200 gp	2d10 piercing	8 lbs.	Ammunition (90/600), Reload, Targeting, two-handed	1
Single Action Revolver	550 gp	2d6 Piercing	3 lbs.	Ammunition (45/135), Reload, Fire Rate (Burst)	6
Shotgun	300 gp	2d8 piercing	7 lbs.	Ammunition (30/90), Reload, Fire Rate (Spread), Two-handed	1
Ammunition	10 gp	—	—	Box with a quantity of 100 bullets and requiring materials to fire them	—
Ammunition	15 gp	—	—	Box with a quantity of 50 shotgun shells and associated materials to fire them	—

fantasy environment, there is no reason why firearms with a larger rate of fire than single shots shouldn't exist. We have thus included rules for other rates of fire in the variant rules below.

Reload. Each firearm holds a different amount of ammunition, as denoted by the Capacity value of the firearm. Reloading a firearm once its Capacity is emptied takes an action during combat.

Targeting. When firing a weapon that requires targeting, an action is required to be spent aiming, and reloading the weapon. This sets movement to 0 ft. The weapon can thereafter be fired on the next turn and after that, the wielder may move normally once again.

RATES OF FIRE

Single Shot. The weapon fires one piece of ammunition per round. This is the assumed default and unless otherwise noted, all weapons are assumed to be capable of delivering single shots.

Burst. The weapon can fire short bursts, improving its damage. A burst consumes at least 3 shots of ammunition, but allows you to increase the damage inflicted on a successful attack by an additional damage die. A revolver would deal +1d6 damage, for example, while a repeating shotgun would theoretically deal + 1d8 damage.

Spread. Weapons with the spread property allow the wielder to affect more than one creature or object per shot, but only at normal range. When firing this firearm, any creatures adjacent to the target must make

a Dexterity saving throw (DC = 8 + wielder's proficiency bonus + wielder's choice of either Intelligence or Dexterity modifier) or take damage equal to one die step lower than the base damage die of the firearm used. A firearm with a base damage of 2d6 would for example deal 1d4 piercing damage from the shrapnel, while a firearm with a base damage of 2d8 would deal 1d6 piercing damage due to shrapnel.

Automatic Fire. Instead of shooting at a single target, weapons with this rate of fire property can target a 10-foot cubic area within long range with bullets. Every creature in that area must succeed a Dexterity saving throw (DC = 8 + wielder's proficiency bonus + wielder's choice of either Intelligence or Dexterity modifier) or suffer the damage of the attack. Creatures take no damage on a successful save. Targets have advantage on their saving throw if the distance is equal to or greater than the weapon's normal range. An attack with an automatic fire weapon consumes at least 10 shots worth of ammunition.

VARIANT RULES

Particularly if you wish to emphasize the increased potency, but also risk, involved with firearms, here are some additional rules:

Unstable. The wielder of this firearm, suffers a catastrophic mishap on a natural 1 (or 2, for more experimental firearms). Treat the wielder as though he had just been shot, as the firearm explodes and gains the Broken condition.



Lethal (Exploding Dice). Reroll any maximum number rolled on a given firearm's damage die and add it to the total tally. This can result in ridiculous damage and truly cheer-worthy moments, but it also renders the game more volatile. It is recommended to offset **Lethal (Exploding Dice)** with **Unstable** to maintain the risk/reward ratio.

DØDELIG FEATS

DRY RAMBLER

Prerequisite: Dødelig

You are one of the dødelig reaching for the sky—literally. As such, you have developed some resistance to sunlight and running water. You gain the following benefits:

- You may spend up to an hour per day in direct sunlight without suffering the effects of your Sunlight

Hypersensitivity. You may spend an additional hour in sunlight without repercussion per two hit dice you have.

- You lose Light Blindness.
- You only take 10 acid damage from fresh water.

FORGIVING CHEEKBONES

Prerequisite: Dødelig

Your ossified form is slightly less skeletal than your fellow dødelig. You gain the following benefits:

- You have advantage on skill checks made to convince others that you are in fact a living halfling, child or gnome.
- You gain tool proficiency with disguise kits. If you already have tool proficiency with disguise kits, you instead add twice your proficiency bonus to ability checks made to create disguises.

FREEZE

Prerequisite: Dødelig

Lacking the requirement to move, eat or breathe, you can freeze in place, blending in almost perfectly. You gain the following benefits:

- While you remain motionless, you are indistinguishable from a statue. Even close examination does not give you away, though attacking you obviously causes pain and may cause you to give your true nature away.
- You gain proficiency in Dexterity (Stealth) checks. When you try to hide in a subterranean environment or against a backdrop of unworked rock, your ossified bones blend right in, granting you advantage on Dexterity (Stealth) checks.

LASTING VANITY

Prerequisite: Dødelig, Forgiving Cheekbones

Your insistence on holding on to life and its virtues pay off. You gain the following benefit:

- **Halfling Form.** You may assume the appearance of a single halfling. You decide what you look like, including your height, weight, facial features, sound of your voice, hair length, coloration, and distinguishing characteristics, if any. You can use your action to switch between your halfling form and your true form.
- While in halfling form, you do not suffer from Sunlight Hypersensitivity.

DØDELIG EQUIPMENT

Dødelig have access to the following equipment.

DØDELIG INSTRUMENT BANDOLIER

Price: 50 gp, **Weight:** 2 lbs.

Cheerful and full of mirth, the dødelig enjoy bringing some music to their fights. Unfortunately, not everyone seems to agree and thus, this invention was born. The bandolier features a selection of semi-elastic straps that are tautly attached to an instrument as well as to up to two light melee weapons. The dødelig make perfect use of their skeletal nature and wire these straps through their ribcages to properly set them up—only dødelig can use a dødelig instrument bandolier. As a reaction to an enemy moving or attacking, a dødelig wearing these straps can let go of her instrument, making it flip to her bandolier, sheathing it, as well as drawing up to two weapons. Similarly, a dødelig may let go of the weapons and thus draw her instrument. Pulling the straps of the harness properly taut requires 1 minute of uninterrupted preparation. A bandolier can be used 10 times before its straps need to be drawn taut again. Using a bandolier to draw or sheathe weapons or instruments does not provoke opportunity attacks. The straps have a damage threshold of 2, 10 hit points each, and a bandolier that loses one strap is considered to be broken. A bandolier that loses two straps is destroyed.



BONE XYLOPHONE

Price: 600 gp, **Weight:** 6 lbs.

This instrument has two metal stands that fold out and two leather straps to wear around the shoulders. A descending series of bones lay parallel to one another, each emitting a different, eerie sound when struck. Bone xylophones are made from the bones of destroyed dødelig, and every musical note from one of these unique musical instruments resonates with the primal magic of their race. A dødelig proficient with using these xylophones adds +2 to his proficiency bonus to make ability checks with this instrument.

OBSIDIAN BULLETS

Price: 10 sp, **Weight:** —

These stones are little more than ideally sized obsidian shards. Throwing or loading a weapon with an obsidian bullet deals 1 point of slashing damage if the wielder is not wearing a gauntlet or happens to have no skin to cut, like a skeleton or dødelig. An attack with an obsidian bullet deals slashing damage on a successful hit and adds +1 to the damage roll.

DØDELIG MAGIC ITEMS

CHARM OF VITAL INFERENCE

Wondrous item, uncommon (requires attunement)

This grisly collection of mummified fingers is always hidden from sight by its users. The preserved digits are from five different humanoids, all of varying races and ages, and each fingernail seems to contain within an endless abyss. Any creature wearing a charm of vital inference has their aura suppressed, making them immune to the *detect good and evil* spell.

DØDELIG BONE CHIME

Wondrous item, very rare (requires attunement)

This collection of bones seems to hang from its handle on invisible strings.

When played by a character proficient with a musical instrument (an action each turn), all creatures within 30 feet of the wielder must make a DC 15 Wisdom saving throw or be compelled to do nothing but dance for 1 round. Melee attacks against dancing creatures gain advantage and dancing creatures do not gain the benefits of shields and suffer disadvantage to Dexterity saving throws.



DØDELIG BONE TOKEN

Wondrous item, uncommon (requires attunement)

This diminutive bone digit hangs from a simple black leather cord. On the tiny token is an extremely minute, detailed scrimshaw of a mage raising numerous skeletons. The owner of a dødelig bone token may cast detect dødelig 3 times per day.

GROUND DØDELIG REMAINS

Wondrous item, common

In the unfortunate (and not uncommon) occurrence that a dødelig is crushed to the point of destruction, their remains are of great value to their brethren. When dispersed across an object or creature of Medium size (1 lb. worth), ground dødelig remains completely suppress any magical auras present on them without inhibiting the magics themselves. This effect lasts for a number of days equal to half the dead dødelig's hit dice.

DØDELIG SPELLS

The following spells are available to dødelig spellcasters at the discretion of the GM.

DETECT DØDELIG

1st-level divination (ritual)

Casting Time: 1 action

Range: Self

Components: V, S, M (gem valued 50 gp or more)

Duration: Concentration, up to 10 minutes

You cast the one spell developed by the dødelig as a pure necessity and survival requirement for their race as a whole. Your eyes begin to glow and your sight extends, looking for your trapped brethren. For the duration of this spell, you know if there is a dødelig within a 120-foot cone emanating from your eyes, seeing a faint aura around any visible creature that is a dødelig. Unlike similar magic, the spell can penetrate most barriers, but 1 foot of stone, 1 inch of common metal, or 3 feet of wood or dirt only impedes it. For every foot of stone, inch of metal, or 3 feet of wood blocking a *detect dødelig* spell, reduce its range by 5 feet.

HISTORIC RESEMBLANCE

2nd-level abjuration

Casting Time: 1 action

Range: Self

Components: V, S, M (piece of skin tissue)

Duration: Concentration, up to 1 hour.

For the duration of this spell, treat your type as though you were a normal halfling for the purposes of spells and magical effects like detect undead, being capable of using specific magic items, etc. When the duration of this spell ends, any halfling type dependent spells or effects that are active on you immediately end.

The following spells are recommended for clerics, druids, wizards, and sorcerers only.

DØDELIGATION

3rd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (boots sized for a Medium creature)

Duration: 1 hour or until dispelled

As part of the casting of this spell, you join the bodies of yourself and two other undead creatures (either dødelig, Small skeletons or Medium skeletons). Your size increases to Large, granting you advantage on Strength checks and Strength saving throws, 3d10 temporary hit points, and your melee attacks deal an extra 1d8 damage of the type your attack usually inflicts. The other two creatures formed into your body have heads that poke out on either side from you and if capable of speech, may speak freely, but can take no other actions. If you are dropped to 0 hit points or less, the spell immediately ends and the two other creatures appear beside you, completely unharmed.

At higher levels. When you cast this spell using a spell slot of 7th level or higher, you may join with six other creatures to increase your size to Huge. You gain advantage on Strength checks and Strength saving throws, 6d10 temporary hit points, and your melee attacks have 10-foot reach and deal an extra 2d8 damage.

DØDELIGIZATION

7th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a diamond worth 3,000 gp)

Duration: Permanent

This extremely potent spell is known to only a very few dødelig, and for good reason; with one casting, you can permanently transform a normal, living, breathing halfling into a dødelig. The affected halfling loses all halfling traits, gaining instead dødelig traits. This transformation is permanent. You need to make a melee spell attack to hit unwilling targets and unwilling subjects may resist this spell with a Wisdom saving throw.



HISTORY


Now long forgotten, the true originator race of the Ruins of the Rift still trace their power and influence throughout the Underworld. From the drow to the dwarves, all of the subterranean civilizations were affected by the Progenitors, for it was they who tamed the many primal dragons that kept their lairs below the surface. Using arcane magics long forgotten to all of Aventyr, they subjugated the primal dragons to their will, using them to carve out entire regions for colonization, re-route the thousands of magma flows throughout the stone and destroy thousands of the untold prehistoric monsters that once roamed the countless caverns miles under the surface. This, the Grand Sculpting, made the Underworld into what it is today. Their obsession with the primal dragons eventually became the originators' undoing.

In an intricate plan that crossed the span of centuries before reaching fruition, the draconic slaves enacted their revenge. Promising far greater powers and abilities, one of each of the primal dragon types offered up their soul to the Progenitors in a ritual that would transform every member of their race. This carefully planned and perfectly manipulated ruse instead revoked the powers that once allowed them to bind and control the primal dragons, transforming each of their species into a strange amalgamation of reptilians that only barely resembled their supposed creators: draaki. Baffled, caught largely unaware and temporarily sapped of strength and will by their transformations, they proved to be no match for the freed primal dragons, which quickly fled into the Underworld to recoup their strength—or so it seemed. Meanwhile, the terrifying true threat hatched by the primal dragons began to stir and the Dracoprime gathered strength.

Hours after the disastrous calamity, the draaki were thrown into total disarray as the mountainous creature began to rise from the depths, crafted over hundreds of years by thousands of dragons, hidden from the Progenitors by the gitwerc, it instantly destroyed most

DRAAKI

The draaki were once a proud race of enchanted beings that ruled over the Underworld without peer, taming even the great dragons. Their entire species, however, came to a calamitous end and were transformed in a disastrous series of events that took them from the heights of power to the depths of negligence, their civilizations gone and their peoples reduced to a nomadic existence in the endless caves of Aventyr. The draaki's strong resemblance to their former slaves grants them formidable abilities, but also marks them to other underworlders as the failed race, considered weak and ripe for abuse.



of their civilization as it rose from the Underworld. With little recourse the high mages of the draaki that remained enacted a ritual that called out a plea which shook the Planes, killing each instantly as a buzzing, resonating voice answered their desperate cry for help.

The Dracoprime's skull instantly erupted with thousands of small insectile humanoids—the hoyrall—and the immediate threat to the forever cursed draaki came to a quick end.

The primal dragons, however, were not even close to sating their thirst for vengeance (and in truth, they never will be) and they did not rest long after the destruction of their idol. The subterranean civilizations of the draaki quickly fell to the claws of their former slaves and eventually the reptilians retreated into The Rifts, their scant sorcerers and high enchanters enacting one final ritual to grant their people solace against the draconic menace.

In the hollowed out magma tunnels below the Fungi Forest, the Draaki Caverns, they have lived peacefully for centuries and only the bravest and most inquisitive of the primitive tribes sets out into the Underworld (and their return is a rare and celebrated event.) The draaki have five distinctive subtypes, each emblematic of one or another trait belonging to underworld dragons. Traditionally they have gotten along, but the numbers of the draaki are swelling and tensions rise as game grows scarce and the need to expand into the Underworld grows. They once had the ability to assume the shape of any humanoid (as a dragon does) but became so complacent with impersonating the nearby drow of the emerging Holoth that now they can only assume the form of a dark elf.

PHYSICAL DESCRIPTION

These reptilian humanoids stand a head higher than a man but are truly much taller from toes to snout, craning their thick necks forward in a constant stoop. Their bodies are exceptionally powerful and graceful, and they have a surprising magnificence granted by a potent echo of their former grand presence.

SOCIETY

The draaki each have different cultural traditions reminiscent of the practices of tribute they were once made to pay to their former draconic slaves as tensions between each dispersed. Reaching adulthood is an event celebrated by the entire settlement, as the many dangers of the Underworld still prey on the draaki for their ancestral doings, even if their former slaves have abated. Survival and martial disciplines thrive, and they greatly value any member with the magical talents they all once possessed.

RELATIONS

First and foremost, the draaki are paranoid—many underworlders still bear them ill will and their suffering never seems to end. This overriding instinct to remain paranoid serves them well, however, and they continue to survive despite their tribal practices and lack of proper civilization. Using their ability to blend as drow, they move about the society of the Underworld and trade the valuable ores they find emerging in the decaying bedrock for weapons, tools and goods they cannot produce on their own. The draaki's natural presence gives them an advantage in this charade and they are raised to be deceitful about their true identities. When found out they become skittish and fearful, but when their trust is fully gained they prove to be capable allies well-versed in the dangers of the Underworld.

ALIGNMENT AND RELIGION

While they aren't all of Chaotic alignment, most draaki tend to be. Whether they abandoned their gods or if they themselves were abandoned, they don't worship any specific deity, though draaki particularly value both community and nature.

ADVENTURERS

Draaki adventurers are more likely to be exploring Avenyr by necessity rather than a desire to do so. Still, once they've ignited their inner passion for dominating the Underworld, it is difficult for them to stay in place for too long. The draaki make phenomenal sorcerers or warlocks and although extremely rare, paladin draaki are legendary in their prowess.

NAMES

Male Names: Getzrai, Lyrvak, Kortehn, Retzgar, Saygwyk, Verja

Female Names: Aslaug, Gro, Oydis, Pernille, Rygna, Sunyyva

DRAAKI AND THE UNDERWORLD

Draaki are universally disliked for the part they once played in the unfolding of the Underworld and left lacking in sense by the Progenitor's dramatic call to the reaches of the cosmos. They are a suspicious people, equally feared and preyed upon by others, leaving them to value strength above all else. Tribal leaders are often the most physically powerful, though some are usurped by potent spellcasters and particularly clever, underhanded dissenters. Their cultures all still practice rituals once meant to appease the dragons that plagued them; sometimes these can be exceptionally dangerous to the unwary, and travelers that succeed on an Intelligence (Arcana) check (DC 20) recognize the telltale signs of practices that spell trouble for foreigners when they approach a draaki settlement.

DRAAKI TRAITS

Your draconic heritage manifests itself in a variety of traits that you share with the dragonborn base race. However, you have a different assortment of inborn abilities, gaining draaki traits instead of dragonborn traits.

Ability Score Increase. Your Strength score increases by 2 and your Charisma score increases by 1.

Age. Young draaki grow quickly. They walk hours after hatching, attain the size and development of a 10-year-old human child by the age of 3 and reach adulthood by the age of 15. Draaki can reach ages of up to 104 years.

Alignment. Draaki tend towards extremes, often making a conscious choice towards one side in the

eternal cosmic battle. Draaki generally gravitate towards chaotic alignments.

Size. Draaki are taller and heavier than humans, standing well over 6 feet tall and averaging almost 250 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. Accustomed to the endless caves, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Drow Form. Each draaki can assume the appearance of a single drow. You decide what you look like, including your height, weight, facial features, sound of your voice, hair length, coloration, and distinguishing characteristics, if any. You can use your action to switch between your drow form and your true form.

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

Languages. You can speak, read and write Common and Draconic. Draconic is thought to be one of the oldest languages and is often used in the study of magic. The language sounds harsh to most other creatures and includes numerous hard consonants and sibilants.

Draaki Heritage. You have a draaki ancestry derived from the primal dragons your people once subjugated. Choose one ethnicity of draaki from the Draaki Heritage table. See below for a detailed explanation of each heritage ability.

DRAAKI HERITAGE

Breath Weapon. You can use your action to exhale a destructive line or cone of energy. When you use your breath weapon, each creature in the area of the exhalation must make a Dexterity saving throw. The DC for this saving throw is equal to 8 + your Constitution modifier + your proficiency bonus. A creature takes 2d6 damage on a failed save, half as much on a successful one. The damage increases to 3d6 at 6th level, 4d6 at 11th level, and 5d6 at 16th level. After you use your breath weapon, you can't use it again until you complete a short or long rest.

Abbsins Tail. You can use your tail as a weapon to attack foes. *Melee Weapon Attack:* 1d8 + your Strength

TABLE: DRAAKI HERITAGE

Subtypes	Breath Weapon Damage Type	Breath Weapon Shape	Other Abilities	Draaki Resistance
<i>Abbsins</i> have dark scales and long, powerful tails reminiscent of their umbral heritage.	—	—	<i>Abbsins Tail</i>	Necrotic
<i>Graldrin</i> , the magma-dragonkind related draaki, are tinged red or orange and breathe a potent line of fire.	Fire	5 by 30 ft. line (Dex, save)	—	Fire
<i>Kastrik</i> have blue and green scales resembling brine dragons and are capable of breathing cones of acid.	Acid	15 ft. cone (Dex, save)	—	Acid
<i>Prulan</i> , the cloud dragonkind of the draaki, are tinged with white or other light colors and breathe lines of lightning.	Lightning	5 by 30 ft. line (Dex, save)	—	Lightning
<i>Yuralith</i> have scales that are highly reflective and bear vestigial wings, resembling their crystalline ancestors.	—	—	<i>Yuralith Wings</i>	Radiance

modifier, reach 10 ft., one target. You are proficient with your tail. A creature hit must succeed on a Strength or Dexterity saving throw (DC= 8 + your Strength or Dexterity modifier + your proficiency bonus). On a failed save, it falls prone.

Yuralith Wings. By flapping your wings, you can slow your descent to 60 feet per round. You do not take falling damage and land on your feet. If you are incapacitated, paralyzed or petrified before reaching the ground, you begin falling normally.

Damage Resistance. You have resistance to the damage type associated with your draaki heritage.

DRAAKI FEATS

The following feats are available exclusively to draaki.

ABBSINS PLIABLE TAIL

Prerequisites: Abbsins Tail

You have learned to use your tail in combat. You gain the following benefit:

- You can attack an additional time with your tail whenever you take the attack action on your turn.

BREATH OF THE DRAAKI

Prerequisites: Graldrin, Kastrik, Prulan

Your powerful lungs can create their devastating breath more often. You gain the following benefits:

- You increase the damage dice of one of your breath weapon by +1d6. If you have more than one draaki breath weapon, you may reassign to which this bonus applies after a short rest.
- You may breathe all your breath weapons in either a 15 ft. -cone or a 5 by 30 ft. -line.
- You may use your breath weapon up to your Constitution modifier additional times before requiring a short or long rest to recharge. If you also have the Wyrmblooded Paragon feat, you may freely distribute these additional uses among your breath weapons.

DRAAKISTORIAN

You have studied extensively the tales told by the draaki shamans. You gain the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20.
- You learn two languages of your choice.
- You can spend 5 minutes telling anecdotal allegories of draconic wisdom, shoring up the resolve of your allies to fight. When you do so, choose up to 6 friendly

creatures capable of understanding you (this can include yourself) within 30 feet of you. Each creature may thereafter reroll their weapon's damage dice once within the next 5 minutes. A creature can only benefit from this use of the feat once per day.

TRUE DRAAKI

Prerequisites: You must have taken the *Wyrmblooded Paragon* feat 4 times, gaining all draaki subtypes.

You have unlocked the true potential of the draaki race, exhibiting all traits of draaki-kind. You gain the following benefits:

- You may, as a reaction to taking damage to which you are resistant due to your draaki subtypes, tap into your inner reservoirs of strength and expend a use of a breath weapon whose energy damage corresponds to the damage you've taken. If you do, you negate the damage and become immune to the damage type for 1 minute.
- You increase the damage dice of all your draaki breath weapons by +1d6.

WYRMBLOODED PARAGON

You have ingested strange concoctions and lived among different types of draaki, regaining some of the erstwhile splendor of your race. You gain the following benefits:

- Choose one subtype of draaki to which you currently do not belong from the Draaki Heritage table. You gain the Breath Weapon or Other Abilities of the draaki subtype as well as their Draaki Resistance. You now are treated as belonging to both subtypes of draaki.
- You may use each of your breath weapons, if you have one breath weapon or more, one additional time before requiring a short or long rest to recharge.
- You may take this feat multiple times. Each time you take it, you choose another draaki subtype, gaining the benefits associated. The effects stack.

YURALITH FLIGHT

Prerequisites: *Yuralith Wings*, 8th level

You have trained hard and may now take flight with your vestigial wings. You gain the following benefit:

- You gain flying speed equal to twice your base speed.



DRAAKI EQUIPMENT

Draaki have access to the following equipment.

DRAGONBONE

Price: +600 gp **Weight:** 20 lbs.

Venerated by the draaki tribes, items made from the bones of the powerful beasts they once enslaved have lasted the ages and are carried by their elders with pride and distinction. Some are said to know of hidden graveyards where ancient stores of the valuable material were kept by the Progenitors, but the appearance of a new dragonbone in a draaki settlement is a rare, celebrated occurrence. By selecting only choice bones, a weaponsmith can produce one simple or martial weapon for a creature two sizes smaller than the dragon, two simple or martial weapons for creatures three sizes

smaller than the dragon, or four simple or martial weapons for creatures four sizes smaller than the dragon. A weaponsmith may produce twice that amount of weapons with the light property, half that amount of weapons with the heavy property. In each case, enough bone is available to produce at least a single light or medium weapon per difference in size category, provided that the dragon is Medium or larger.

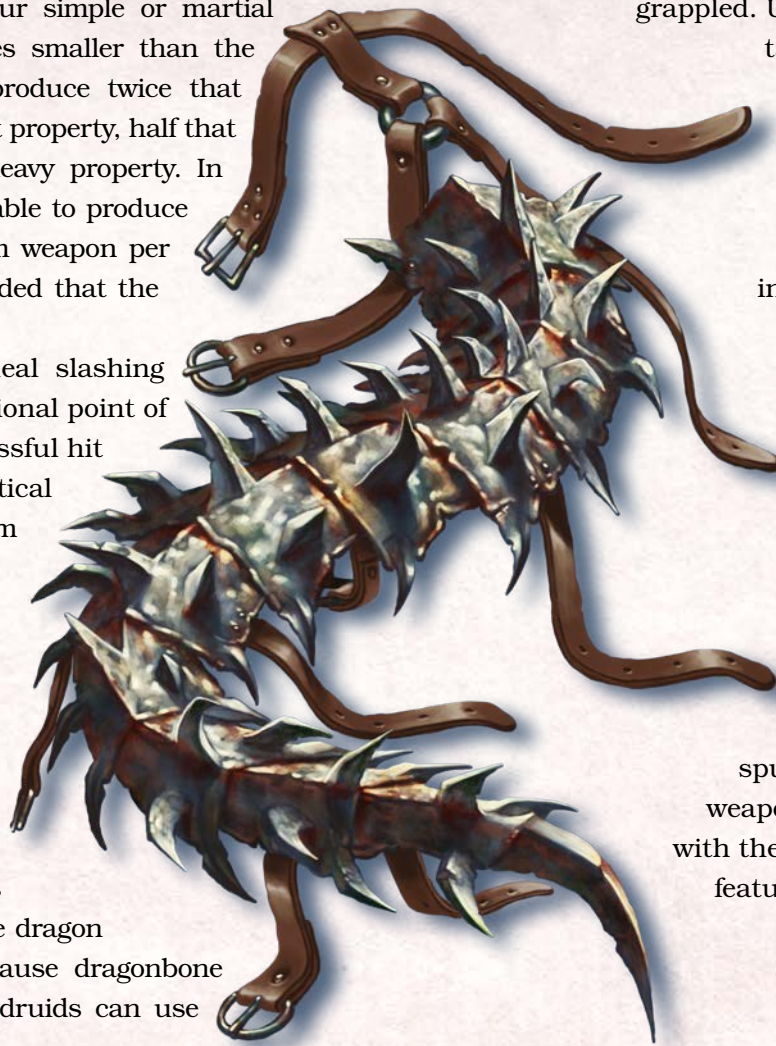
Dragonbone weapons that deal slashing or piercing damage deal 1 additional point of damage of their type on a successful hit (this damage multiplies on a critical hit). If the dragonbone comes from a dragon that had immunity or resistance to an energy type, the wielder may spend 1 Hit Die from his available Hit Dice to regain hit points upon resting to temporarily rekindle the power of the dragonbone. If he does, the dragonbone weapon's damage type changes to the energy associated with the dragon from which it was carved. Because dragonbone weapons aren't made of metal, druids can use them without penalty.

Dragonbone weapons cost three times as much as metal weapons of that type, plus the cost above, but it takes no longer to make than ordinary weapons of that type. Dragonbone has 10 hit points per inch of thickness and a damage threshold of 15. The bone of a dragon is typically between 1 inch and 2 inches thick. Dragons usually do not take kindly to their bones being made into weaponry.

DRAAKI TAIL SPURS

Price: 10 gp; **Weight:** 2 lbs.; **Damage:** 1d6 slashing; **Properties:** Light

Employed exclusively by the Abbsins draaki, the non-initiated who do not know about the different draaki subtypes have provided the more commonly known moniker. Tail spurs are small, retractable blades built into armored sections and this is an adaptation of the more commonly known regular spurs employed by martial artists of all races. The blades are released by turning the tail in a specific, curling motion. A primary use for these weapons is that they can be used while



grappled. Usually, an abbsins tail is not flexible or precise enough to wield weapons, but this one is designed to work for their tail in grapples and may thus be used while restrained or after being swallowed whole and in similar situations where the properly hand-wielded weapons simply do not work. The draaki tail spur is a light martial weapon, but only draaki with the abbsins tail racial feature have proficiency with it.

DRAAKI SINEW BOWSTRING

Price: +500 gp **Weight:** 1/2 lb.

Not squeamish and fiercely nomadic, the draaki waste very little of their dearly departed (though they do not normally eat each other; their remaining flesh is ritually sacrificed in lava), using the powerful remains of their dead to craft all manner of devices. One draaki produces enough sinew to create a bowstring for a single longbow or heavy crossbow or two shortbows or light crossbows sized for a Medium creature. Adding *draaki sinew bowstrings* to a ranged weapon allows you to add your Strength modifier to the damage roll with the ranged weapon instead of your Dexterity modifier. You also increase the range of your weapon by +10 feet and maximum range by +40 feet.

DRAAKI FANGS

Price: 15 gp per fang **Weight:** —

When used as a material component for casting a spell (which requires a number of draaki fangs equal to the spell's level), you can roll and add a d4 to the saving throw DC of your spell. A draaki typically has four fangs suitable for use as a material component.



DRAAKI MAGIC ITEMS

DRAGONBONE FOCUS

Wondrous item, rare (requires attunement)

This token is made from dragonbone, covered in intricate scrimshaw that depicts fire breathing draaki fighting off dragons in the caverns of the Underworld. A draaki with a *dragonbone focus* increases the energy damage inflicted by their breath weapon by +1d6, its uses before requiring rest by one and the draaki may use each of their breath weapon to either create a 5 by 30 ft. -line or a 15 ft. -cone (chosen each time they use their breath weapon, see Draaki Heritage table).

PERIAPT OF THE DRAAKI SAVAGE

Wondrous item, rare (requires attunement)

While a draaki wears a *periapt of the draaki savage*, he is considered to be constantly under the effects of a *draaki savage* spell.

SCALES OF BOUNDING DESCENT

Wondrous item, uncommon (requires attunement)

These enchanted greaves are made from draaki scales covered in a reflective lacquer that shines a dull orange in torchlight. So long as the wearer has at least two surfaces no farther than 15 feet apart (for a Medium creature; 20 feet apart for a Large creature or 10 feet apart for a Small creature) to bounce against, they can ricochet their body from one to the next. Once on a new wall, they can fall slowly for 20 feet and before bounding across again, allowing them to fall any distance indefinitely.

DRAAKI SPELLS

These spells are available exclusively to draaki spellcasters at the GM's discretion.

BREATH WEAPON CROSSFIRE

1st-level transmutation

Casting Time: 1 action (see text)

Range: 30 feet

Components: V, S, M (volcanic ash)

Duration: 1 round

When you cast this spell, you must use your draaki breath weapon as part of the casting of this spell, beginning to coordinate a relentless crossfire of draaki

breaths. Your draaki breath weapon follows all the usual rules for draaki breath weapons.

Any creatures in squares targeted by your breath weapon who are then subject to another draaki breath weapon before the duration of the spell has elapsed, suffer from disadvantage to the saves of any subsequent draaki breath weapons for the duration of spell has elapsed.

DRAAKI BREATH

1st-level transmutation

Casting Time: 1 action or 1 reaction, which you take in response to an ally within 30 feet casting *Breath Weapon Crossfire*

Range: Touch

Components: S, M (talon from an Underworld creature)

Duration: 1 round

If you touch a creature that is not a draaki, they receive one use of a draaki breath weapon as though they were a draaki with hit dice equal to their own hit dice.

If you touch a draaki, they receive another, temporary use of their breath weapon. You may target yourself. If the additional use is not used within one round of casting the spell, it is lost.

DRAAKI SAVAGE

2nd-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S, M (draaki tooth)

Duration: Concentration, up to 1 minute

Your teeth and jaw reform, granting you a savage bite to use in conjunction with your other attacks. For the duration of this spell, you gain the following ability:

Multiattack. You make two attacks, one with your melee weapon and one with your bite. Your bite attack deals 1d4 points of piercing damage, has a reach of 5 ft. and targets one creature.



DROW

The drow were once denizens of Upperworld, sharing the realm with their elven brethren without consequence. Thousands of years have passed since those mythical times, and the drow have fallen far from their original state. The drow live far beneath the surface of known lands, deep in the Underworld, in large cities dedicated to Naraneus, the Queen of Venom.


Drow societies are matriarchal, and females hold almost every position of power within a city, their priesthoods always led by women of potent ability and foresight. Cold, cunning and manipulative, the drow live to obtain power over those around them. Their entire race is inherently evil but there are rare occasions—when the moon is full and Naraneus' attentions are devoted elsewhere—that a good-aligned dark elf is born. Children born during these periods

are generally sacrificed to Naraneus without a second thought, but mothers with a strong parenting instinct who are unwilling to make the sacrifice give birth in secret, sneaking away and passing the child to an upperworlder or asking an underworlder of another race to care for the newborn. They may follow their offspring, secretly assisting from afar to see that their child grows and adapts to life amongst the other races.

Unless otherwise permitted by the GM, any drow character in Aventyr is of evil or at best neutral alignment. Any drow of a good alignment will have been raised by one of the good-aligned races of the Underworld, or—rarely—by humanoids of Upperworld. Evil drow PCs hail from the subterranean metropolises of the Underworld, and a rare few are connected to Hivaka or Leahcim, the lone good and neutral drow deities.

HISTORY

During the *Forging of the Dvergr* the immortals, both light and dark, were left alone in the Underworld. Unwelcome in the dwarven cities and smart enough to avoid any involvement with the gitwerc (despite their many innocuous offerings), they traveled throughout the endless caverns as nomads. Their patron gods—Naneth the Leaf Mother, Onael the Forest Lord, and Naraneus, Queen of Venom—watched over them, enforcing in each a sense of control, the nature of their wild souls, and the skills they would need to survive in the harsh world of Aventyr. Their exodus came to an end with the founding of the Silent Forest, home of the elves. With the need for fierce survival instincts at an end, the darkest of the immortal's gods took up far less



of the elves' attentions; whereas Onael was still needed to tame their savage spirits (although as they became more civilized, he too became abandoned) and Naneth garnered greater devotion as the slender folk finally found a true home and hearth, Naraneus, the Weaver of Shadows, has forever been a dark god.

The Queen of Venom dwelt in the shadow cast by the Prime Event's brilliance, waiting like the creature of her namesake. When the gods created the elves, she felt a kinship with their eternal plight and joined the Forest Lord and Leaf Mother in guiding the immortals to the Silent Forest. Naraneus taught them the nature of true deception and stealth, making them cunning warriors and silent hunters, well-suited to survival in the Underworld. After emerging upon the surface, however, her worship faded as Naneth and her mothering ways flourished. It was not long before Naraneus struck back at her sister, inciting a feud between the darkness and the light. After a time this came to consume both races, embroiling the drow and the elves in bloody battles that marked the Silent Forest with thousands of immortal corpses in a war that lasted decades. Eventually, Naneth and the elves proved victorious, banishing the Queen of Venom and her followers back to the Underworld.

This suited the Weaver of Shadows and her devoted peoples well; their natural stealth, cunning and ruthless efficiency made them ideal denizens of the Underworld. By the time of the Grand Sculpting, the drow had dispersed far from the Silent Forest and into the farthest reaches beneath Aventyr, establishing small settlements generally removed from the cave networks left by the Prime Event. Naraneus blessed her female children,

making the strongest among them into matron mothers, whose iron rule sustained the fledgling noble houses of the Silent Forest in inexorable marches to prominence.

By the time the Great Schism came, the diminutive outposts had quickly grown into thriving villages brimming with potential, but limited by the murderous, self-inflicting instinct of its citizenry. The many fleeing refugees of the Dracoprime's calamitous fall sated the self-destructive tendencies of these drow populations however, and provided enslaved backs upon which to build the first grand city of the dark elves—Holoth.

Finally seeing the value in the lesser, inferior races, the children of Naraneus found their place in Aventyr. The initial (and greatest) metropolis of the drow, Holoth was ideally situated to collect the masses of displaced underworlders and expanded quickly. Its earliest years are rife with turmoil as warring noble houses and subterranean terrors destroyed the settlement in countless conflicts.

The drow are, however, nothing if not determined, and the skeletal remains of the city's many previous incarnations sit below the current Holoth. Reeling from the loss of the *Vidrefacte* and the Fall of House Gullion (see *Rise of the Drow*), the first city of the dark elves is still a powerhouse in the Underworld. Like the many drow settlements that exist in the realm hidden behind the cardinal metropolis (the drow locale closest to Upperworld), it boasts arcane academies and temples of the most dangerous and highest regard, warriors of the greatest prowess and rulers with insight that leaves their peers baffled and dismayed.

PHYSICAL DESCRIPTION

Drow are tall and slender like their elven counterparts, with graceful and pleasant features that belie their evil nature. Their hair color can range from brunette to gray or white. They are quick in both body and mind, their slightly enlarged and pointed ears keen to hear the slightest scuffle in the Underworld.

SOCIETY

The drow are matriarchal and exist entirely to do the whim of the Matron Mother of their home settlement. Women are valued far more highly than men; most of the latter are little better than smart dogs—fit to serve as guards but easily worth a few gold pieces as a youth. They are uniformly slavers, and even the lesser houses of nobility can count dozens of indentured servants to their estate. While they all answer to the Matron Mother of the first house, all drow vie for power and prestige; they will (and many times have) slaughter their own parents without a second thought if it means the acquisition of greater influence.

RELATIONS

Cunning to the last, dark elves are sly, subtle and resourceful individuals. They rarely expose themselves until they've assumed a considerable upper hand, and by then, few who've survived what follows managed to escape to tell of it. Ruthless, efficient and capable of mindless savagery the drow are, at best, extremely dangerous allies (to both those they profess to aid and their perceived enemies).

ALIGNMENT AND RELIGION

Drow are of the Evil alignment, be they chaotic, neutral or lawful. Most of the former are quickly beaten into submitting to the latter or sacrificed to appease Naraneus, who only truly blesses a few of her female subjects and even fewer of her male devotees. Naraneus is by and far the most revered of their gods, but demigods of Shadow and Pain have begun to take hold in a few drow cities without their orders falling to blades in the night.

ADVENTURERS

Dark elven adventurers can be of many different mindsets, but most are dissatisfied with drow life for one reason or another. Women born into lower castes seethe with jealousy for their high born peers, and males from any house literally live at the whim of their female counterparts, a dangerous proposition that they would be keen to escape should the opportunity to safely do so arise. Females may be of any role, although they specifically seem to excel as clerics. Men are rarely clerics (and if so, only have one or two levels of the class) and chiefly master the art of mundane combat, with perhaps some dabbling in the graceful arts of the rogue or, in the event they've a talent for it, pursuing the arcane workings of the wizard.

NAMES

Male Names: Diun, Gal, Gylor, Ieot, Quanot, Slior

Female Names: Aranrae, Haermadia, Lilith, Maethon, Maeronea, Slienaia

AGE

Some dark elves in Aventyr enjoy lifespans that far surpass their peers. These wizened wizards, elder priests, devious warlocks and treasured oracles see their longevity extended by hundreds of years either by their deity or through deftly sustained arcane magics

FEMALE DROW

Raised to rule, dark elven women have deft tongues and cunning wits but lack the grace and natural instincts of their ancestral counterparts on the surface. Female drow in Aventyr receive skill proficiency in their choice of two of either Wisdom (Insight), Charisma (Deception), Charisma (Intimidation) or Charisma (Persuasion).

MALE DROW

Dark elven society subjugates males, reducing their roles into defenders of their settlements and little else. They are trained from birth to hone their keen senses, agility and ability to remain unseen and unheard, but their lack of social commitments leave them less able to maneuver in conversation as their female counterparts. Male drow in Aventyr receive skill proficiency in their choice of two of either Strength (Athletics), Dexterity (Acrobatics), Dexterity (Stealth), or Charisma (Deception).

DROW ENCLAVES IN AVENTYR

The subterranean dark elves rule over a large region of the Underworld protected from the rest of the endless caves by the bastion metropolis of Holoth. All of their settlements are built upon the backs of enslaved races, ruled over by matriarchs that worship the Queen of Venom, Naraneus. The infighting and intrigue that suffuses their cities makes them a moderate threat to the whole of Aventyr, but travelers should beware any chance encounter with a drow settlement. An Intelligence (History) check (DC 20) reveals to an Underworld explorer how likely it is they will be caught by dark elven magic when making their way through a drow settlement (if it absolutely cannot be avoided). The vast majority of incarcerated interlopers are forced into slavery and in some cases, have their very souls extinguished in mystical rituals.

DROW TRAITS

Drow in Aventyr use the standard race traits for drow.

NARANEUS DOMAIN

(NEW CLERIC DOMAIN)

The mistress of poison and arachnids that lords over the feared drow of Aventyr's underworld bestows special gifts upon her servants, granting them the prowess in both spell and deed to withstand the rigors of the treacherous life in the cut-throat society of drow... and beyond.

NARANEUS DOMAIN SPELLS

Cleric Level Spells

1st	<i>disguise self, shadow mote</i>
3rd	<i>see invisibility, shadow cast</i>
5th	<i>loom large, dispel magic</i>
7th	<i>dimension door, form of shadows</i>
9th	<i>modify memory, umbral step</i>

BLESSING OF POISON

Starting when you choose this domain at 1st level, you choose either Dexterity (Stealth) or Charisma (Deception). Once made, this choice cannot be reversed, unless you complete an appropriate quest. (Subject to GM's approval.) You can grant yourself or a creature you touch advantage on checks with the chosen skill. This blessing lasts for 1 hour or until you use this feature again. You also gain proficiency with the poisoner's kit.

CHANNEL DIVINITY: POISONOUS CUNNING

Starting at 2nd level, you can use your Channel Divinity to invoke the divine favor of Naraneus upon those wielding or subject to poison. As an action, you call your deity's name. Up to two allies, one of which may be yourself, who are currently wielding a poisonous weapon or who are suffering from the poisoned condition, may spend their reactions to make an attack with their weapons. If these attacks hit, they add your Wisdom modifier to the damage dealt. At 11th level, allies (or yourself) who hit with this attack deal an additional 1d8 poison damage on a hit. At 17th level, allies (or yourself) who hit with this attack deal an additional 2d8 poison damage.

PURE SPITE

Beginning at 6th level, whenever you are below half of your maximum hit points and suffering from either the grappled, poisoned or prone conditions due to the actions of an enemy that has not yet been vanquished, you may treat any result of 1 or 2 as a 3 on dice you roll to determine damage or healing effects for attacks you execute and spells you cast. This immediately ends if the foe is brought to 0 HP or if the condition ends.

POISONOUS SHADOWS

Starting at 8th level, whenever you would lose your shadow due to an effect, spell or similar circumstance, you may use your reaction to regrow your shadow and negate any and all negative effects associated with having no shadow. Additionally, any beneficial spell or ability that requires the use of your shadow that may currently be in effect is not ended by this, allowing you to potentially have more than one spell or ability that uses your shadow in effect at any given time. You can use this feature again after completing a short rest. Furthermore, as a reaction to being poisoned or to suffering poison damage, you can siphon poison coursing through your veins into your shadow, immediately ending any ongoing poison damage and the poisoned condition. You are still treated as poisoned for the purpose of this domain's abilities for as long as your shadow that absorbed the poison persists. Abrupt exposure to total darkness or magical light ends this boon. Your shadow may only hold one poison at any given time. If your shadow holds a poison and you complete a long rest, it is no longer considered to be holding poison.

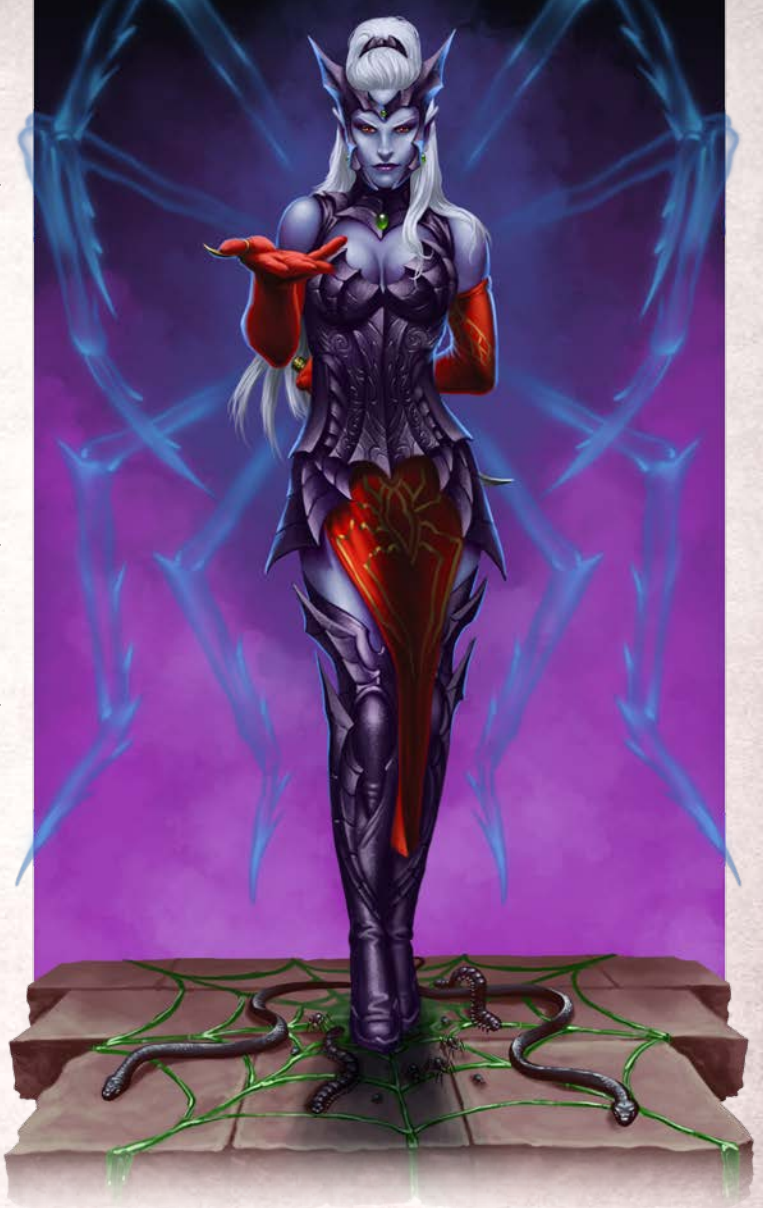
MASTERS OF THE WEB

Living in the Underworld of Aventyr for any period of time tends to alter one's perspective. The lack of light or changes in temperature that normally indicate day and night are gone, as are the meaning of the terms. The senses run amok as constant sounds flit in and out of the limits of hearing, and the need to be able to navigate in three dimensions as chimneys and crevasses discombobulate any natural talent for direction. Were that not enough, the creeping horrors that developed below the picturesque surface of Aventyr have a disturbing trait of "changing" people. In the stygian depths, the claustrophobic tunnels, endless caverns, and undiscovered realms beneath Aventyr's surface, the paths taken by humanoids of the Upperworld warp considerably. Specialties suited to the peculiar and particular environs abound.

Those that adapt to their surroundings live, while those that only hold fast to the old ways fall prey to menaces that lurk around every corner. The archetypes and classes in *Underworld Classes* are most frequently associated with dwarves and drow, but can be adopted either by a race in an Underworld setting or by a character with an Underworld influence in their history. If your campaign doesn't have a subterranean bent, each class has other means and motivations for characters to pursue them detailed in their class entry.

MASTERS OF DECEPTION

In the labyrinthine, nefarious politics of the underworld and in the face of the uncounted ways one can fall prey to deadly predators, few races have managed to eke out a means of survival, much less established a civilization that has reached a proper level of sophistication. Those that manage this feat are among the hardest and most adaptable beings one can find. It is testament to their wiles that the feared drow have managed to create a truly impressive array of bustling empires built on deceit, murder, treason, and poison. Among the feared masters of the underworld, there are certain drow who have developed unique means of meeting the challenges of the underworld, known to most other races as the masters of the web.



MISTRESS OF THE WEB (VARIANT ROGUE)

The dark elves are a race of cunning, manipulative creatures made all the more so by their ruthless upbringing. Some drow rogues, however, are *exceptionally* devious, honing their talent for scheming into a weapon of incredible potency. Some are well known and others are whispers only spoken of in the highest circles, but all are masters of first-hand knowledge in the Underworld. These clever drow run crime syndicates, hold courts of nobles in their grasp, and are the masters of felonious goods and services wherever they dwell. While these beings are mostly known as Mistresses of the Web due to females tending to have the dominant positions in drow society, it is not wholly unknown for males to follow this profession. In the tongue of the drow, people with this calling are also known as *drulaiak'thekwar*—which roughly translates to “mistress of honeyed words laced with poison.”

MISTRESS OF THE WEB

Level	Proficiency Bonus	Deceptive Attack	Feature
1st	+2	1d6	Master Deceiver, Expert Linguist
2nd	+2	1d6	Cunning Action, <i>detect thoughts</i>
3rd	+2	2d6	The Serpent's Tongue
4th	+2	2d6	Ability Score Improvement
5th	+3	3d6	The Tongue of the Multiverse
6th	+3	3d6	Deceptive Uncanny Dodge
7th	+3	4d6	Evasion
8th	+3	4d6	Ability Score Improvement
9th	+4	5d6	The Tongue of the Multiverse
10th	+4	5d6	Ability Score Improvement
11th	+4	6d6	Reliable Deception
12th	+4	6d6	Ability Score Improvement
13th	+5	7d6	All of your Heart's Desires
14th	+5	7d6	Blindsense
15th	+5	8d6	The Tongue of the Multiverse
16th	+5	8d6	Slippery Mind, Ability Score Improvement
17th	+6	9d6	Deceiver's Gambit
18th	+6	9d6	Elusive
19th	+6	10d6	Ability Score Improvement
20th	+6	10d6	Your Heart and Soul, The Tongue of the Multiverse

CREATING A MISTRESS OF THE WEB

As you create your mistress of the web character, consider the character's relationship with the byzantine power-structures and constantly changing "laws" of the chaotic drow society. Did you have run-ins with the powers-that-be? Did you own slaves? Why have you taken up adventuring? Has your syndicate been squashed or did you need to escape drow lands? What was the trigger that made you abandon the cutthroat society? If you are a drow, what's your social status before and after taking up adventuring? If you are not a drow, how did you take up this profession? Perhaps you were raised by drow or never saw eye to eye with the ruling caste, the priests or other powerful forces. How do you approach non-drow and other races? Perhaps you are an elitist, manipulating them without regret, or perhaps you wanted to use your talents for means not afforded by drow society.

QUICK BUILD

You can make a mistress of the web quickly by following these suggestions: First, Charisma should be your highest ability score, followed by Dexterity if you plan to emphasize stealth and infiltration, Intelligence if you want to play a character more akin to an investigator. Second, choose the charlatan background.

CLASS FEATURES

As a mistress of the web, you have the following class features.

HIT POINTS

Hit Dice: 1d8 per mistress of the web level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per mistress of the web level after 1st

PROFICIENCIES

Armor: Light Armor

Weapons: Simple weapons, hand crossbows, longswords, rapiers, shortswords

Tools: Thieves' Tools

Saving Throws: Dexterity, Charisma

Skills: Choose four from Acrobatics, Athletics, Insight, Intimidation, Investigation, Perception, Performance, Sleight of Hand and Stealth

EQUIPMENT

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

- **(a)** a rapier or **(b)** a shortsword
- **(a)** a shortbow and quiver with 20 arrows or **(b)** a shortsword

- (a) a burglar's pack, (b) a dungeoneer's pack or (c) an explorer's pack
- Leather armor, two daggers, and thieves' tools

MASTER DECEIVER

At 1st level, you gain skill proficiency in Deception and Persuasion. Your proficiency bonus is doubled for any ability checks you make that uses either of these two proficiencies. At 6th level, you can choose two more proficiencies (in skills or with tools) you have to also get this benefit.

EXPERT LINGUIST

Also at 1st level, you have realized the importance of language to get what you want. Your studies render you a true polyglot. You gain an additional language of your choice that you can speak, read and write. At 3rd, 5th, 7th, 9th, 11th, 13th, 15th, 17th and 19th level, you learn an additional language. You need to have had some sort of exposure to the language either via writing, communication or similar means to be able choose a language.

DECEPTIVE ATTACK

Beginning at 1st level, you have learned to sow doubt in your foes. As either an action on your turn or as part of using the Dodge or Disengage action, you can make a Charisma (Deception) check against the attacker and manipulate the target. The DC for this check is equal to the target's AC or 8 + the target's proficiency bonus + the target's Wisdom modifier, whichever is higher. If you succeed, you have sown enough doubt within the target to make it susceptible to your deceptive attacks for a number of turns equal to your Charisma modifier. Once per turn, you can deal an extra 1d6 damage to a creature thus affected that you hit with an attack. The attack must use a finesse or ranged weapon. The amount of extra damage increases as you gain levels in this class, as shown on the Deceptive Attack column of the Mistress of the Web table. You need to be able to speak with the target creature and share a language with it to use this ability.

CUNNING ACTION

Starting at 2nd level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage or Hide action.

DETECT THOUGHTS

Also at 2nd level, you gain an almost supernatural awareness of other creatures and their inner workings. You learn the *detect thoughts* spell. You can use this spell a number of times equal to your Charisma modifier before requiring a long rest to recharge. You do not need a material component for the spell. Your spellcasting attribute is Charisma.

THE SERPENT'S TONGUE

At 3rd level, you learn to worm your way into the hearts and minds of those foolish enough to allow you to speak to them. A non-hostile creature listening to you for 1 minute or longer must make a Wisdom saving throw against DC = 8 + twice your proficiency bonus + your Charisma modifier. On a failure, the creature becomes *charmed* by you until it has completed a long rest. Since this effect is not magical, it cannot be countered or dispelled, and it can only be thwarted by reasoning with the target. Similarly, the target continues to consider you a friendly acquaintance even after completing a long rest and continues to do so until given sufficient reason to doubt your intentions. Obviously self-destructive requests made from charmed creatures result in this effect immediately ending. Similarly, witnessing you betray one charmed creature automatically ends the charmed condition on all creatures you have charmed with this ability that can witness the betrayal. If you use deceptive attack to attack a creature you have previously charmed with this ability, the stunning realization of your betrayal lets you inflict deceptive attack's bonus damage against the target with all your attacks for a number of turns equal to your proficiency bonus plus your Charisma modifier.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

THE TONGUE OF THE MULTIVERSE

At 5th level, you have learned that language is not necessarily only conveyed through words, but also gestures, facial expressions and the like.

With expert zeal, you have started applying the deceptive craftsmanship of your trade to this form of communication as well. Choose two monster type from the following: Aberration, Beast, Celestial, Construct, Dragon, Elemental, Fey, Fiend, Giant, Monstrosity, Ooze, Plant, Undead. You can use your deceptive attack class feature against creatures of this type without sharing a language. At 10th, 15th and 20th level, you can choose an extra monster type.

DECEPTIVE UNCANNY DODGE

Starting at 5th level, when an attacker that is an eligible target for your deceptive attack hits you with an attack, you can use your reaction to negate the attack's damage.

EVASION

Beginning at 7th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or devastating spells. When you are subjected to an effect that allows you to make a Dexterity 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. If the effect is prompted by a creature that is currently an eligible target for your deceptive attack feature, you may substitute your Charisma saving throw for your Dexterity saving throw before rolling the saving throw. If you do, however, the target ceases to be an eligible target for your deceptive attack and has to be deceived again.

RELIABLE DECEPTION

By 11th level, you simply make no glaring mistakes when manipulating people and are similarly hard to manipulate or undermine. Whenever you make a Charisma (Deception) or Charisma (Persuasion) check, you can treat a d20 roll of 9 or lower as a 10. Additionally, whenever you need to make a Charisma saving throw, you can treat a d20 roll of 9 or lower as a 10.

ALL OF YOUR HEART'S DESIRES

At 13th level, you have learned to capitalize on the discord and doubt you have sown and turn enemies into allies. As an action, you can promise all of a creature's heart's desires to help you—whether you intend to keep your promise or not determines whether you use Deception or Persuasion when using this feature. The DC for this check is equal to the target's AC or 8 + the

target's proficiency bonus + the target's Wisdom modifier, whichever is higher, and you may only target creatures that are eligible targets for your deceptive attack or currently charmed by you. Creatures thus affected must make a Wisdom saving throw against $DC = 8 +$ twice your proficiency bonus + your Charisma modifier. On a failure, they switch allegiances and fight for your cause. This is a nonmagical effect and as such has no duration, but having to go against one's convictions, attack erstwhile allies, etc. allow the creature to reroll the saving throw. Similarly, heartfelt arguments roleplayed by other characters may allow for a reroll, subject to the GM's discretion. If you fail to deliver on your promises, the effect will end as well. A creature that successfully saves against this ability cannot be affected again until you have completed a long rest. Since these promises usually entail morally questionable suggestions, it is not uncommon for creatures that have resisted you to become weary of you. If you use this ability on a charmed creature and it successfully saves against it, the creature is no longer is charmed and becomes immune to your deceptive attack feature until you have completed a long rest. Note that this ability also allows you to end charm effects of other creatures; the victims may actually be grateful to you.

BLINDSENSE

Starting at 14th level, if you are able to hear, you are aware of the location of any hidden or invisible creature within 10 feet of you.

SLIPPERY MIND

By 15th level, you have acquired greater mental strength. You gain proficiency in Wisdom saving throws.

DECEIVER'S GAMBIT

When you reach 17th level, you have become adept at striking for maximum effect after deceiving creatures. You can take two turns during the first round of any combat that you initiate or that begins due to a creature successfully saving against one of your class features. You take your first turn at your normal initiative and your second turn at your initiative minus 10. During this round, all creatures are considered to be eligible targets for your deceptive attacks and you gain advantage on attack rolls made against such creatures. You can't use this feature when you are surprised.

ELUSIVE

Beginning at 18th level, continuous escapes from those you deceived bear fruit. No attack roll has advantage against you unless you are incapacitated or restrained.

YOUR HEART AND SOUL

At 20th level, your dominion over those that listen to your promises becomes absolute. Whenever you manage to inflict the charmed condition on an adversary or use your all your heart's desires class feature, you gain permanent and unswerving devotion from the affected. No amount of reasoning can reverse the process or grant additional saves. The affected creature is willing to die and even condemn its soul for you. Magic is powerless to break your hold over a creature thus affected, with the exception of direct divine intervention or the *wish* spell. Creatures saved from your domination forevermore are immune against being charmed by you.

MASTER OF THE WEB

(VARIANT MONK)

The master of the web is a monk unlike any other in Aventyr or any other place in the planes. These beings (mostly drow) gain the ability to shoot webs from their hands and craft vehement taunts to draw their opponents into the fatal latticework of their complex martial arts style. Frenetic warriors, they traverse the battlefield in flips, cartwheels, leaps and bounds, carried along by their arachnid blessings with a grace that defies convention. Due to the structure of drow society, most of these beings are males, though female practitioners of this path do exist. Non-drow have coined the name for these beings, obviously—in the language of drow, they are known as verackt'zholur—which roughly translates to “arachnid executioners.”

CREATING A MASTER OF THE WEB

As you make your master of the web character, think about your connection to the dastardly orders that teach this lethal fighting style: Were you raised by the order? Sold to them? Did you join voluntarily or were you sold to them as the price for their assistance in assassinating a rival drow? If you are no drow, how



did you gain the honor of learning this fighting style? Also, consider what made you leave, what made you become an adventurer. Perhaps you are the last of your order, the sole survivor of a feud between drow houses. Perhaps you were scheduled to be sacrificed upon the dark altars of the drow and refused this honor. Maybe you just don't have what it takes to be a ruthless killer and thus ran from your home. The structured, yet chaotic nature of the orders teaching this type of martial arts also means that there is a lot of internal politics fought with poison, cloak and dagger going on—after adventuring for a while, you may want to return and teach those that exiled you or forced you to flee a lesson. Work with your GM to ensure that the vision you have is accurate with his conceptions of the class.

QUICK BUILD

You can make a master of the web quickly by following these suggestions. First, make Dexterity your highest ability score, followed by Charisma. Second, choose the hermit or urchin background.

CLASS FEATURES

As a master of the web, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per master of the web level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per master of the web level after 1st

PROFICIENCIES

Armor: None

Weapons: Simple weapons, shortswords

Tools: Choose one type of artisan's tools or thieves' tools

Saving Throws: Dexterity, Charisma

Skills: Choose two from Acrobatics, Athletics, Insight, Intimidation, Perception, Sleight of Hand and Stealth

EQUIPMENT

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

- **(a)** a shortsword or **(b)** any simple weapon
- 10 darts
- **(a)** a dungeoneer's pack or **(b)** an explorer's pack

UNARMORED DEFENSE

Beginning at 1st level, while you are wearing no armor and not wielding a shield, your AC equal 10 + your Dexterity modifier + your Charisma modifier.

MARTIAL ARTS

At 1st level, your practice of arachnid-inspired martial arts gives you mastery of combat styles that emphasize unarmed strikes and monk weapons, which are shortswords and any simple melee weapons that don't have the two-handed or heavy property. You gain the following benefits while you are unarmed or wielding only monk weapons and you aren't wearing armor or wielding a shield:

- You can use Dexterity instead of Strength for the attack and damage rolls of your unarmed attacks and monk weapons.
- You can roll a d4 in place of the normal damage of your unarmed strikes or monk weapon. This die changes as you gain master of the web levels, as shown in the Martial Arts column of the Master of the Web table.
- When you use the Attack action with an unarmored strike or monk weapon on your turn, you can make one unarmed strike as a bonus action. For example, if you take the attack action and attack with a quarterstaff, you can also make an unarmed strike as a bonus action, assuming you haven't already taken a bonus action this turn.

Masters of the web tend to train with monk weapons that emphasize piercing and slashing damage, featuring a look reminiscent of spiders and similar arachnids. These weapons have a lot of variations in name and specific design, but utilize the game statistics provided for simple weapons on page 65 of the *System Reference Document 5.1*, only changing the damage type as appropriate.

VITRIOLIC TONGUE

As an action on your turn, you can make a Charisma (Intimidation) check against a creature you can see that can hear you. Deaf creatures are immune. The pure spite in your words transcends language barriers and forces the target to make a Wisdom saving throw against DC = 8 + your proficiency bonus + your Charisma modifier. On a failure, the target is so incensed by your spite, it has a hard time focusing on attacks on other creatures. The target suffers from disadvantage to attack rolls against all creatures other than you for a number of rounds equal to your Charisma modifier. If a creature successfully saves against this feature, it cannot be affected by it again until you complete a short rest and think about new ways to insult it.

ARACHNID POWERS

Starting at 2nd level, all the concoctions of hallucinogens, poisons and spiders, the exposure to the underworld's weird radiation and your own adrenaline levels react and begin to change your physiology, allowing you to gain the effects of strange powers. These powers are represented by a number of

MASTER OF THE WEB

Level	Proficiency Bonus	Martial Arts	Spider Points	Maximum Web Uses per Turn/Maximum Web Length	Features
1st	+2	1d4	—	—	Unarmored Defense, Martial Arts, Vitriolic Tongue
2nd	+2	1d4	2	4/ 80 ft.	Arachnid Powers
3rd	+2	1d4	3	4/ 80 ft.	Spider Sense
4th	+2	1d4	4	4/ 80 ft.	Ability Score Improvement
5th	+3	1d6	5	6/ 120 ft.	Extra Attack
6th	+3	1d6	6	6/ 120 ft.	Burst of Speed
7th	+3	1d6	7	6/ 120 ft.	Evasion
8th	+3	1d6	8	6/ 120 ft.	Ability Score Improvement
9th	+4	1d6	9	8/160 ft.	Arachnid Appendages I
10th	+4	1d6	10	8/160 ft.	Poison Glands
11th	+4	1d8	11	8/160 ft.	Mutated Immune System
12th	+4	1d8	12	8/160 ft.	Ability Score Improvement
13th	+5	1d8	13	10/200 ft.	Dance of the Many-Legged Fiend
14th	+5	1d8	14	10/200 ft.	Weaponized Webbing
15th	+5	1d8	15	10/200 ft.	Eternal Hunter
16th	+5	1d8	16	10/200 ft.	Ability Score Improvement
17th	+6	1d10	17	12/240 ft.	Web's Defense
18th	+6	1d10	18	12/240 ft.	Master of Arachnids
19th	+6	1d10	19	12/240 ft.	Ability Score Improvement
20th	+6	1d10	20	12/240 ft.	Arachnid Appendages II, Perfect Hybrid

spider points. Your master of the web level determines the number of Spider points you have, as shown in the Spider points column of the master of web table. You can spend these points to fuel various arachnid features. You start knowing three such features: Flurry of Blows, Web and Spider Climb. You gain more arachnid powers as you gain levels in this class. When you spend a spider point, it is unavailable until you finish a short or long rest, at the end of which your body regenerates its potent powers. You must spend at least 30 minutes of the rest and eat and drink, since your metabolism fuels your powers. Some of your arachnid features require your target to make a saving throw to resist the feature's effect. The saving throw DC is calculated as follows:

Arachnid Powers save DC = 8 + your proficiency bonus + your Charisma modifier

FLURRY OF BLOWS

Immediately after you take the Attack action on your turn, you can spend 1 spider point to make two unarmed strikes as a bonus action.

SPIDER CLIMB

For as long as you have at least one spider point remaining, you are under the constant effects of *spider climb*, as your hands and feet feature miniscule, sticky hairs that allow you to move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands (or feet!) free. You also gain a climbing speed equal to your walking speed while you have at least 1 spider point. Unlike the spell, this feature is based on your physiological changes and thus cannot be dispelled.

WEB

You have developed subtle spinnerets on your hands (or another part of your body of your choosing) that can produce a strong, resilient web-rope you can use for a variety of options. You get a free number of uses of web equal to your proficiency bonus + your Charisma modifier. This total is renewed after a long rest. Alternatively, you may reset this number by expending a spider point as a bonus action. Each use of web produces a line of up to 20 feet. To get a web of 60 feet length, you'd need to expend 3 uses of web, for example. You can spend a maximum of twice your proficiency bonus uses of web per turn (See Maximum Web Uses per Turn/Maximum Web Length column in the Master of the Web table). Webs you generate are only sticky in places you want them to be sticky—this is determined upon using the feature and cannot retroactively be determined. You could, for example, not suddenly declare that a non-sticky section of an already deployed web becomes sticky. Webs cannot stick to surfaces that cause any form of damage, nor can they stick to particularly wet, oily or exceedingly hot surfaces.

You can also use your web to try to restrain enemies. You are considered to be proficient with your webs and you treat your webs as monk weapons for the purposes of proficiencies and ability interaction. You can take an Attack action and expend a use of web to try to restrain a single Medium creature. You may try to restrain creatures as a ranged attack as well, but you expend additional uses of web—a creature 30 feet away would, for example, require 3 uses of web (1 base + 2 for range). Creatures with larger sizes can be restrained as well, but you require more web. To try to restrain a Large creature, you need to expend 2 uses of web. You cannot try to restrain creatures that are larger than Large, but you can try to restrain up to two adjacent Small creatures with one use of web or up to 4 Tiny creatures. A target hit must make a Strength saving throw. On a failed save, the target is restrained by your web until either it or another creature tears it free. A restrained creature may attempt another Strength saving throw on each of its subsequent turns.

Alternatively, you can target a specific body part or piece of equipment with your web attack roll. You have disadvantage on the Attack action you make, but if you hit, you may attempt to trip, hamper or blind

your opponent. If you attempt to trip your opponent, he must make a Strength or Dexterity saving throw (your choice) or fall prone. If you attempt to blind your opponent, he must make a Dexterity or Constitution saving throw or be blinded. If you attempt to hamper the enemy by targeting a limb, shield or weapon, the enemy must succeed a Strength or Dexterity saving throw or suffer disadvantage when attacking with the webbed limb or weapon. In the case of shields, the creature loses the AC bonus the shield conveys for as long as it is webbed. As above, you can use this feature as a ranged attack, but consume more uses of web when you do so.

Your webs are vulnerable to slashing and fire damage and attacks made with weapons and effects that deal either have advantage against your webs. Your web's break DC and AC is equal to 10 + your proficiency bonus + your Charisma modifier. Your webs are considered to have 2 HP per inch of thickness.

BURST OF SPEED

Beginning at 6th level, you may spend 2 spider points to double your movement speed until the end of your next turn. Additionally, you gain +2 to AC and gain an additional action that you can use for an Attack, Dash, Disengage or Hide action.

ARACHNID APPENDAGES I

At 9th level, all the poison and chemicals you have been subjected allow you to create a frighteningly grotesque display of power. As an action, you may concentrate and expend 2 spider points. If you do, you feel a tingling and suddenly grow a pair of fully functional additional arms on your next turn. This allows you to hold up to two additional objects and you gain an additional extra attack when using the Attack action, but this extra attack is made at disadvantage. For as long as your additional arms persist, you gain advantage on all grapple checks made against creatures of your size or smaller. Alternatively, you may grapple up to two creatures that are smaller than you at once without incurring any penalty. Your arms persist indefinitely or until you take a short or long rest, at which point they grow back into your body, but while they exist, you suffer disadvantage on all Charisma-based checks against just about all creatures from non-drow cultures. Subject to the GM's discretion, most intelligent humanoids will attack you on sight as

they consider you an abomination. You may, at any time, meditate for 5 minutes to have your arachnid appendages retreat into your body. Alternatively, you may spend 2 spider points to instantaneously have them disappear within you.

POISON

At 10th level, you develop poison glands. When you successfully hit another creature with an unarmed attack, you may spend 3 spider points to inject your poison into that creature in addition to the normal effects of your attack. The target must make a Constitution saving throw or take 3d6+10 poison damage. On a successful save, the target only takes half damage. You may increase the potency of your poison by expending additional spider points, with a maximum equal to your proficiency bonus. For each additional point expended, your poison deals an additional 1d6+5 damage. You are immune against your own poison.

DANCE OF THE MANY-LEGGED FIEND

At 13th level, you finally learn the legendary martial art that made the master of web feared throughout the known underworld of Aventyr. You can take your action to make a melee attack against any number of creatures within 5 feet of you, with a separate attack roll for each creature. Alternatively, you may expend 3 spider points to move up to your base speed and perform a melee attack against any number of creatures that are within 5 feet of you during any part of the Move, with a separate attack roll for each creature. Your movement potentially incurs opportunity attacks and you may attack a given creature only once during your move. Finally, you may expend 4 spider points as well as up to twice your regular maximum of simultaneous web uses per turn, to perform a number of web attacks against creatures within the maximum range of your web, provided you have enough uses of web to affect the targets. If you use either of the spider point powered uses of this feature, you incur one level of exhaustion at the end of your turn.

WEAPONIZED WEBBING

At 14th level, you have learned to harden your webs to clumps, razor-sharp edges or points. When you use the Attack action to attack with your web, you may

choose bludgeoning, slashing or piercing damage and expend additional web uses up to your maximum of web-uses per activation. If you hit the target, it takes 1d4 damage of the chosen damage type per additional web use you expended. This damage is in addition to the usual effects of your web.

WEB'S DEFENSE

At 17th level, your mastery of your webs allows you to survive what would kill most mortals. Whenever you make a Strength, Dexterity or Constitution saving throw and would fail, you can spend one use of web, up to your maximum of web uses per turn, to reroll the saving throw. Additionally, as a reaction to a spell or effect that requires you to make a Strength, Dexterity or Constitution saving throw, you may expend a use of web, up to your maximum of web uses per turn, to gain advantage on the saving throw. You must choose to do so before rolling the saving throw, though. If you use this feature while it's not your turn, the consumed web uses are deducted from your maximum number of web uses per turn on your next turn.

ARACHNID APPENDAGES II

At 20th level, all the poison and chemicals you have been subjected, reach the culmination of their mutating capabilities. When activating your arachnid appendages feature, you can expend an additional 2 spider points (for a total of 4) to grow a third set of arms. If you do, you feel a tingling and suddenly grow two pairs of fully functional additional arms on your next turn. This allows you to hold up to four additional objects and you gain two additional extra attacks when using the Attack action, but these extra attacks are made at disadvantage. For as long as your additional arms persist, you gain advantage on all grapple checks made against creatures of your size or smaller and such creatures suffer from disadvantage on grapple checks made against you. Alternatively, you may grapple up to four creatures that are smaller than you at once without incurring any penalty or one creature at advantage and 2 without penalty. Your arms persist indefinitely or until you take a short or long rest, at which point they grow back into your body, but while they exist, you suffer disadvantage on all Charisma-based checks against just about all creatures from non-drow cultures. Subject to the GM's

discretion, most intelligent humanoids will attack you on sight, considering you a horrid abomination. You no longer need to meditate to retract your additional arms into your body and can do so as a bonus action that requires no expenditure of spider points.

SPIDER SENSE

At 3rd level, the physiological changed within you give you almost preternatural awareness of incoming dangers. When prompted to make a Dexterity saving throw by an effect that you can potentially see incoming (you don't have to look straight at the effect), you can expend one spider point to gain advantage on the saving throw. You must choose to do so before rolling your saving throw and you may not be blinded, deafened, incapacitated, petrified, restrained or unconscious when using this feature.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

EVASION

Beginning at 7th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or devastating spells due to your mutation-enhanced reflexes. When you are subjected to an effect that allows you to make a Dexterity 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.

MUTATED IMMUNE SYSTEM

Starting at 11th level, your own poison gland and other bodily changes render you immune to poisons. Additionally, you have advantage on saving throws to resist the effects of diseases.

ETERNAL HUNTER

At 15th level, your body no longer works as that of most mortals. You do not suffer (or stop suffering) the frailties of old age, and you can't be aged magically. You do not die of old age and no longer require air, food or water. You can hold your breath indefinitely without suffocating. However, you also no longer are wholly a humanoid. All effects that would only affect aberrations or that affect aberrations to a greater degree now treat you as an aberration.

MASTER OF ARACHNIDS

Beginning at 18th level, your impressive might makes lesser creatures scuttle and bow to your whim. Arachnid creatures will never attack you or your allies out of their own volition, unless you attack them first. This extends to demons, aberrations and similar creatures. You have advantage on all social interactions with such creatures and can understand them, even without sharing a language. You are treated as though you are under the constant effect of *Speak with animals*, but can only communicate with any type of arachnid this way.

PERFECT HYBRID

At 20th level, when you roll initiative and have no spider points remaining, you automatically regain 4 spider points. When you roll initiative and have no web uses remaining, you regain twice your proficiency bonus web uses. You are no longer fatigued by using your dance of the many-legged fiend arachnid power.

DROW FEATS

The following feats are exclusively available to drow in Aventyr.

ARACHNID ATHLETICS

Prerequisite: Strength 13 or higher

You have learned to emulate the skittering movement of the arachnids so precious to your kin.

- You gain advantage on Strength (Athletics) checks made to climb surfaces.
- Climbing doesn't halve your speed.
- You may attempt a Strength (Athletics) check against DC 20 to gain climb speed equal to your base speed until the end of your round. This movement does not cost extra movement.

DROW BLADE MASTER

You have mastered the intricacies of the subtle curves and dull reflections of drow blades, allowing you to gracefully dismember your foes with the most cumbersome of blades.

- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- You treat any drow-created blade with which you are proficient as though it was a finesse weapon.

SPIDER SPEAKER

You have an intrinsic connection to arachnids that allows you to communicate with them.

- You gain the ability to comprehend and verbally communicate with spiders and other arachnids. The knowledge of the creatures is limited by Intelligence, but at a minimum, the arachnids can give you information about nearby locations and monsters, including whatever they can perceive or have perceived within the past days. You may be able to persuade an arachnid to perform a small favor for you, at the GM's discretion.
- You gain advantage on Wisdom (Animal Handling) checks pertaining arachnids.

SURVIVAL INSTINCT

Prerequisite: Wisdom 13 or higher

You have mastered the art of survival in the underworld. You gain proficiency in Wisdom (Survival).

- You have advantage on Wisdom (Animal Handling) checks when trying to handle beasts from the underworld.
- You have advantage on Wisdom (Medicine) checks when diagnosing and treating poisons and diseases from the underworld.
- You have advantage on Wisdom (Survival) checks when navigating the underworld and avoiding creatures in the lightless depths.

VINDICTIVE HATRED

Others may hold grudges—that does not even begin to describe the level of hatred you are capable of feeling towards a specific target that has slighted you.

- You choose an enemy you have encountered before. This creature becomes your chosen foe. The chosen foe provokes an opportunity attack from you if he enters your reach.

- You have advantage on Dexterity (Stealth), Intelligence (Investigation), and Wisdom (insight) checks pertaining the chosen foe.
- Upon slaying a chosen foe, you may choose a new foe after a short or long rest.

DROW EQUIPMENT

Drow have access to the following equipment.

DROW QUILL

Price: 10 gp, **Weight:** —

This drow writing instrument is made from the fang of a monstrous spider. A specially made writing tip and cap are fitted to the ends of the fang and the inside is coated with an alchemical substance to keep the ink from sticking. The quill holds enough ink to write 25 pages before needing to be refilled.

WEAPON WEBBING

Price: 360 gp **Weight:** 1/2 lb.

This 10-foot-long, thin thong of spider's silk rope attaches your weapon to your wrist. You treat a weapon with attached weapon webbing as though it had the reach property. If you drop your weapon or are disarmed, you can recover it as a bonus action with a successful Dexterity check (DC 12).

While wearing weapon webbing, attacks made with weapons other than the one tied to weapon webbing receive a -2 penalty.

Alternatively, you may throw a weapon tied with weapon webbing as though it had the thrown (10/20) property. You use your Strength for this attack, unless you are using a weapon with the finesse property, in which case you can use either your choice of Strength or Dexterity. You may recover the thrown weapon as a bonus action with a successful Dexterity check (DC 12) that provokes an opportunity attack.

WEB SHACKLES

Price: 70 gp **Weight:** 4 lbs.

This specially crafted ceramic bottle contains liquid webs that harden within one round of exposure to air. As an action, they may be carefully applied to a creature's limbs to bind them or, otherwise, as a type of adhesive. A creature restrained must succeed on a Strength saving throw (DC 25) to free itself. Web shackles may be thrown as an improvised weapon up



to 20 feet. With a successful ranged attack, the bottle explodes, dealing 2 points of bludgeoning damage and restraining any hit targets that fail a DC 20 Dexterity saving throw (the DCs to burst out of the entanglement are the same as above). Web shackles are dissolved by *universal solvent*.

DROW MAGIC ITEMS

DROW CONDEMNATION SHEET

Wondrous item, common

Price: None or 5 gp times challenge rating of the target,

Weight: —

A drow with the serpent's tongue feature may write down tailor-made insults towards a specific individual with a drow quill on *kllellek paper* in a process that requires 1 minute of uninterrupted work and that the drow speaks the language of the target of the sheet. This creates a sheet that condemns the target for real or imagined atrocities concocted by the vicious mind of the drow. The paper can be added to either a weapon or an armor the drow uses as an action that provokes opportunity attacks. Only one sheet may be attached to a given item and an enemy may only be subject to one such item at any given time. Once attached, the insults, provided the target creature can understand and read them, irritate the target. The creature suffers from disadvantage to attack rolls for 1 round after clearly seeing the sheet. Most intelligent creatures are also wont to attack a drow sporting such a paper before other targets (subject to GM's approval). The cost of such a sheet is equal to that of the *kllellek paper*, though drow usually charge up to 5 gp times the challenge rating of a target to provide a condemnation sheet to interested parties.

DROW GLOVES OF GAMESMANSHIP

Wondrous item, uncommon (requires attunement)

These ornate, supple black gloves are expressly banned in drow settlements, where their owners are liable to find their hand cut off for wearing one. When wearing *drow gloves of gamesmanship*, the gloves allow you to cast the *mage hand* spell at will and make ranged Dexterity (Sleight of Hand) checks with the *mage hand* at a -5 penalty.

DROW INK

Wondrous item, common

This special ink is the only substance that will adhere to *kllellek paper* but it can be used on almost any surface. The ink is made from a combination of Vvor blood and the liquid from a giant spider's silk sack. Drow magic is used to combine the two substances to create four ounces of a viscous dark gray liquid that can mark almost any surface permanently.

KLLELLEK PAPER

Wondrous item, common

Kllellek paper is a drow invention made from an alchemical mixture of giant slug and neothelid skins. These are drenched in acid and then pressed together and bonded with a thin outer layer of rendered dwarven fat to hold the entire mixture together, creating four sheets of paper that measure 9"x12". These components give the paper invulnerability to physical harm (such as tearing, cutting, or burning by natural fire). Spells that deal damage (like *burning hands* or *fireball*) damage *kllellek paper* normally, but the layer of dwarven fat gives the paper advantage to saving throws against these spells. *Kllellek paper* can be personalized by a drow if they add 4 drops of their own blood to the mixture (allowing them to use it as identification). This doesn't ever seem to work for any other race.



DROW SOLDIER TIN

Wondrous item, uncommon

This small, silver tin is a thin metal case that never appears to have anything inside. Once per day, it can be used to create a single one pound bar of semi-solid food that is odorless, tasteless, colorless and entirely invisible. While not nutritious, it's enough for one medium sized creature to subsist on daily for a few weeks before malnutrition sets in. This bar of food never goes bad. The "food" from *drow soldier tins* can also be used as an improvised ranged weapon that duplicates the effects of a *grease* spell to the area targeted.

UNDERWATER

Wondrous item, common

This murky, dark water smells faintly of almonds. When a creature is doused in a gallon of *underwater*, shadows wrap around their body, granting a +5 bonus to Dexterity (Stealth) checks. So long as a doused character is in complete darkness or within 10 feet of an area of dim light, they may make a Dexterity (Stealth) check even while being observed. *Underwater* dries quickly, lasting only 1d6+5 rounds when used while exerting oneself (running at full speed, taking an action to move in a round of combat or attacking in combat). It does not function underwater and is destroyed one round after being diluted.

DROW SPELLS

The following spells are available exclusively to drow spellcasters devoted to Naraneus.

DANCING SHADE

6th-level abjuration

Casting Time: 1 action

Range: Self

Components: V, S, M (a piece of gold string)

Duration: Concentration, up to 10 minutes

As you cast this spell, you animate your shadow, which shields you from harm. This shadowy shield can absorb up to your current hit points before disappearing. This protection extends to physical attacks as well as spells and effects that deal radiant and lightning damage. Since this is a shield in front of you and not temporary hit points, attacks absorbed thus do not prompt concentration-checks from you. If the spell is dismissed before its maximum number of hit points is expended, you suffer from no ill effects. However, if the shadow absorbs the maximum amount of hit points possible, it dissipates, leaving you without a shadow for a number of days equal to your level. You can only cast this spell if you have a shadow.

FORM OF SHADOW

4th-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S, M (piece of obsidian)

Duration: Concentration, up to 10 minutes

You suffuse yourself with shadow-essence, which bestows upon you the amorphous trait: You can move through a space as narrow as 1 inch without squeezing. Additionally, while under the effects of this spell and in dim light of darkness, you can take the Hide action as a bonus action.

LOOM LARGE

3rd-level illusion

Casting Time: 1 action

Range: Self

Components: V, S, M (piece of glass)

Duration: Concentration, up to 10 minutes

You absorb your own shadow into your body, causing you to be suffused by the intangible bulk of darkness. Your shadow-enhanced size doubles in all dimensions and increases your size by one category—from Medium to Large, for example. If there isn't enough room for you to double your size, you instead attain the maximum possible size in the space available. Your dimensions continue to adjust to your surroundings. Note that, since the size increase is based on your shadow suffusing you, it does not actually increase your size and hence, does not hinder your progress through tight spaces. Until the spell ends, you have advantage on Strength checks and Strength saving throws. Your weapons also grow to match their seemingly new size. While thus enlarged, your attacks with them deal an extra 1d4 cold damage. You can only cast this spell if you have a shadow.

NARANEUS'S FANGS

9th-level illusion

Casting Time: 1 action

Range: 1 mile

Components: V, S, M (a tooth from an intelligent humanoid, dipped in venom)

Duration: Instantaneous

Your magics tear apart the tooth, wrapping ribbons of dark, web-like and poisonous energy and sending them to 4 points you designate within range to detonate there. You do not have to be able to see the areas at

the moment of the spell's completion, but you must have seen them within the last hour, either personally or via *scrying* or similar means. Each creature in a 40-foot radius sphere centered on each point you choose must make a Constitution saving throw. The exploding ribbons extend around corners. A creature takes 10d6 poison damage and 20d6 necrotic damage on a failed save, or half as much on a successful one. A creature failing to save against this spell continues to take poison damage on subsequent rounds until the creature makes its save. A creature in the area of more than one such burst is affected only once. The spell does not damage objects or constructs.

SHADOW MOTE

1st-level illusion

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (ash)

Duration: Concentration, up to 1 minute

You create a small sphere of shadow-essence that you can hurl as a ranged spell attack at one target. The sphere causes the creature hit to see distracting movement out of the corner of their eye. On a hit, the first attack against the target gains advantage. At the end of each of the target's turns, it can make a Wisdom saving throw against the spell. On a success, the spell ends.

SHADOW CAST

2nd-level illusion

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (scrap of black cloth)

Duration: Concentration, up to 10 minutes

You call forth an amorphous, 20-ft. -radius blob of black matter from the Plane of Shadows that you can direct toward any light source within range. You can cause this blob to change shape, creating moving shadows on nearby surfaces. These shadows can cause distraction and confusion, causing all viewers within the spell's radius to suffer disadvantage on all Wisdom (Perception) checks relying on sight. At the end of each of the rounds of an affected creature, it can make a Wisdom saving throw against the spell. On a success, the spell's effects end for the creature, as it sees through the illusion.

SHADOW RAISING

8th-level necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (the finger of an intelligent humanoid)

Duration: Concentration, up to 20 minutes

You rip your shadow from your body and cast it into the body of a deceased creature in range that has not been dead for more than 5 minutes. The creature is animated by your shadow as a macabre puppet with the deceased being's full set of actions, abilities, feats and spells remaining when the creature died. The animated creature has half your hit points upon casting this spell, which also are the puppet's maximum hit points and it takes its turn directly after your turn. Unfortunately, the control isn't perfect: The animated shadow puppet cannot use reactions. Since the animated puppet is powered in equal parts by fading life energy as well as your shadow, *shadow raising* only works for brief periods of time: After a total of 20 minutes, the corpse collapses and your shadow reassembles and returns to you. This reassembly takes 5 rounds, during which you have no functional shadow. If the spell is dismissed before the shadow puppet is destroyed, you suffer from no ill effects apart from this visible reassembly of your shadow. However, if the shadow puppet is destroyed, it dissipates alongside your shadow, leaving you without a shadow for a number of days equal to your level. You can only cast this spell if you have a shadow. Casting this spell is always an evil act.

SHADOW SHACKLES

7th-level conjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a chunk of tungsten)

Duration: Concentration, up to 10 minutes

You cast the target of this spell into a set of shadow shackles, as you command your magic-infused shadow to confine the target, molding it into one shackle per arm and leg. The creature affected must make a Dexterity saving throw. On a failed save, your shadow anchors the target to the spot, preventing any movement—the target has effectively a Speed of 0 ft., but is not restrained. On a successful save, the spell ends. Additionally, for as long as even a single one of the shadowy chains remains, the target must make a Constitution saving throw each round. On a failed save, the target receives 3d6 cold damage. *Shadow shackles* have an AC of 18, a damage threshold of 10 and 20 hit points. The spell remains in effect until you cease to concentrate or until the *shadow shackles* are destroyed, whereupon your shadow crawls back to you to reassemble. This reassembly takes 5 rounds, during which you have no functional shadow. You can only cast this spell if you have a shadow.

UMBRAL STEP

5th-level conjuration

Casting Time: 1 reaction, which you take when you or an adjacent ally is disengaging from a hostile creature

Range: 500 feet

Components: V, S, M (atrophied plant)

Duration: Concentration, up to 10 minutes

You or a creature touched by you gains the ability to pass through a shadow (including your own) and appear from another shadow within range of the spell. Stepping into a shadow is treated as disengaging and thus does not provoke an opportunity attack, though emerging from a shadow can provoke an opportunity attack. You can only cast this spell if you have a shadow.



DVERGR

Dvergr are subterranean dwarves that spend most of their time building massive cities and sealing off passages to the surface. They are isolationists that seek little or no contact with peoples outside of the Underworld; preserving a rich cultural heritage unspoiled by upperworlders is a dvergr's way of life.


HISTORY

After the Forging of the Dvergr, each of the different races of dwarves lived in tenuous peace deep below the surface of Aventyr. War would surely have erupted between the three great clans (dweorg, dvergr and zwerc) were it not for the arrival of the Great Sculpting. Before their very eyes, the cities of each fell to draconic claws and magics as quickly as the forces they could muster to their defense. Unwilling to forge an alliance, each struck their own path through the Underworld, leaving their shattered homes behind them. While their kindest kin struck toward the surface, the sullen dvergr made for the farthest reaches of the Underworld to build new cities of their own, forever swearing off the other races. Filled with spite for the wholeness denied them by the gods, eventually each of the clans separated, seeking sites to build upon as far away from their fellow dwarves as possible. Their journeys lasted for generations,

seeing successions of leaders rise and fall until only the strongest willed dvergr led these seemingly endless expeditions to the untamed caves beneath Aventyr.

The dynasties of those first dwarves continue to this day; once a dvergr clan has made up its mind, only the most dire of circumstances can change it. The leaders that saw to their survival took them to far-flung chambers and uninhabited expanses never before seen by mortal eyes. In these great caverns the genuine dwarves set about rebuilding the great cities they once engineered with their unwanted kin. Their staunch belief in tradition is greater even than their cousin the dweorgs'. The great clans all convene under an armistice every 500 years (if that—records of the event are fastidiously kept, but they expressly forbid any but their grand historians from accessing documents so old) known as the Grand Convene. It is at these rare meetings that the dvergr determine what it is they are collectively to do in order to strike the pride of their true names into the annals of history in Aventyr; they have taken it upon themselves, as a species, to expand their isolationism to prohibit all of the Underworld from the surface above.

At the Grand Convene, each greater clan submits what their city has learned about the Underworld—its



dimensions, what lives within, and the most exposed exits to the surface (always with convenient ideas for other settlements to close them off).

PHYSICAL DESCRIPTION

For the most part, dvergr look similar to their cousins the dweorg; they are uniformly between four and five feet tall, with stout shoulders and equally powerful frames. Unlike their kin the dvergr's hair is typically white or light grey, which contrasts greatly with their skin (which can be as black as night or any shade of grey). It is rare to see a dvergr with freshly made equipment; their devotion to tradition and stubborn unwillingness don't allow them to let go of goods they treasure, no matter how worn they might be. That said, their armors, clothing and weapons are always of exceptional quality, though they chiefly favor the hammers, axes and heavy mail-suits of their forefathers.

SOCIETY

The way of life for the first dwarves is one of preservation; a dvergr's entire existence might well be devoted to nothing but recording the legacy of their clan in the enduring medium of stone. Each city has multiple institutions devoted to the mastery of mining or engineering, and every great clan employs countless historians that meticulously record the goings on of their city with unmatched resolve. Outsiders—if they are tolerated at all (which is a rare occurrence at

best)—are not treated kindly, either being ignored or even jeered at for their intrusion to the sacred grounds of the dvergr. Between themselves the sullen dwarves aren't much kinder—their societies leave little patience for one another and competition is fiercely enforced. Craftsmanship in construction is valued only as highly as properly recording a great dvergr deed or accomplishment, and their wondrous cities rival the greatest architectural achievement across the planes.

RELATIONS

The dvergr do not get along with each other very well and are even worse when other races are concerned. On the rare occasion that a first dwarf agrees to an alliance or takes another into their heart, they start a companionship that can easily last a lifetime (and sometimes even longer). Gruff, stubborn, devoted to tradition, and proud historians, the dvergr are dependable and trustworthy, even if they can at times be difficult to tolerate or work with. They have little mirth and are known for their unwillingness let go of a grudge.

ALIGNMENT AND RELIGION

Dvergr are predominantly Lawful Neutral and oddly, atheistic. This is not to say that they do not believe in the gods—their presence is not at all in question—but rather that they do not accept them or their place in the cosmos. The first dwarves' reluctance to resolve being wronged persists and they remain staunchly disowned by the divine. Clerics among the dvergr are rare; those with a devout nature become druids instead.

ADVENTURERS

It is not unheard of for a dvergr to permanently leave their city, but it's rare thing all the same when they do. The entire settlement gathers to bless an outgoing expedition and pay their respects, as it isn't uncommon for exploratory parties to never return—for dvergr that wish to see the world beyond their home, this is the chief means to do so. Dvergr adventurers always leave their cities equipped well enough to near the surface or any of the main byways of the Underworld, and should they disappear during the journey, there is only a minimal investigation as the core group moves on to continue surveying or sealing the caves beneath Aventyr. While some take easily to spellcasting, few of these follow divine paths and most dvergr become talented fighters, learned rangers or cunning rogues.

NAMES

Male Names: AlviSS, Brokkr, Dain, Fafnir, Galar, Otr

Female Names: Brigida, Edda, Flinna, Hildir, Nefja, Ragna

AGE

While one might expect the isolationist dvergr to have longer life spans than their dweorg cousins, constant excavations throughout the Underworld expose their undercities to some potent and dangerous substances. They live slightly shorter lives as a result.

DVERGR UNDERCITIES OF AVENTYR

Few upperworlders (and underworlders besides) have seen the fabled undercities of the dvergr. The wonder bestowed by tales of their impossible architectures and soaring feats of engineering is so magnificent that rumors of their location persist regardless.

Of all the subterranean races, the dvergr are by far the most xenophobic, rarely suffering the presence of foreigners.

Still, some of their settlements find the glitter of gold to be of great appeal and tolerate travelers if it suits their needs. Explorers that succeed on an Intelligence (History) check (DC 20) can tell from the quality of tunnel maintenance whether or not a dvergr settlement may be willing to parley with outsiders at all.

Very few intruders live to be imprisoned—a fate that often lasts for several years of dark loneliness before the prisoner is knocked unconscious then left naked and alone to fend for their survival in the Underworld.

DVERGR TRAITS

As a dvergr, you belong to the staunch “proper” dwarven subrace in Aventyr—at least from your perspective. You tend to have a no-nonsense attitude towards life and adventuring—a hard shell hiding a hard core. Those bonds you do forge, however, tend to last forever, unyielding as the precious ores you bend to your will. You have all the standard dwarf traits, but replace **Dwarven Combat Training** with **Dvergr Combat Training**.

Dvergr Combat Training. You have proficiency with the throwing hammer, warhammer, war picks and hand crossbows.

Additionally, you have the following dvergr subrace traits.

Dvergr Vanishing. You can cast the *invisibility* spell once per day. Charisma is your spellcasting ability for this spell and you require only verbal components to cast it.

Enlarge (Recharges after a Short or Long Rest). For 1 minute, you magically increase in size, along with any objects you are wearing or carrying. While enlarged, you are Large, double your damage dice on Strength-based weapon attacks and make Strength checks and Strength saving throws with advantage. If you lack the room to become Large, you attain the maximum size possible in the space available.

Sunlight Sensitivity. While in sunlight, you have disadvantage on attack rolls as well as on Wisdom (Perception) checks that rely on sight.

THE DOUR DESTROYER

(PALADIN VARIANT)

Clad in ragged, time-worn armor, a single dvergr marches on through the lightless depths, with eyes as black and empty as the wasteland that is the ultimate fate of the world. Where he treads, things fall apart and the center truly cannot hold. Rough and bestial, he slouches onwards, weapon ablaze with power, as the works of mortals crumble before his inexorable stride towards a goal and fate unknown. Whatever their origin or mission, dour destroyers are united by their oaths to the forces of entropy. Whether sworn in the ruins of his erstwhile home amidst the bodies of friends and family or in the presence of his masterworks undone and ruined by catastrophe, the dour destroyer's oath is a binding, powerful force as he takes up an implement that symbolizes the vanity of mortal striving and goes forth, bringing destruction.

THE VORTEX OF ENTROPY

The dour destroyer swears to end the illusions of all creatures—just as his epiphany has robbed him of any sentiment pertaining hope, goodness or similar merits, the dour destroyer is an instrument of entropy: Decay and dissolution follow where he treads, and neither art nor hope is left in his wake, as all things uplifting, all joy, ultimately, is but a veil concealing eventual destruction. To the dour destroyer, all existence is akin to a man stranded in a maelstrom, clinging to a raft in futility. He has accepted the inevitable, and the suffering endured by those who resist it is what he seeks to alleviate, permanently.

It is said permanence is what makes dour destroyers work within the context of less scrupulous adventuring groups, for while they tend to have a sapping effect on morale, they are completely devoted to the ending of the revels of anything that is deemed immortal—whether it is fiends, angels, fey or the undead—it matters not to the dour destroyer, for said beings, resisting the vortex of time and entropy, are anathema and must be destroyed.

CREATING A DOUR DESTROYER

The most important aspect of a dour destroyer is the moment of epiphany. Almost all dour destroyers are born in a moment of trauma, where all their work, effort and passion is snuffed out in a cruel twist of fate. Whether by pillaging rovers, unthinking creatures, or even adventurers—the dour destroyer has lost all and from the wreckage, he takes an implement of destruction... and it begins whispering the truths of futility to a mind already savaged. Those that witnessed the birth of a dour destroyer often commented that they could see the light die within their tear-streaked faces. Of course, there are those that arrived at the same conclusions via vastly different paths, be it philosophical rumination or just a feeling that existence is pointlessly cruel. How did you experience the awakening? What conclusions did you draw from it? How do you perceive your interaction with your implement of destruction? What aspects of your code of conduct are most important to you? How does your instrument of destruction communicate with you? Perhaps through visions, whispers, taste? What personality does it have?

QUICK BUILD

You can make a dour destroyer quickly by following these suggestions. First, Strength should be the highest ability score, followed by Charisma. Second, choose the outlander background.

CLASS FEATURES

As a dour destroyer, you gain the following class features.

HIT POINTS

Hit Dice: 1d10 per dour destroyer level

Hit Points at 1st level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per dour destroyer level after 1st

PROFICIENCIES

Armor: All armor, shields

Weapons: Simple weapons, martial weapons

Tools: Choose one type of artisan's tools or one musical instrument

Saving Throws: Constitution, Charisma

Skills: Choose two from Athletics, Insight, Intimidation, Persuasion, Religion and Survival

EQUIPMENT

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

- **(a)** a martial weapon and a shield or **(b)** two martial weapons
- **(a)** five javelins or **(b)** any simple melee weapon
- **(a)** a dungeoneer's pack or **(b)** an explorer's pack
- Chain mail

ALL IS DUST

Being suffused by the very powers of entropy takes its toll on your equipment. For every total of 24 hours you carry a given item, you reduce its damage threshold permanently by 1. If an item's damage threshold is reduced to 0, it instead begins losing hit points with a rate of 1 per day, up to a minimum of one. This is the reason most dour destroyers look like dilapidated vagabonds or beggars, but the fragility is deceptive—while in your possession, only specifically targeted attacks against objects reduced to 1 hit point via this ability will destroy them. When you for example fall on your potions, they are not crushed, in spite of their fragility.

The Dour Destroyer

–Spell Slots per Spell Level–

Level	Proficiency Bonus	Features	1st	2nd	3rd	4th	5th
1st	+2	All is Dust, Entropy's Sense, Instrument of Entropy, Touch of Entropy	–	–	–	–	–
2nd	+2	Entropic Smite, Fighting Style	2	–	–	–	–
3rd	+2	Plague Carrier, Oath of the Endtimes	3	–	–	–	–
4th	+2	Ability Score Improvement	3	–	–	–	–
5th	+3	Extra Attack	4	2	–	–	–
6th	+3	Aura of Decay	4	2	–	–	–
7th	+3	Oath of the Endtimes feature	4	3	–	–	–
8th	+3	Ability Score Improvement	4	3	–	–	–
9th	+4	Aura of Decay improvement	4	3	2	–	–
10th	+4	Aura of Despair	4	3	2	–	–
11th	+4	Improved Entropic Smite	4	3	3	–	–
12th	+4	Ability Score Improvement	4	3	3	–	–
13th	+5	Fighting Style	4	3	3	1	–
14th	+5	Plague Carrier Improvement	4	3	3	1	–
15th	+5	Oath of the Endtimes feature	4	3	3	2	–
16th	+5	Ability Score Improvement	4	3	3	2	–
17th	+6	Superior Entropic Smite	4	3	3	3	1
18th	+6	Aura improvements	4	3	3	3	1
19th	+6	Ability Score Improvement	4	3	3	3	2
20th	+6	Oath of the Endtimes feature	4	3	3	3	2

ENTROPY'S SENSE

The mere presence of immortal creatures, those who have cheated death and decay, are garish to your eyes, their smell an assault on your senses. As an action, you can open your awareness to detect such foes. Until the end of your next turn, you know the location of any celestial, fey, fiend, or undead within 30 feet of you that is not behind total cover. You know the type of any being whose presence you sense thus, but not its identity. Within the same radius, you also detect any place or object that has been magically repaired or reassembled. You can use this feature a number of times equal to 1 + your Charisma modifier. When you finish a long rest, you regain all expended uses.

INSTRUMENT OF ENTROPY

You have one weapon that is the channeling tool and physical representation of your power, the fervent belief in entropy and destruction. Choose one of your starting weapons. You hear whispers and instructions from this weapon, sent to you in dreams of desolation

or a pernicious whisper in your head. This is your instrument of entropy and it is, for all intents and purposes, indestructible for as long as you are alive and following the creed of the dour destroyer. The instrument of entropy is exempt from your all is dust feature. If you ever lose your instrument of entropy, you may gain a new one after a week of meditation on the nature of decay. Your instrument of entropy is a sentient magic item that can only communicate telepathically or whisper to you. This communication sounds like unintelligible gibberish to all but you. The instrument's Intelligence, Wisdom, and Charisma scores are equal to 8 + your proficiency bonus and it has normal hearing and vision out to 30 feet. The range of the instrument's senses increase to 60 feet at 7th level, and again to 120 feet at 15th level.

TOUCH OF ENTROPY

Your weary touch can hasten the inevitable end of all things. You have a pool of entropic power points that replenishes when you take a long rest. This pool has a size equal to your dour destroyer level x 5.

As a bonus action while attacking with your instrument of destruction, you can channel a pulse of your entropic power through it. You expend a number of entropic power points of up to your dour destroyer level and add an amount of necrotic damage to the damage of the attack equal to the entropic power points expended. Undead vulnerable to radiant damage treat this damage as radiant damage instead. When attacking an object of up to your size, you instead reduce its damage threshold permanently by an equal amount. An object receiving a whole day of repairs can regain its usual damage threshold.

Additionally, when attacking a construct with touch of entropy, you add +1d6 to your damage roll for every 2 entropic power points you expend in addition to the usual benefits. If the construct has a vulnerability to a damage type, this damage is treated as said damage type. Otherwise, you treat this bonus damage as the same type as your instrument of entropy's damage type. You can choose the alignment of the instrument freely, but it may not be good. Starting at 7th level, you gain a +1 bonus to attack and damage rolls made with the instrument of destruction. This increases to +2 at 15th level and to +3 at 20th level.

FIGHTING STYLE

At 2nd level, you adopt a style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again. You gain a second fighting style at 13th level.

OFFENSE

While wearing armor reduced to 1 hit point via your All is Dust feature, you gain a +2 bonus to damage rolls.

SHIELDED

Shields you wield are exempt from the effects of your All is Dust class feature and you gain a +1 bonus to AC when wielding your instrument of destruction and a shield.

GREAT WEAPON FIGHTING

When you roll a 1 or 2 on a damage die for an attack you make with a melee instrument of destruction you are wielding with two hands, you can reroll the die and must use the new roll. The instrument of destruction must have the two-handed or versatile property for you to gain this benefit.



INEVITABLE

When you see a creature use a feature or spell as a reaction to negate, redirect, or impose disadvantage on an attack roll you make against the target, you may use your own reaction to ignore the effects of the feature or effect that would impede or redirect your attack or impose disadvantage on it.

SPELLCASTING

By 2nd level, you have learned to draw upon the divine magic inherent in the dissolution of all things to cast spells. You only can cast a very select number of spells, drawn from the dour destroyer spell list. To cast one of your dour destroyer spells of 1st level or higher, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest. You prepare the list of dour destroyer spells that are available for you to cast, choosing from the dour destroyer spell list. When you do so, choose a number

of dour destroyer spells equal to your Charisma modifier + half your dour destroyer level, rounded down (minimum of one spell). The spells must be of a level for which you have spell slots. Casting a spell does not remove it from your list of prepared spells. You can change your list of prepared spells when you finish a long rest. Preparing a new list of dour destroyer spells requires time spent in communion with your instrument of destruction; at least 1 minute per spell level for each spell on your list.

SPELLCASTING ABILITY

Charisma is your spellcasting ability for your dour destroyer spells, since their power is derived directly from the strength of your nihilist convictions and personality. You use Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a dour destroyer spell you can 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

SPELLCASTING FOCUS

Your instrument of entropy is your spellcasting focus for your dour destroyer spells.

ENTROPIC SMITE

Starting at 2nd level, when you hit a creature with a melee weapon attack, you can expend one dour destroyer spell slot to deal necrotic damage to the target, in addition to the weapon's damage. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, to a maximum of 5d8. If a target of the smite has resistance or immunity to necrotic damage or radiance vulnerability, you deal radiant damage instead.

PLAGUE CARRIER

Starting at 3rd level, you become immune to the detrimental effects of diseases you have contracted. You still show signs of the diseases you incubate and exposure to you may cause other creatures to contract the diseases you incubate. Starting at 14th level, the saving throw for any disease contracted from you suffers from disadvantage.

OATH OF THE ENDTIMES

When you reach 3rd level, you swear the oath that forever marks you as a chosen of entropy. Up until now you have committed to the path, but have not yet sworn heart and soul to it. Now you choose the Oath of Destruction, the Oath of Elimination or the Oath of Despair. Your choice grants you features at 3rd level, and again at 7th, 15th and 20th level.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

AURA OF DECAY

Starting at 6th level, whenever a hostile creature within 10 feet of you must make a saving throw, the creature takes a penalty to the saving throw equal to your Charisma modifier (with a minimum penalty of -1). You must be conscious to inflict this penalty. At 9th level, the range of this aura increases to 20 feet. At 18th level, the range of this aura increases to 30 feet.

AURA OF DESPAIR

Starting at 10th level, hostile creatures within 10 feet of you suffer from disadvantage when making a saving throw to negate the frightened condition. You must be conscious for the aura to be in effect. At 18th level, the range of this aura increases to 30 feet.

IMPROVED ENTROPIC SMITE

By 11th level, you are so suffused with the forces of entropy, that all your weapon strikes with your instrument of entropy carry the power of decay with them. Whenever you hit a creature with your instrument of entropy, the creature takes an extra 1d8 necrotic damage. If a target of the smite has resistance or immunity to necrotic damage or radiance vulnerability, you deal radiant damage instead. If you also use your Divine Smite with an attack, you add this damage to the extra damage of your Divine Smite.

SUPERIOR ENTROPIC SMITE

At 17th level, when you elect to expend a dour destroyer spell slot to use your smite feature, you may elect to inflict extra force or psychic damage instead of the regular damage type.

OATHS OF THE ENDTIMES

Becoming a dour destroyer requires a mindset characterized by an absence of hope, a belief in the finality of all things and a commitment to tearing the comforting illusions and distractions of other creatures away to make them realize the truth of your vision. The final oath, taken when a dour destroyer reaches 3rd level, is the culmination of the trauma and indoctrination received.

OATH OF DESTRUCTION

The Oath of Destruction binds a dour destroyer wholly to the process of destroying what mortals and gods have wrought. Many who swear this oath have lost fortunes, masterpieces and items of utmost importance, realizing the futility of even the most magical of items.

TENETS OF DESTRUCTION

Though the exact words and strictures of the oath vary, dour destroyers of this oath share these tenets:

I shall not create, for all shall be dust. Dour destroyers are agents of dissolution and destruction and creation, whether of items, houses or anything else, is anathema to them.

I place no value on baubles and fleeting flesh, for all is dust. Dour destroyers are expected to lead a minimalist lifestyle; while gorging oneself on the spoils of war is perfectly acceptable, the constant disintegration of finery, jewels etc. just shows the ephemeral nature of being and vices should never be the focus of their quests.

There is no beauty, only dust. Dour destroyers are expected to destroy art and means of creating art when they encounter it; anything that lifts the spirits of others is a hindrance towards the eventual transition to dust.

DEVOURING INSTRUMENT

Upon taking this oath, you may take a magic weapon and ritualistically destroy it in a 1-hour ceremony. Upon destroying the weapon, you add all special features of the weapon apart from its bonuses to attack and damage rolls permanently to your instrument of entropy. Upon destroying a *flame tongue*, for example, your instrument of entropy would begin shedding light and, when activated, it would deal an extra 2d6 fire damage to any target you hit with it. The number of such abilities an instrument of entropy may hold at any given time depends on your dour destroyer level and the scarcity of the magic weapon destroyed. At 3rd level, your instrument of entropy can hold the abilities of up to two uncommon magical weapons at a given time.

IMPROVED DEVOURING INSTRUMENT

Starting at 7th level, your instrument can hold the abilities of an additional two uncommon magic weapons for a total of the abilities of four uncommon magical weapons held. Alternatively, the instrument may hold the abilities of one rare magic weapon instead of the abilities of two uncommon magic weapon. Your instrument of entropy could, for example, hold the abilities of one rare and two uncommon magic weapons or hold the abilities of two rare magic weapons.

GREATER DEVOURING INSTRUMENT

Starting at 15th level, your instrument can hold the abilities of an additional four uncommon magic weapons for a total of the abilities of eight uncommon magical weapons held. Alternatively, the instrument may hold the abilities of one very rare magic weapon instead of the abilities of three uncommon magic weapon. Your instrument of entropy could, for example, hold the abilities of one very rare, two rare and one uncommon magic weapon.

LEGENDARY DEVOURING INSTRUMENT

Starting at 20th level, your instrument can be used to assimilate, but not destroy, legendary magic weapons and even artifacts. Your instrument can hold the abilities of an additional four uncommon magic weapons for a total of the abilities of sixteen uncommon magical weapons held. Alternatively, the instrument may hold the abilities of one legendary magic weapon instead of the abilities of five uncommon magic weapons. The instrument may also hold the abilities of one artifact instead of the abilities of twelve

uncommon magic weapons. Legendary weapons or artifacts are not destroyed in the ceremony, though—instead, they dematerialize and cease to exist for as long as the dour destroyer lives. Subject to GM approval, a dour destroyer of this level who managed to absorb an artifact may commit ritual suicide with his instrument of entropy while an artifact is absorbed in it, destroying both in the process.

OATH OF ELIMINATION

The Oath of Elimination binds a dour destroyer wholly to the service of entropy, focusing on the destruction of immortal adversaries that seek to cheat entropy.

TENETS OF DEVOTION

Though the exact words and strictures of the oath vary, dour destroyers of this oath share these tenets:

All shall be dust. Dour destroyers are expected to hunt down and eliminate all creatures that seek to cheat death, rendering them a foe to undead and the mirthful dødelig in particular as well as certain outsiders and similar immortal creatures.

I shall not let my passions guide me. While all shall be dust in the end, dour destroyers seek to be as passionless as possible, working together even with loathed adversaries to bring down liches and similar creatures that seek to cheat death.

I shall not prolong my life, for I welcome becoming dust. Dour destroyers may accept healing and heal themselves, but they may not engage in any practice that prolongs their lifespan, nor may they return from the dead without losing access to all class abilities until they make atonement for the violation of their oath.

TO BLEED BUT DUST

Starting at 3rd level, your blood and flesh become unpalatable to all creatures known. Creatures with an Intelligence score of 5 or less never willingly attack you with bite attacks. Your flesh turns to ash and dust in the mouth of any creature that tries to eat you. Additionally, all creatures that drain life force or blood from you with their abilities or features gain no sustenance from you, nor do they gain any benefits. Intelligent creatures sense this and must make a Charisma saving throw against your spell save DC to attack you with bite attacks.

DUST IS ETERNAL, IMPECCABLE

Beginning at 7th level, whenever you suffer from attribute drain due to the attack of an undead or a similar, immortal creature, you may use your reaction to expend entropic power points from your Touch of Entropy class feature to reduce this amount by an equal amount. You may also expend entropic power points in this manner to mitigate a reduction of your maximum hit points you incur (such as from a vampire's bite). For each entropic power point used, you decrease the reduction by 2. You only mitigate the reduction of the maximum hit points, not the damage you suffer. You may use this feature again after completing a short rest. Additionally, you have advantage on saving throws against spells and effects that inflict the charmed and frightened conditions. Finally, you have advantage on all skill checks made to track immortal creatures.

UNSTOPPABLE ADVANCE

Starting at 15th level, you become immune against the charmed and frightened conditions. Additionally, you gain advantage on saving throws against all spells and effects that reduce your speed.

INEVITABLE DEMISE

Starting at 20th level, you automatically succeed all skill checks made to track immortal creatures. Creatures you slay cannot be raised from the dead, resurrected or otherwise be brought back from the dead. Creatures with means to return from total destruction like liches and similar beings are destroyed utterly unless they succeed on a Constitution saving throw with a DC equal to 20 + your Charisma modifier.

OATH OF DESPAIR

The Oath of Despair focuses on the disintegration of the illusions that provide solace and comfort to the creatures of the mortal planes. You spread despair and your dread world-view, eroding the will of the unfortunates that cross your path.

TENETS OF DEVOTION

Though the exact words and strictures of the oath vary, dour destroyers of this oath share these tenets:

I do not believe in hope and shall make others see the futility of their resistance. Dour destroyers

genuinely believe that ceasing to struggle and embracing extinction is the noble thing to do—hope is considered an anathema to them.

I place no value on baubles and fleeting flesh, for all is dust. Dour destroyers are expected to lead a minimalist lifestyle; while gorging oneself on the spoils of war is perfectly acceptable, the constant disintegration of finery, jewels etc. just shows the ephemeral nature of being and vices should never be the focus of their quests.

There is no beauty, only dust. Dour destroyers are expected to destroy art and means of creating art when they encounter it; anything that lifts the spirits of others is a hindrance towards the eventual transition to dust.

ACCELERATED DECAY

Beginning at 3rd level, you gain an additional number of entropic power points equal to your proficiency bonus x 5. At any given time, you may expend 5 entropic power points as a bonus action to accelerate and extend the potency of your All is Dust class feature for a number of rounds equal to your Charisma modifier. Whenever a hostile creature within 20 feet of you while this is activated, it must succeed a Constitution saving throw against your spell save DC or be subjected to the effects of an enhanced version of your All is Dust feature, immediately lowering the damage threshold of all of its items by 5. If an item's damage threshold is reduced to 0, it is subjected to the usual reduction of maximum hit points. Additionally, all creatures within the aura are suffer from disadvantage on saving throws versus spells and effects that inflict the frightened condition.

NIMBUS OF DECAY

At 7th level, you extend the radius of your accelerated decay class feature to 40 feet. Additionally, you may expend more than 5 entropic power points. For each additional 5 entropic power points you expend, you reduce the AC of all hostile creatures that failed their saving throw by -1, as your aura starts eroding the armors, be they manufactured or natural. The reduction is permanent, but manufactured armor may be repaired in a workday. If a manufactured armor's bonus to AC is completely negated by this ability, it falls apart and is destroyed. Natural armor can be regenerated naturally over the course of a week or by being subject to a *lesser restoration* spell or similar magic.

STICKS AND STONES

At 15th level, a lifetime of decay and disillusion has rendered you immune to the taunts of others. You are treated as though you were deaf and blind for the purpose of spells and class features when being deaf or blind would be beneficial to you. You can as though you have averted your eyes from, for example, a basilisk's eyes, even when directly staring at it. Additionally, creatures that fail their saving throw against your Accelerated Decay class feature immediately incur one level of exhaustion.

END OF ALL HOPE

At 20th level, all creatures within the aura granted by your Accelerated Decay class feature lose any immunity to the charmed, frightened and poisoned conditions. If a target creature's armor is completely destroyed by Accelerated Decay, it is immediately incapacitated for 1d4 rounds.

DOUR DESTROYER SPELLS

1st level

charm person, command, detect dwarves, detect magic, detect poison and disease, divine favor, longstrider, poison spray, protection from evil and good, shield of faith, thunderwave, true strike*

2nd level

branding smite, detect thoughts, find steed, locate object, magic weapon, ray of enfeeblement, see invisibility, shatter, silence, zone of truth

3rd level

bestow curse, clairvoyance, dispel magic, fear, magic circle, nondetection, protection from energy, sending, slow, stinking cloud, wind wall

4th level

banishment, black tentacles, blight, compulsion, dominate beast, freedom of movement, locate creature, phantasmal killer

5th level

commune, contagion, cloudkill, dispel evil and good, dominate person, geas, hold monster, mislead, passwall, telekinesis

UNDERMINER

(RANGER ARCHETYPE)

Riding your dread deep badger into battle, you are a fearsome foe to behold that can charge through the very earth and even rock to break your foes.

DEEP BADGER COMPANION

At 3rd level you gain an unusually intelligent, strong and loyal deep badger companion that accompanies you on your adventures and is trained to fight alongside you. The deep badger increases its Intelligence to 6 and it gains the ability to understand one language of your choice that you speak. The deep badger obeys your commands as best as it can. It takes its turn on your initiative, though it doesn't take an action to command it to take its turn.

On your turn, you can verbally command the badger to move (no action required by you). You can use your action to verbally command it to take the Attack, Dash, Disengage, Dodge or Help action. You may not command the badger to use Multiattack. Once you have the Extra Attack feature, you can make one weapon attack yourself when you command the badger to take the Attack action. The deep badger serves you as a mount, both in combat and out, and you have an instinctive bond with it that allows you to fight as a seamless unit.

While astride your deep badger, you can travel on top of it through the earth, at its burrow speed. Passengers that are not you must make a Dexterity saving throw at a disadvantage after every minute traveled or be thrown off and buried, taking damage equal to your proficiency bonus times d6. The tunnel you dig collapses almost immediately behind you unless fortified. If the badger dies, you can obtain another one by spending 8 hours magically bonding with another deep badger that isn't hostile to you. You add 1/2 your proficiency bonus (rounded down) to the badger's AC, attack rolls and damage rolls as well as to any saving throws and skills it is proficient in. Its hit point maximum equals its normal maximum or three times your ranger level, whichever is higher.

ERUPTING CHARGE

At 7th level, if you take the Dash action while astride your deep badger, you may burrow through earthwork, mud, soil or loosely packed stones as part of the Dash. Additionally, if you move at least 10 feet in a straight line while astride your deep badger, you receive a bonus

action to gain a +5 bonus to the attack's damage roll (if you choose to make a melee attack and hit) or push the target up to 10 feet away from you (if you choose to shove and you succeed). The target of your erupting charge must succeed a DC 14 Strength saving throw or be knocked prone, regardless of whether you succeed with the attack or shove. You also increase the burrow speed of your deep badger by +10 ft.

BADGER FURY

Starting at 11th level, your deep badger can utilize Multiattack when you command it to use the Attack action. Additionally, your deep badger's burrow speed increases by +10 ft. and its claws become so hard they can burrow through stone, allowing you to use Erupting Charge to charge through rock while astride your badger.

SHREDDING BADGER

Starting at 15th level, when you make a melee attack as a result of your Erupting Charge you may command your deep badger to use the Attack action as a bonus action.



DEEP BADGER

This fierce looking terrestrial creature strongly resembles a badger, but is far larger and more feral, its fur littered through with bits of dirt and soil.

Large beast, unaligned

Armor Class 12 (natural armor)

Hit Points 42 (5d10 + 15)

Speed 30ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	16 (+3)	2 (-4)	12 (+1)	5 (-3)

Senses darkvision 30 ft., passive Perception 11

Languages—

Challenge 2 (450 XP)

Keen Smell. The badger has advantage on Wisdom (Perception) checks that rely on smell.

Sunlight Sensitivity. While in sunlight, the deep badger has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The badger makes two attacks : one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage.

SAPPER

(MARTIAL ARCHETYPE)

There are plenty of dvergr with a penchant for destruction, but no affinity whatsoever for deep badgers or similar animals, and these studious soldiers take a different approach to underworld warfare, caving in tunnels and burying foes by the dozens on their way paved with explosive ambersticks.

AMBERSTICK SAPPER

As soon as you take this archetype at 3rd level, you get professional training for handling ambersticks. You add your proficiency bonus and Dexterity or Strength modifier (your choice) to the save DC of ambersticks you throw. You also can craft a steady supply of ambersticks. Upon finishing a long rest, you create a number of ambersticks equal to your proficiency bonus. However, ambersticks you create this way are unstable and don't work for anyone but you and are short-lived. They cannot be sold and become immediately inert after completing a long rest or 24 hours after creation, whichever happens first.

THE ETERNAL AMBERSTICK

Also at 3rd level, you gain a special amberstick that, oddly, is not destroyed upon exploding—instead, it just emits a devastating explosion. After exploding, it simmers and glows with an unearthly light, not unlike amber embers, slowly recharging its violent energies. By completing a short rest and meditating, you may recharge your eternal amberstick. If you lose your eternal amberstick, you may replace it by buying 450 gp worth of material and spending a day's worth of downtime crafting a replacement.

AMBERCAPS

Starting at 7th level, you learn to prepare a special type of amber explosive after completing a long rest, so-called ambercaps. You may create one or more ambercaps that deal varying amounts of damage in a 20-ft. -radius; in total, the daily accumulated ambercaps from this ability can deal a number of 1d4s of both fire damage and bludgeoning damage equal to twice your proficiency bonus + your Intelligence modifier. You may freely distribute the damage caused and portion the ambercaps as you see fit. The minimum damage of an ambercap is 1d4 fire and 1d4 bludgeoning damage. For example, an 8th level sapper with an Intelligence score of 14 can prepare one ambercap that deals 8d4 fire and 8d4 bludgeoning damage, two that deal 4d4 fire and 4d4 bludgeoning damage, etc. Ambercaps

are more volatile than ambersticks and become immediately inert after completing a long rest or 24 hours after creation, whichever happens first. You treat ambercaps as ambersticks for all other intents and purposes, including saving throw DCs, range, etc. You may prepare ambercaps and place them strategically without immediately blowing them up. You may trigger ambercaps you have set as a bonus action or as a reaction for as long as you can see them.

CAVE-IN MASTER

Also at 7th level, you may spend a minute to properly prepare a tunnel or ceiling with ambercaps for collapse. If the minimum damage caused exceeds the substance's damage threshold, a cave-in happens. A GM has the ultimate say regarding the extent of the cave-in, but usually, at least a 20-foot radius of terrain is affected.

IMPROVED AMBERSTICKS

Also at 7th level, you increase the damage you cause when throwing your eternal amberstick and regular ambersticks, but not ambercaps, by +1d6 fire and +1d6 bludgeoning damage.

AMBERSTICK PHASE

Starting at 10th level, when using an Attack action to throw your eternal amberstick, it immediately re-materializes in your hand after exploding. You must have a free hand for the eternal amberstick to re-materialize in it. If your hands are full, instead re-materializes at your feet. Additionally, your eternal amberstick may explode a number of times equal to your proficiency bonus before needing to recharge.

SAPPER SPECIALIST

Beginning at 15th level, any explosions caused by ambercaps ignore any damage threshold and resistance to bludgeoning and fire damage. Additionally, you further increase the damage you cause when throwing your eternal amberstick and regular ambersticks, but not ambercaps, by +1d6 fire and +1d6 bludgeoning damage.

SHAKE THE EARTH

At 18th level, you learn to create a truly devastating shock with your explosives. By either using 8 amber sticks or the equivalent of 10 1d4-portions worth of ambercaps in one devastating throw at a strategically-placed locale, you can generate a seismic tremor at a point within range of your explosives. The tremor lasts 1 minute and the ground in a 100-foot circle entered on the point shakes and affects creatures and structures

in contact with the ground in that area. The ground in the area becomes difficult terrain. Each creature on the ground that is concentrating must make a Constitution saving throw against your amberstick save DC. On a failed save, the creature's concentration is broken.

Additionally, each creature in the area must make a Dexterity saving throw. On a failed save, the creature is knocked prone. This feature can have additional effects depending on the terrain in the area, as determined by the GM.

Fissures. Fissures open throughout the affected area at the start of your next turn after you activate the detonation. A total of 2d6 such fissures open in locations chosen by the GM. Each is 1d10 x 10 feet deep, 10 feet wide, and extends from one edge of the affected area to the opposite side. A creature standing on a spot where a fissure opens must succeed on a Dexterity saving throw against your amberstick save DC or fall in. A creature that successfully saves moves with the fissure's edge as it opens. A fissure that opens beneath a structure causes it to automatically collapse (see below).

Structures. The tremor deals 50 bludgeoning damage to any structure in contact with the ground in the area when you activate the detonation and at the start of each of your turns until the duration ends. If a structure drops to 0 hit points, it collapses and potentially damages nearby creatures. A creature within half the distance of a structure's height must make a Dexterity saving throw. On a failed save, the creature takes 5d6 bludgeoning damage, is knocked prone, and is buried in the rubble, requiring a DC 20 Strength (Athletics) check as an action to escape. The GM can adjust the DC higher or lower, depending on the nature of the rubble. On a successful save, the creature takes half as much damage and doesn't fall prone or become buried.

DVERGR FEATS

DVERGR DAREDEVIL

You have seen enough cave-ins to know exactly what to do. You gain the following benefits:

- You gain advantage on all Strength and Dexterity saving throws to avoid being caught in a cave-in, avalanche, collapsing structure, etc. On a successful save, you take no damage from the collapse and don't fall prone or become buried.

- You gain advantage on all Strength and Dexterity checks to dig yourself free from rubble, snow and similar substances that bury you.
- You do not treat the ground subject to an earthquake or similar event as difficult terrain and don't have to make Constitution saving throws during earthquakes to avoid having your concentration broken.
- You add your proficiency bonus to the save DC of ambersticks you throw.

DVERGR PICK MASTER

You have learned to throw war picks with impressive accuracy. You gain the following benefits:

- You treat war picks as though they have the thrown (range 20/60) property. If your war pick is an aerodynamic pick(see Dvergr Equipment), you increase their normal and maximum range by +10 ft.
- You treat war picks as though they have the versatile (1d10) property.

DVERGR EQUIPMENT

AERODYNAMIC PICKS

Price: +200 gp

Via a complex array of adjustments, dvergr can modify war picks, even magic war picks, and specially balance them to be thrown in battle. They have the same statistics as war picks, save that they gain the thrown (range 20/60) property.

AMBERSTICK

Price: 300 gp; **Weight:** 1/2 lb.

The dvergr originally learned how to make ambersticks from a zwerc enclave, but it seemed to be wiped away from existence not long afterward. The process required to craft these dangerous objects dries and treats ore from the Amber Roads, depriving it of its innate magic. At the end of the undertaking, what is left is an a highly unstable substance that becomes extremely volatile when lit.

As an action, you can light and throw this stick up to 60 ft. Make a ranged attack against a creature or object, treating the amberstick as an improvised weapon. Ambersticks explode at the end of the turn they are lit, erupting into a 20-ft. -radius sphere from the point the stick occupies at the end of your turn. Each creature in that radius must make a Dexterity

saving throw (DC 10) or take 2d6 bludgeoning and 2d6 fire damage on a failed save, half as much damage on a successful one.

ANCHORING BOLT

Price: 50 gp; **Weight:** 1/2 lb.

The heads of these odd crossbow bolts are fitted with many different pieces of stone and an extremely sharp, hard adamantite bit the size of an infant's fingernail. Dvergr use this unique ammunition to bring down ceilings and start tumbling ambushes of stone. They find purchase when fired upon any surface, able to bear up to 600 pounds (so long as an attached rope remains intact). Anchor bolts embedded into a surface may be used as impromptu pitons. Anchoring bolts cannot be re-used.

DVERGR AMBERSEED

Price: 50 gp; **Weight:** 1/2 lbs.

This pulverized concoction can be added to the scavenged remains of a detonated amberstick, slowly reconstituting it over a long rest.



DVERGR SPELLS

These spells are available to all dvergr spellcasters.

DETECT DWARVES

1st-level divination (ritual)

Casting Time: 1 action

Range: Self

Components: V, S, M (hair from a dwarven beard)

Duration: Concentration, up to 10 minutes

Developed by the paranoid scholars of the dvergr, this spell is used to screen those entering in one of their fabled undercities. For the duration, you know if there is a dwarf within 30 feet of you, as well as where the creature is located, seeing a faint aura around any visible creature that is a dwarf. The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

FIND THE SURFACE

2nd-level divination

Casting Time: 1 minute

Range: Self

Components: V, S, M (steel ingot)

Duration: Concentration, up to 1 day

This spell allows you to find the shortest, most direct physical route to the surface, provided there is one on the same plane of existence. For the duration, as long as there is a surface, you know how far it is and in what direction it lies. While you are traveling there, whenever you are presented with a choice of paths along the way, you automatically determine which path is the shortest and most direct route (but not necessarily the safest route) to the surface. This spell does not take your movement capabilities into account, potentially requiring swimming, climbing, flight, etc. If the surface is farther than 1 day's worth of travel away, this spell will instead guide you to the most elevated position.



DWEORG

Dweorg are the most common dwarven subtype, denizens of the Underworld that enjoy mining and blacksmithing. While rare outside of the Underworld, upperworlders are often accepting of these stout folk—the legends tell that the first two humans, Ask and Embla, were themselves forged by the ancient dweorg. This belief has warmed even the cold hearts of the Klavekians, who freely accept these dwarves into their villages and homes. Although they are friendly with upperworlders, the dweorg tend to keep to themselves and rarely allow outsiders to travel into their realm.

HISTORY

After the Forging of the Dvergr, each of the different races of dwarves lived in tenuous peace deep below the surface of Aventyr. War would surely have erupted between the three great clans (dweorg, dvergr and zwerc) were it not for the arrival of the Great Sculpting. Before their very eyes, the cities of each fell to draconic claws and magics as quickly as the forces they could muster to their defense. Unwilling to forge an alliance, each struck their own path through the Underworld, leaving their shattered homes behind them. The dweorg consulted their historians and clerics, ultimately following the same path as the first two humans, leading the stout folk toward the surface near Upperworld. Their journeys from the darkness of

the deep Underworld are the stuff of legend, playing a large role in the devotion the dweorg show to their ancestors and traditions. As prophesied, this removal from the lowest reaches preserved their race, buffering them from the fallout of the Dracoprime and its death. Having settled in stable areas, the dweorg's defensible cities proved to be a bulwark against the many races born from the mythical creature's essence, saving the world above from most of the dangers created by the recently liberated primal dragons.

Some traveled a more wayward route, living a nomadic existence before finally establishing the city of Stoneholme after an enduring trial that intertwined its history with the devilish influence of the gitwerc.

The most famous dweorg settlement was far humbler, a simple outpost made to act as a place of commerce that would maintain contact between the disparate clans as they sought new homes near the surface. For ages it remained a small village, but since it has grown considerably and now it is known throughout Aventyr as Embla, the city of fair trade.



PHYSICAL DESCRIPTION

Dweorg are anywhere between four and five feet in tall, with stout shoulders and bodies that defy their diminished height. Their hair colors are commonly brunettes or blondes, but some clans sport great red manes that weave into their beards. Nearly all dweorg men wear beards, often carefully tended to with rings of precious metals stylized to honor their ancestors or traditions. Both genders are tough and possess strong core muscles; the color of a dweorg's skin ranges from pale to reddish white and olive. They favor armors made from metal and pride themselves on craftsmanship, often wearing expertly crafted equipment made by their own hands.

SOCIETY

Smithing and craftsmanship are the backbone of dweorg society, but these dwarves are keen on all of the aspects each entails. They are well-known for having keen eyes for gems, ores and precious stones of all kinds, as well as a penchant for trading them. Their warriors and defenders pose a threat alone or at the backs of allies, each with an instinctive understanding of their equipment (often forging their weapons and armor themselves). Miners and engineers are just as common as soldiers, known throughout both the Upperworld and Underworld for their natural penchant to intellectually grasp the complex calculations required for large-scale excavation and construction.

RELATIONS

Though their past is filled with hardship, dweorg maintain the friendliest demeanor of all the dwarves in Aventyr. While travelers are normally granted only temporary asylum within their settlements, they have been known to accept foreigners into their cities—so long as they embrace dweorg culture and tradition. They are a just people filled with pride and often able to recite their lineages to the founders of their settlement (and in the case of nobility, even farther). This isn't always fully understood by other Aventyrians, and sometimes their strange ways isolate the dweorg but more often than not, they are openly accepted into upperworlder society, valued for their talents at the forge and staunch loyalty.

ALIGNMENT AND RELIGION

While they can be of any alignment, most are Lawful Neutral and follow Balir, the Burning Hero and Master of the First Forge. His teachings, condensed in the 3,000 page tome *The Life of Balir*, call for practicality and humble magnificence, traits embodied by both his temples and followers. While there are some that pursue the arcane arts, most tend to frown at a reliance on magic and only show their respect for the mystical arts to devout members of the clergy.

ADVENTURERS

Many dweorg leave their homes to act as scouts or wardens, trekking across the Underworld to map out emerging cave systems, identify dangerous geological movements and locate threats both old and new that prowl the depths close to the dwarven cities. Others endeavor to expand the reach of their clan by establishing new trade routes both above and below the surface, or take to lives as mercenaries with ambitions to bring back glory to their family's name. While they are not disposed to ostracizing, dweorg society doesn't treat those without a reverence for history very well and dwarves that defy traditions often leave of their own accord.

NAMES

Male Names: Alvis, Brocker, Danik, Frednir, Maylorin, Otis

Female Names: Bridgette, Edna, Franlina, Hlazel, Normja, Ragnarose

Dweorg close to the surface tend to marry traditional dvergr names with those of the surface dwellers, so names can differ wildly from region to region.

AGE

Living nearer to the surface of Upperworld than any of their kin, dweorg enjoy slightly longer lifespans than their counterparts deeper in the Underworld (as well as those from other material planes). Depending on how much interaction they have with humanity and the other surface races, sometimes dweorg find the spans of their lives to be significantly reduced by upperworlder assaults or dangers awakened by meddling explorers.

DWEORG OF AVENTYR

The dweorg cities and kingdoms of the Underworld are as varied as the human settlements on the surface, save that all of them show reverence to crafting in some fashion or another, and a staunch appreciation for tradition. Still, the dangers of the endless caves have hardened the resolve of some dweorg settlements, making them unkind and unwilling to accept foreigners for any period of time (unless they've proven themselves worthy).

A traveler can determine that a certain dweorg settlement is on good terms with interlopers by making a successful Wisdom (Survival) check (DC 15). Notably less vicious than the other races, most intruders receive a fair trial and brief imprisonment before being dropped off outside the gates.

DWEORG TRAITS

As a dweorg, you belong to the most numerous of dwarven subraces in Aventyr and tend to live close to the Upperworld. When an upperworlder thinks "dwarf," you and your kin are likely what comes to mind. You have all the standard dwarf traits. Additionally, you have the following Dweorg subrace traits.

Ability Score Increase. Your Strength score increases by 2.

Efficient Crafter. You double the rate with which you craft items. For every day of downtime you spend crafting, you can craft one or more items with a total market value not exceeding 10 gp instead of the usual 5 gp.

FORTUNE'S SMITH

(MARTIAL ARCHETYPE)

YOU DON'T LIKE THE PAULDRONS?! MY CRAFT IS NOT JUST a creation of tools—with each stroke, I bend the flow of fate itself. So take my goods as an investment into your destiny! If we are to adventure together, you'll soon see why I insist—now quit your whining and let's slay this dragon!

The archetypal fortune's smith is unlike most fighters in that he can make his allies more adept and flexible via his gorgeous craftsmanship.

BONUS PROFICIENCIES

At 3rd level, choose up to 3 artisan's tools. You gain proficiency with these tools.

MY OWN FORTUNE

Also at 3rd level, you choose a number of item 'slots' such your head or one of the your hands equal to your Intelligence modifier, minimum 1. Whenever you wear an item you have crafted yourself in the slot chosen, you gain a number of fortune points equal to your proficiency bonus + your Intelligence modifier. You may assign or reassign any number these points either upon completing a long rest or as a bonus action

during your turn. When a fortune point is spent, it can no longer be reassigned until the fortune's smith has completed a long rest, whereupon it regenerates. You may assign these points to do the following features:

- **Fortunate Durability.** The wearer may increase the damage threshold and hit points of all items worn by 5 for every fortune point assigned to this feature.
- **Crafter's Weal.** The wearer of an item with a fortune point assigned to this feature may spend one fortune point assigned to use his reaction to reroll an attack roll. He must take the second result, even if it is worse.
- **Fortunate Occurrence.** The wearer of an item with a fortune point assigned to this feature may expend 2 fortune points assigned as part of a reaction to being critically hit. If he does, he treats the hit as a regular hit.

SHARED FORTUNE

At 7th level, you may choose an additional magic item slot. You also increase your fortune points by +1. Additionally, your allies may now benefit from fortune points assigned. They are known as either wearers or wielders.

FORTUNATE FLEXIBILITY

Starting at 10th level, you learn to use fortune points assigned in the following ways:

- **Spark of Magic.** The wielder of a weapon with a fortune point assigned to this feature may spend one fortune point assigned to cause the weapon to be set ablaze in energy for a number of rounds equal to your proficiency bonus + your Intelligence modifier. The wielder can choose either acid, cold, fire, lightning or thunder damage. The weapon deals +1d6 damage of the chosen damage type on a successful hit. A weapon may only be ablaze with one of these energies at any given time.
- **Guarded by Magic.** The wearer of armor or an item with a fortune point assigned to this feature may spend one fortune point assigned to cause the item to be set ablaze in a certain type of energy for a number of rounds equal to your proficiency bonus + your Intelligence modifier. The wearer can choose either acid, cold, fire, lightning or thunder damage. The wearer gains resistance to the chosen energy type. A wielder may only be ablaze with one of these protective energies at any given time.

IMPROVED FORTUNATE FLEXIBILITY

Starting at 15th level, you learn to use fortune points assigned in the following ways:

- **Stream of Magic.** You increase the damage your Spark of Magic feature does by +1d6, to a total of +2d6. Additionally, you increase the duration to twice your proficiency bonus + your Intelligence modifier rounds.
- **Shielded by Magic.** The wearer of an armor or item with at least 2 fortune points assigned to this feature may spend two fortune points assigned to cause the item to be set ablaze in a certain type of energy for a number of rounds equal to your proficiency bonus + your Intelligence modifier. The wearer can choose either acid, cold, fire, lightning or thunder damage. The wearer gains immunity to the chosen energy type. A wielder may only be ablaze with one of these protective energies at any given time. Additionally, you increase the duration to twice your proficiency bonus + your Intelligence modifier rounds.

SUPERIOR FORTUNATE FLEXIBILITY

Starting at 18th level, you learn to use fortune points assigned in the following ways:

- **Stream of Magic.** You increase the damage your Spark of Magic feature does by a further +1d6, to a total of +3d6. Additionally, you increase the duration to twice your proficiency bonus + your Intelligence modifier minutes.
- **Shielded by Magic.** The wearer of an armor or item with at least 2 fortune points assigned to this feature may spend two fortune points assigned to cause the item to be set ablaze in a certain type of energy for a number of rounds equal to your proficiency bonus + your Intelligence modifier. The wearer can choose either acid, cold, fire, lightning or thunder damage. The wearer gains immunity to the chosen energy type. A wielder may only be ablaze with one of these protective energies at any given time. Additionally, you increase the duration to twice your proficiency bonus + your Intelligence modifier minutes.

SMITHKIN

(MARTIAL ARCHETYPE)

Those who emulate the archetypical dweorg fighting smith epitomize the traditional image of their fighting style.

DWEORG PROWESS

When you choose this archetype at 3rd level you forge a tie with the flames of creation. You learn special maneuvers fueled by forge dice.

Maneuvers. You learn two maneuvers of your choice, which are detailed under “Maneuvers” below. Maneuvers enhance your attack or defense in some way. You can use only one maneuver per attack. You learn two additional maneuvers at 7th, 10th and 15th level. Each time you learn new maneuvers, you can also replace one maneuver you know with a different one.

Forge Dice. You have four forge dice, which are d8s. A forge die is expended when you use it. You regain all of your expended forge dice when you finish a long or short rest. You gain an additional forge die at 7th and 15th level.

Saving Throws. Some of your maneuvers require your target to make a saving throw to resist the maneuver’s effects. The saving throw DC is calculated as follows:

Maneuver save DC = 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice)

STRENGTH OF THE FORGE

Starting at 7th level, your carrying capacity is your Strength score multiplied by 30. This is the weight (in pounds) that you can carry. Additionally, you can push, drag or lift up to 60 times your Strength score in pounds.

In addition, you can add half your proficiency bonus (rounded up) to any Strength or Constitution check you make that doesn’t already use your proficiency bonus.

IMPROVED DWEORG PROWESS

At 10th level, your forge dice turn into d10s. At 18th level, they turn into d12s.

UNSTOPPABLE

Starting at 15th level, when you roll initiative and have no forge dice remaining, you regain 2 forge dice.

MANEUVERS

Flaming Trip Attack. When you hit a creature with a weapon attack, you can expend one forge die to attempt to knock the target down. If the target is Large or smaller, it must make a Strength saving throw. On a failed save, you knock the target prone and flames erupt from the ground below the creature, dealing fire damage to the target equal to double the result of your forge dice. You may expend an additional forge die to increase the damage at 7th level and 15th level.

Forge’s Blessing. When you take the Attack action on your turn, you can forgo one of your attacks and use a bonus action to direct one of your companions to strike. When you do so, choose a friendly creature who can see or hear you and expend one forge die. That creature can immediately use its reaction to make one weapon attack, adding the forge die to the attack’s damage roll. The weapon deals fire damage instead of its regular weapon damage.

Forge’s Retribution. You can expend forge dice whenever a creature within 5 feet of you hits you with a melee attack. Flames surge forth from your body. The attacker takes fire damage equal to the forge dice you expend.

Forge’s Spark. You can expend a forge die to hurl a spark of fire at a creature or object within 120 feet. Make a ranged attack against the target. On a hit, the target takes forge die fire damage. Any flammable objects hit by this ability ignite when not being worn or carried. You may expend an additional forge die to increase the damage at 7th level and 15th level.

Forge’s Weapon. You may expend a forge die to draw upon the fire within your body to evoke a fiery battleaxe or warhammer, which manifests in your hand. If you let go of the weapon, it dissipates, but you can evoke it again as a bonus action. Attacks performed with this weapon deal fire damage. The forge’s weapon sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

Guarded Attack. When you hit a creature with a weapon attack, you can expend one forge die to attempt to goad the target into attacking you. You add the forge die to the attack’s damage roll, and the target

must make a Wisdom saving throw. On a failed save, the target treats your AC as though as though it had a bonus equal to your forge die's result until the end of your next turn.

Lunging Flame. When you make a melee weapon attack on your turn, you can expend one forge die to increase your reach for that attack by 5 feet. If you hit, your attack deals fire damage instead of the regular weapon damage.

Maneuver set-up. When you hit a creature with a weapon attack, you can expend one forge die to maneuver one of your comrades into a more advantageous position. You add the forge die to the attack's damage roll, and if you hit, you choose a friendly creature who can see or hear you. That creature can use its bonus action on its next turn to use the Disengage action to retreat from the target of your attack.

Melting Attack. When you hit a creature with a weapon attack, you can expend one forge die to attempt to undermine the creature's resistance to fire. The target must make a Wisdom saving throw. On a failed save, it loses resistance to fire until the end of your next turn.

Take the Hit. When another creature damages you with a melee attack, you can use your reaction and expend one forge die to reduce the damage by the number you roll on your forge die + your Constitution modifier. Additionally, opportunity attacks you perform against the target until the end of your next turn receive a bonus equal to the result of your forge die.

Burning Assault. When you make a weapon attack roll against a creature, you can expend one forge die to change an amount of damage you inflict with your attack, up to a maximum equal to twice the result of your forge die, to fire damage. You can use this maneuver before or after making the attack roll, but before any effects of the attack are applied.

Bellows Blast. As a reaction to you or an adjacent ally being attacked with a ranged weapon, you can huff and puff like a great bellows. You expend can expend one forge die. If the ammunition or projectile is Large or smaller, the attacker trying to hit must make a Strength saving throw. On a failed save, the projectile harmlessly falls to the ground in a square of your choosing within 15 feet of you.

Endurance of the Forge. On your turn, you can use a bonus action and expend one forge die to bolster one



of your companions suffering from exhaustion. When you do so, choose a friendly creature who can see or hear you that has at least one level of exhaustion. That creature decreases its exhaustion levels until the start of your next turn by an amount, equal to $\frac{1}{2}$ your forge die's result, minimum 1. The exhaustion returns on your next turn, stacking with any exhaustion levels incurred in the meanwhile. An ally may only be affected once by this maneuver, before requiring a long rest to be able to benefit from it again.

Sweeping Flame Arc. When you hit a creature with a melee weapon attack, you can expend one forge die to attempt to damage another creature with the same attack, as flames extend in a sweeping arc from your original target. Choose another creature within 5 feet of the original target. If the original attack roll would hit the second creature, it takes fire damage equal to the number you roll on your forge die. You may expend an additional forge dice to increase the damage at 7th level and 15th level.

DWEORG FEATS

DWEORG WEAPON MASTERY

You are particularly adept at using the traditional dweorg weapons. You gain the following benefits:

- When you take the Attack action and attack with only a battleaxe or a warhammer, you use the damage value for use with two hands when wielding the weapon in one hand. When wielding the weapon in two hands, the weapon instead has a damage value of 2d6.
- When using light hammers or handaxes to make a ranged attack, increase the normal and maximum range by +10 ft.

SMITHKIN RESISTANCE

Your body has been tempered by the fires of the forge. You gain the following benefits:

- Increase your Strength or Constitution score by 1, to a maximum of 20.
- You gain resistance to fire.

CLANMIND

Prerequisite: Dweorg or must have been born and raised to adulthood among the dweorg.

You have a strong, almost supernatural bond with your fellow dweorg. You gain the following benefits:

- You gain a +1 bonus to AC while a friendly dweorg is within 5 ft. of you.
- You gain a bonus action to aid all friendly dweorg attacking creatures within 5 feet of you. If the ally attacks the target before your next turn, the first attack roll the dweorg ally makes is made with advantage.
- You may use your action to allow a friendly dweorg within 5 ft. of you to take the disengage action as a bonus action on their next turn.

DWEORG EQUIPMENT

DWEORG ROCK-SINGER

Huge Object

Armor Class: 15; **Hit Points:** 200; **Damage**

Immunities: Poison, psychic

A highly efficient and deadly siege weapon also used in the defense of most major dweorg cities, a rock-singer constitutes basically a set-up not unlike a catapult crossed with a repeating ballista, though most folks will never see it as such—the dweorg tend to integrate



these in gigantic statues depicting their ancestors. When activated, the mouth opens and begins firing massive rocks (or stalactites) at the target area. While stationary (and targeting e.g. the area in front of a city's gates), the machinery is so efficient, it only requires one crew member to reload and man. When moving, it does require a second crew member to properly aim.

Rock-singer Stone. *Ranged Weapon Attack:* +6 to hit, range 200/800 (can't hit targets within 20 ft. of it), one target. *Hit:* 44 (8d10) bludgeoning damage. (Rock-singers firing stalactites may cause piercing damage instead, subject to GM's approval.)

DWEORG MAGIC ITEMS

INSTANT FORGE

Wondrous item, rare

This stone cube is small, but when you use an action to place it on the ground and the command word is spoken, it grows to form a full blacksmithing forge 20 feet square and 20 feet high, with an unending fire, anvil, smith's tools and chimney, allowing a craftsman to engage in the crafting downtime activity anywhere. The stone walls (AC 17, 50 hit points) extend 5 feet into the ground, rooting it to the spot and preventing it from being tipped over; if activated in a space it cannot fit, it expands to the maximum possible size. The structure has a small, simple wooden door (AC 15, 27 hit points) that opens only at the command of the person who uttered the command word. The *instant forge* springs up in just 1 round, with the door facing the user. Creature nearby, with the exception of the owner must be careful not to be caught in the forge's sudden growth. Creatures in the area where the forge appears must make a DC 15 Dexterity saving throw, taking 5d10 bludgeoning damage on a failed save, or half as much damage on a successful one. In either case, creatures are pushed to an unoccupied space outside, but next to the forge. Objects that aren't being worn or carried take this damage and are pushed automatically. Damage to the forge can be repaired normally. The *instant forge* is deactivated by speaking the command word. It cannot be deactivated unless it is empty.

POCKET ANVIL

Wondrous item, rare

This lustrous, 1 pound heavy steel trinket is shaped like a miniature anvil perhaps a centimeter tall. By uttering the command word, it expands instantly to full size and weight (100 lbs.) and is fully serviceable for the manufacturing needs of any metalsmith. Additionally, a pocket anvil may be thrown at a target as a ranged attack, expanding to full size as it sails through the air. The pocket anvil is treated as though it had the Thrown (20/60) property. A creature hit takes 5d6 bludgeoning damage. Once a pocket anvil has expanded, it can only be shrunk back to trinket size by casting *enlarge/reduce* on it, though it remains in trinket size indefinitely.

NEW SPELL

This spell can be learned by all Dweorg bards, rangers, paladins, druids and clerics.

DWEORG STEW

1st-level conjuration (ritual)

Casting Time: 1 hour

Range: 30 feet

Components: V, S, M (sufficient meat and spices)

Duration: Instantaneous

Part of the casting of this spell requires cooking up a stew and baking rolls (preferably *vvor-stew* with *balak* blood rolls). Dweorg often prepare their stew on special occasions to celebrate new allies or welcome home traveling kin. One spell can affect up to 16 ounces of stew.

Dweorg stew has an amazing medicinal effect, though it does not last long after being prepared – it has to be consumed within 2 minutes after the spell has been cast. A creature that consumes four ounces or more of *dweorg stew* (a process that takes 10 rounds) gains the benefits of a short rest. A character eating *dweorg stew* may immediately spend one or more Hit Dice and if he does, he gains two free, additional Hit Dice to spend, which are bestowed by the stew's healing-enhancing properties. These additional Hit Dice must be spent immediately upon finishing eating the stew or they are lost.

FUNGLET

These are the children of the mushroom jungles of the Underworld. They are true children of nature, embracing the fungal forests they call home as though each individual capped stalk growing in the subterranean soil were a cousin or sibling. Philosophers have come to believe that they are the sentient expression of lush Underworld forests, literally made for and by the mushrooms themselves. While they are predominantly loners, a small society of funglets have gathered in Dregharka's Bayou, a fungal jungle bordering the Forever Deep.

HISTORY

The fall of the Dracoprime in the Great Schism presaged the arrival of the funglets in the mushroom jungles below Aventyr, but their true origins are disputed both amongst themselves and Underworld scholars. They aren't a particularly private or xenophobic race, but their reverent worship of the subterranean groves that birthed them keep the funglets from traveling the breadth of the world, and most folk who even know of the fungal men make no distinction between their individual beliefs.


Fantasfunglets have deduced that they are the natural evolution of mushroom life. Acting as the historians of their race, they place phenomenal value on reasoning and logical skills—all the pertinent information at their disposal ultimately concludes that while some catalyst may or may not have been present



at the time of their appearance after the Great Schism, they are undeniably birthed by a fungal forest.

Audirefunglets believe they are vestiges of the Dracoprime's life force, carried to the mushroom jungles by its blood. They refer to the massive draconic idol as the Natural Force (NG, minor deity) and refuse to recognize the claims made of its origin with the Progenitors and their slaves. Instead they personify it as a deity of their own image, a powerful force that persists through each of them.

Maculosfunglets worship the oldest living thing on the planet, the Honningsop Mushroom, as their patron god and creator. According to their legends they were born within the enormous rhizomorphs of Aventyr's eldest organism, carried across the Underworld to the many mushroom jungles that fill its endless caves. Any trace of the Honningsop is treated with even greater reverence by maculosfunglets than their kin, but the Natural Force sees their faith as equally worthy devotion.



However they came to be, the funglets quickly spread throughout the Underworld in the years leading up to and after The Confluence. They have become the wardens of nature beneath the surface of Aventyr, respected by all for their services as caretakers of the exotic, bountiful, mushroom jungles that provide so many subterranean races with means to survive the desperate environments. Were it not for the funglets, the lush fungal forests throughout the endless caves would never have prospered into the enormous groves that dot the Underworld today.

PHYSICAL DESCRIPTION

Funglets are a tall and thin race, typically no shorter than 7 feet in height. Despite their prodigious size, they are a slight peoples and are actually rather weak given their stature. There are three types of funglet, each patterned to have different colors: the fantas are reddish-brown in complexion (with darker spots), the audires are colored much like a bright, sprouting flower and the maculous are a light tannic brown, covered in off-yellow spores. The eyes of these fungal giants are hooded by the mushroom caps that comprise their skulls, often casting shadows over their surprisingly small mouths.

SOCIETY

In the past, funglets were lonesome creatures, tending to the groves of their birth rather than their relationships with other underworlders. Now that The Confluence

has come to an end, some of the giant mushroom men have taken to traveling away from the fungal forests they call home and establishing relations with races they previously ignored or gathering together to form communities of their own. Their tightly-knit settlements are seamlessly woven into Underworld groves across Aventyr, typically in burgeoning mushroom jungles being expanded and tended to by the funglets.

RELATIONS

The solitary lives led by their ancestors have left the funglets rather at a loss when dealing with other races of the Underworld. They are rarely perceived as the gentle giants they are, and they see the fear at their prodigious height and ultimately become quite apprehensive with others. Despite their poisonous appearance, masculofunglets are the most well-liked variety, though the fantasfunglets are valued repositories of knowledge and audirefunglets are respected for their deep connection to the natural world.

ALIGNMENT AND RELIGION

Overwhelmingly, funglets are a race of Good-aligned creatures (a true rarity in the Underworld), although there is always the occasional, anomalous growth of an evil funglet, they are uncommon at best. The Natural Force is the principal god of funglets, worshipped by each in their own way.

ADVENTURERS

Funglets may be adventuring for any number of reasons: to carry abundant spores to new regions of the Underworld, seek out areas recently reached by the Honningsop Mushroom or, in the rare case their own grove has been destroyed or overtaken, to establish a new fungal forest. They are capable warriors of every stripe despite their slow reflexes and lacking strength, but prove to be truly potent spellcasters. Many of these mages or holy mushrooms leave their homes inadvertently on unintended rites of passage inspired by hallucinogenic minerals found in locales known only to their proudest shamans. On the whole, however, they are largely druids or rangers, though not exclusively so.

NAMES

Male Names: Bollet, Carssish, Ergan, Mraln, Rork, Yawlohh

Female Names: Bidoa, Fettla, Helnaa, Lortta, Solvi, Tallaa

FUNGLETS AND MUSHROOM JUNGLES

Previously they were quite sparse, but now funglets are becoming a common sight in the fungal forests of Aventyr. When entering into a mushroom jungle, an Intelligence (Nature) check (DC 20) informs a traveler if they near a settlement of the funglets. Signs of their passing are ubiquitous to those that know them, the giants tromping through the subterranean soil and tending to the vast mushrooms that dominate the regions they inhabit. Of all the Underworld races, they are often perceived as the most kindly and approachable; many survivors of Underworld expeditions praise them highly for providing a safe place to rest from the countless dangers of the endless caves. Explorers ought to be wary, however; myceloids have been known to enchant themselves to appear as funglets to lure unsuspecting travelers to their untimely deaths.

FUNGLET TRAITS

Your funglet character has an assortment of inborn abilities that are part of your nature.

Ability Score Increases. Your Constitution score increases by 2.

Age. Funglets mature much slower than humans; they're considered young until the age of 72. They can live up to almost 1000 years.

Alignment. Most funglets have a tendency towards being good, an rare thing indeed in the dangerous underworld. While occasional, anomalous evil funglets exist, these individuals remain few and thankfully rare

Size. Funglets stand between 7 and 10. 5 feet tall and weigh at least 235 pounds, but can grow to weigh ten times as much. Your size is Medium.

Speed. Your base walking speed is 20 feet.

Condition Immunities. You are immune to the blinded, deafened and frightened conditions due to your fungal nature.

Damage Immunity. You are immune to poison damage.

Fire Vulnerability. You are vulnerable to fire damage due to your fungal heritage.

Sunlight Sensitivity. While in sunlight, you have disadvantage on attack rolls as well as on Wisdom (Perception) checks that rely on sight.

Superior Darkvision. Accustomed to life in the lightless depths, you have superior vision in dark and dim conditions. You can see in dim light within 120 ft. of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Languages. You can speak read and write Sylvan and Common and generally can understand the basics of Draconic. Funglets converse in a relatively slow and ponderous tone.

Subraces. Three subraces of funglets are found in Aventyr: Audirefunglets, fantafunglets and maculosfunglets. Choose one of these subraces.

AUDIREFUNGLETS

Audirefunglets are the wise shepherds of the fungal forests.

Ability Score Increase. Your Wisdom score increases by 2.

Mushroom Whisperer. You gain the ability to comprehend and verbally communicate with fungi, plants and molds. The knowledge and awareness of many these things is limited by their intelligence, but

at minimum, they can give you information about nearby locations and monsters, including whatever they can perceive or have perceived within the past day. You might be able to persuade a beast to perform a small favor for you, at the GM's discretion.

FANTASFUNGLETS

Fantafunglets represent the relentless, plodding guardians of funglet-kind.

Ability Score Increase. Your Intelligence score increases by 2.

Bulky Advance. Your speed is not reduced by wearing heavy armor.

Fleet of Foot. At 3rd level, your base walking speed increases to 35 feet.

MACULOSFUNGLETS

Poisonous and powerful, maculosfunglets.

Ability Score Increase. Your Charisma score increases by 2.

Maculosfunglet Venom (Injury). The rhizomorphs within your maculosfunglet body are poisonous and may produce poison. A number of times equal to your Constitution modifier per day, you can envenom a weapon with toxic saliva or your blood as an action. A creature subjected to this poison must succeed on a Constitution saving throw with a DC equal to 8 + your proficiency bonus + Constitution modifier or take 1d6 points of poison damage and become poisoned for 1 minute. This damage increases to 2d6 at 3rd level, 3d6 at 8th level, 4d6 at 13th level and 5d6 at 18th level. At each of these levels, you also get an additional use of your poison. The creature affected must repeat the saving throw at the start of each of its turns. A successful save neutralizes the poison. As a reaction to being bitten by a foe, you can expend one use of your poison to poison the creature who attacked you with a bite attack. Your poison quickly spoils when exposed to air, preventing you from harvesting and selling the poison. Your poison rhizomorphs produce new doses of poison on a long rest.

PSILOCYBISTS

The wilds of the Underworld are not dominated by trees, but mushrooms. Wardens of these subterranean forests of fungi develop truly unique relationships with these earthy growths, utilizing their truest natural properties to achieve remarkable mystical powers. While often quite tame, in combat they are as explosive as their enhanced illusions are powerful.

CIRCLE OF THE MUSHROOM

(NEW DRUIDIC CIRCLE)

Druids of the circle of the mushroom are mellow protectors of the fungal jungles. Their order gathers amid clouds of spores, stumbling through the deepest, most toxic clouds, sustained by visions of strange alternate realities, the very essence that ties these druids to a nature both more wondrous and strange than regular mortals can perceive.

TRUTH OF THE MUSHROOMS

Starting at 2nd level, when you fail an Intelligence, Wisdom or Charisma saving throw, you can take your reaction to escape into the psychotropic visions that have become second nature to you. Instead of being subjected to the usual effects that prompted the saving throw, you roll a d10 on the hallucinogenic visions table:

HALLUCINOGENIC VISIONS

d10 Behavior

- | | |
|-----|--|
| 1 | You use all your movement to move in a random direction. To determine the direction, roll a d8 and assign a direction to each die face. You can't take any other action this turn. |
| 2-3 | You don't move or take actions this turn, instead becoming entranced by the translucent, rococo patterns you see covering every nearby surface. |
| 4-5 | You become <i>charmed</i> by the creature. |
| 6-7 | You must succeed on your choice of either a Dexterity or Wisdom saving throw against your own spell save DC on each of your turns for the duration or fall prone. |
| 8-9 | You become <i>confused</i> , hallucinating crawling swarms of insects on yourself and others. |
| 10 | Suffering only mild hallucinations, you can act and move normally. |

Your behavior persists until the end of your next turn. Once you have used this feature, you can't use it again until you finish a short or long rest.

You also become proficient in your choice two of the following skills: Insight, Medicine, Nature, Stealth or Survival. Your proficiency bonus is doubled for any ability check you make using either of those skills chosen.

WILD SHAPE: EXPLOSIVE CAPS

Starting at 2nd level, you can use your Wild Shape on your turn as a bonus action to grow special, magically imbued explosive mushroom caps on yourself. Explosive caps are drawn as part of the Attack action. You gain a total number of explosive caps equal to twice your proficiency bonus + your Wisdom modifier. Explosive caps last for 1 day or until you complete a long rest before withering and becoming inert. Thrown explosive caps detonate and cannot be salvaged after combat. You treat explosive caps as simple ranged weapons with the finesse and thrown (range 20/60) properties. You are proficient with explosive caps. Explosive caps deal your proficiency bonus times 1d6 points of force damage on a successful hit. While in this mushroom-growing form, you can expend one spell slot to regain 1 use of explosive caps per level of the spell slot expended.

FLURRY OF MUSHROOMS

At 6th level, you can use your magic to allow you to throw devastating clusters of detonating mushroom caps. Immediately after you take the Attack action to attack with explosive caps on your turn, you can expend spell slots as a bonus action to make an additional attack with an explosive cap as a bonus action. For every 2 levels of spell slots you expend, you may make one such additional attack as part of the bonus action. You may expend a maximum number of spell slots in one such bonus action equal to your proficiency bonus.

MUSHROOM IMMUNITY

Also at 6th level, continuous exposure to fungus-based toxins and hallucinogens has changed your body. You become immune to all poisons and diseases based on fungi. Additionally, you gain advantage on all saving throws to resist the effects of plant-based toxins and drugs.

SPELL-POWERED CAPS

At 10th level, you can expend spell slots to enhance your explosive caps as part of making an attack with an explosive cap. You gain a number of cap-points equal to the level of the spell slot you expended, which you can use to modify the respective attack.

- 1 point: Increase the damage your cap inflicts by +1d6 force damage, up to a maximum of your proficiency bonus times 1d6.
- 1 point: Aerodynamic caps. Increase the range of your mushrooms by (+10/+30), up to a maximum of (+30/+90).
- 1 point: Obscuring cloud. You generate a spore cloud centered on you that obscures sight as though it were a *fog cloud*.
- 2 points: Hallucinogenic Cap. When you throw an explosive cap, it detonates and leaves behind a wispy 5-ft. -cloud of spores that lasts until the end of your next turn. A target hit must save against your spell save DC or roll on the hallucinogenic visions table.
- 2 points: Increase the duration of your hallucinogenic cap's spore cloud by 1 round, allowing you to affect up to potentially affect more creatures (those that walk through the cloud) with hallucinogenic visions.

EXPLOSIVE BELCH

By 14th level, your body has adjusted to the destructive potential of your own explosive caps. You can, as an action on your turn, eat an explosive cap and generate a small, volatile burp, that emits in a 15-foot-cone from your mouth. All creatures within this area must succeed a Dexterity saving throw against your spell save DC or take damage as though they were hit by your explosive cap. Creatures that successfully save against your burp instead take half damage. Alternatively, you may stuff 5 explosive caps into your mouth, generating a massive 60-foot-cone originating from your mouth. All creatures within this area must succeed a Dexterity saving throw against your spell save DC or take damage as though they were hit by your explosive cap. Creatures that successfully save against your burp instead take half damage. This amount of explosive caps does take its total on your body, though—you suffer from disadvantage on all ability checks and your speed is halved until the end of your next turn after eating 5 caps at once.

Note: Funglet exclusive spells should be made available for psilocyebists.

MUSHROOM DOMAIN

(NEW CLERIC DOMAIN)

The massive, strange mushroom-jungles pulse with an inherent energy that is considered to be a kind of anima mundi suffusing all, its power springing from the massive, gorgeous jumble of colors, spores and life pulsing eternally in the underworld. The propagation of these places and the protection of their biomes have become nigh-rapturous experiences for some of the devout, with enlightenment beckoning in the hallucinogenic spores, teas and armors crafted from the very mushrooms themselves.

MUSHROOM DOMAIN SPELLS

Cleric Level Spells

1st	<i>medicinal mushrooms, entangle</i>
3rd	<i>fiber shape, peripheral fungi</i>
5th	<i>fungus infestation, plant growth</i>
7th	<i>mushroom mount, grasping vine</i>
9th	<i>carnivorous mushroom, tree stride</i> (fungi only)

MUSHROOM-WHISPERER

At 1st level, you learn the language of mushrooms, allowing you to enter a strange form of communication with mushrooms. By touching a mushroom, you can imbue it with limited sentience, allowing it to communicate with you. You can question fungi about events within 30 feet of their location that have transpired within the day, gleaning information about creatures that have passed, weather and similar circumstances. You also become proficient in your choice two of the following skills: Insight, Medicine, Nature, or Survival. Your proficiency bonus is doubled for any ability check you make using either of those skills chosen.

CHANNEL DIVINITY: EXPLOSIVE CAPS

Starting at 2nd level, you can use your Channel Divinity to grow special, magically imbued explosive mushroom caps on either yourself or the immediate vicinity. Explosive caps are drawn as part of the Attack action. You gain a total number of explosive caps equal to twice your proficiency bonus + your Wisdom modifier. Explosive caps last for 1 day or until you complete a long rest before withering and becoming inert. Thrown explosive caps detonate and cannot be salvaged after

combat. You treat explosive caps as simple ranged weapons with the finesse and thrown (range 20/60) properties. You are proficient with explosive caps. Explosive caps deal your proficiency bonus times 1d6 points of force damage on a successful hit.

HALLUCINOGENIC VISIONS

Beginning at 6th level, your explosive caps contain inert, but hallucinogenic spores over which you can exert a modicum of control. When you throw an explosive cap, it detonates and leaves behind a wispy cloud of spores that lasts until the end of your next turn. The cloud is a 20-foot-radius sphere centered on the target and it does not impede sight. As an action on your turn, you can will the spores to coalesce on a target currently within the cloud of spores that you can see. The creature must make a Wisdom saving throw. If the creature succeeds on the saving throw, you can't use this feature on it again until you finish a long rest. If the creature fails its save, it experiences strange hallucinations and must roll a d10 on the hallucinogenic visions table below:

Hallucinogenic Visions

d10 Behavior

1	The creature uses all its movement to move in a random direction. To determine the direction, roll a d8 and assign a direction to each die face. The creature doesn't take an action this turn.
2-3	The creature doesn't move or take actions this turn, instead becoming entranced by the translucent, rococo patterns it sees covering every nearby surface.
4-5	The creature is <i>charmed</i> .
6-7	The creature must succeed its choice of either a Dexterity or Wisdom saving throw against your spell save DC on each of its turns for the duration or fall prone.
8-9	The creature becomes <i>confused</i> , hallucinating crawling swarms of insects on itself and others.
10	Suffering only mild hallucinations, the creature can act and move normally.

The effects of hallucinogenic visions last for 1 minute.

POTENT VISIONS

At 8th level, any creature affected by your hallucinogenic visions must roll twice on the table. You choose which of the two effects affect the creature.

SPELL-POWERED CAPS

At 17th level, you can expend spell slots to enhance your explosive caps as part of making an attack with an explosive cap. You gain a number of cap-points equal to the level of the spell slot you expended, which you can use to modify the respective attack.

- 1 point: Increase the damage your cap inflicts by +1d6 force damage, up to a maximum of +5d6 per cap.
- 1 point: Bigger spore cloud. Increase the radius of the spore cloud your cap leaves behind by 10 feet.
- 1 point: Aerodynamic caps. Increase the range of your mushrooms by (+10/+30), up to a maximum of (+30/+90).
- 1 point: Obscuring cloud. Your spore cloud obscures sight as though it were a *fog cloud*.
- 2 points: Increase the duration of your cap's spore cloud by 1 round, allowing you to affect up to two creatures with hallucinogenic visions.
- 4 points: Potent mushrooms. Creatures suffer from disadvantage on saves against the hallucinations caused by your explosive caps' spores.
- X points: Regrowing cap. Instead of modifying an explosive cap, you can expend a spell-slot as an action to regrow your explosive caps. You regain a number of explosive caps equal to the level of the spell slot expended.

PATH OF THE FUNGAL HULK (PRIMAL PATH)

For some funglets, rage is as much a metabolic choice as an emotional one—these are the fungal hulks and even standing next to one can be a dire proposal.

VERDANT PATH

Starting when you choose this path at 3rd level, you begin shedding spores and sticky fungal material when you rage. For the duration of the rage, opponents within range of your melee attacks that take the Disengage action, still provoke opportunity attacks due to the sticky fungal threads you constantly shed. Additionally, any invisible creatures that attack you

with a melee attack automatically get covered in the sticky, fungal goo, making them clearly visible to everyone. The goo lasts for a number of rounds equal to your proficiency bonus + your Constitution modifier. While you are raging, you leave an easily discernible trail of plant material behind you—this is known as your verdant trail and is considered to be difficult terrain for anyone but you. Your verdant trail covers a number of 5-foot-cubes behind you equal to twice your proficiency bonus + your Constitution modifier. The gooey train of fungal matter always follows your movement and once it has reached its maximum length, the oldest cube reverts to being normal terrain. If you end your rage, the verdant path no longer follows you and withers after Constitution modifier rounds. While flying, the fungal matter falls to the ground; in water, the fungal matter floats like algae.

VERDANT BLOOM

Also at 3rd level, you learn to manipulate the type of plant matter you are shedding. Choose one additional effect from the following. Your verdant path also has the chosen effect.

Broadened Path. The shedding of fungal matter spreads further. When raging, the 5-ft-cubes adjacent to your verdant path are also treated as difficult terrain.

Clustered Shedding. Whenever you haven't moved in a given round, the area in a 5-foot-radius directly around you is covered by the effects of your verdant path. This radius increases by +5 feet per round spent without movement, up to a maximum distance equal to your Constitution modifier times 5 feet.

Corrosive Path. Acidic slime coats the fungal matter of your verdant path. Any creature attempting to move through the verdant path takes 1d4 points of acid damage for each 5 feet movement through the area. Creatures beginning their turn in your verdant path also take this damage.

Entangling Path. Any creature attempting to traverse the verdant path must succeed a Strength saving throw against DC 8 + your proficiency bonus + your Constitution modifier. On a failure, the creature becomes grappled. The Escape DC is equal to the saving throw DC.

Forming Path. You may exert control over your verdant path. As a bonus action during your turn, you may direct your verdant path to move on its own

accord. You may move up to your proficiency bonus + your Constitution modifier 5-foot-cubes of the verdant path a total number 5 feet times your class level. The verdant path still has to form an uninterrupted line from its end to you. All creatures that are in the verdant path once the movement concludes, immediately are subject to the effects of the verdant path.

Grapes of Wrath. You can focus the rampant power of your verdant path and expend one of your rages as a bonus action taken on your turn to grow a number of explosive fruits from your body equal to your Constitution modifier (minimum 1). The fruit is treated as a thrown ranged weapon you are proficient with and has a range of (20/60) and explodes in a 10 foot-radius upon impact. Creatures affected must succeed a Dexterity save equal to DC 8 + your proficiency bonus + your Constitution modifier. On a failure, the creatures within the radius take 5d6 fire damage, half as much on a successful save. The fire spreads around corners. It ignites flammable objects in the area that aren't being worn or carried.

Grapes of Wrath, Weird. Choose another type of damage from the following list: Acid, Cold, Lightning, Necrotic, Poison, Radiance. You may choose to inflict this damage instead of fire damage when using grapes of wrath. You need to know the grapes of wrath verdant bloom to select this verdant bloom.

Thorny Path. Razor-sharp fungal matter sprouts from your verdant path. Any creature attempting to move through the verdant path takes 1d4 points of piercing damage for each 5 feet of movement through the area. Creatures beginning their turn in a square covered by your verdant path also take this damage.

IMPROVED VERDANT BLOOM

Starting at 6th level, you choose an additional two verdant blooms to add to your verdant path class feature. Additionally, your hulking nature and sticky plant material allow you to ignore your sunlight sensitivity and fire vulnerability racial features while raging.

HULKING ADAPTATION

Beginning at 10th level, you become immune to fire damage due to the moist, sticky, fungal nature of your body. You also never catch fire.

REACH OF THE HULK

Beginning at 14th level, whenever a creature takes damage from your verdant path or moves into or out of it or moves more than 5 feet over your path, you may use your reaction to make a melee attack against the target, as though the target was within reach of your melee weapons: A mossy arm grows quickly from the path, attacks and withers away in the span of seconds.

FUNGLET FEATS

AUDIRE SHEPHERD

Prerequisites: Audirefunglet

You have embraced your role as a shepherd of the fungal forests. You gain the following benefits:

- You can assume the form of a Medium living tree or fungus with a small number of limbs. The exact nature of the tree or fungus and its appearance is completely under your control. Even the closest inspection cannot reveal that the tree in question is actually a magically concealed creature. To all normal tests you are, in fact, a tree or fungus, although *detect magic* detects a faint aura of transmutation. While in this form, you can observe all that transpires around you as if you were in your normal form and your abilities are unaffected. You gain a damage threshold of 5, but have a Dexterity score of 1 and a speed of 0 feet. You are immune to critical hits while in tree form and you cannot cast spells with somatic components while in this form. You can revert to your normal form as a bonus action on your turn.
- You may, as an action, extend root-like rhizomes to burrow ten feet down into the earth. To do so, you must be on dirt, sand or any other easily dug soil (gravel, sheet rock, slate and similar harder substances thwart this use of the feat). You can move part of your bulk down alongside your rhizomes, potentially up to halving your height. You can only burrow down and you can burrow no further in any direction, save back up. You are proficient in the Stealth skill and receive advantage on Dexterity (Stealth) checks while using this ability and also become immune to the prone condition. If you manage to surprise a creature and hit it in the first round of combat with a melee attack after using this

ability, the target must succeed a Dexterity saving throw against DC 8 + your proficiency bonus + your Constitution or Wisdom modifier (your choice) or become prone, as you reassume your normal form.

FANTASFUNGLET LIANA

Prerequisites: Fantasfunglet

You have learned to exert a limited form of control over the rhizoid liana hanging from your body. You gain the following benefits:

- You gain the ability to use the plentiful liana extending from your body to perform fine manipulations. You may use your liana to manipulate objects 10 feet beyond your reach, including using skills. Since your liana have significant tactile finesse, you may even manipulate objects you cannot see. You gain blindsight 10 feet and extend liana to manipulate objects in tight holes, around corners, etc.
- So long as you have at least two surfaces no farther than your reach + your liana's 10 feet apart to bounce against, you can ricochet your body from one to the next. Once on a new wall, you can fall slowly for 20 feet and before bounding across again, allowing you to fall any distance indefinitely.

MACULOSFUNGLET'S SPORES

Prerequisites: Maculosfunglet

You have learned to exert more control over your unique, poisonous traits. You gain the following benefits:

- You may expend one use of your poison to breathe forth a cone of poisonous spores in a 15 ft. -cone. All targets in the cone are affected by your poison as though it was an inhaled poison.
- You may expend two of your uses of poison to create a cloud of poisonous spores in a 20 ft. -radius around you. The cloud persists for a number of rounds equal to your Constitution modifier. Creatures within the cloud are affected by your poison as though it was an inhaled poison. Creatures that manage to save against the poisonous spores must continue to save against it for as long as they remain within your spore cloud.

FUNGLET EQUIPMENT

Funglets have access to the following equipment.

BOLETANN

Underworld craftsmen have mastered the use of mushroom skins to make numerous items, incorporating the natural resource into both weapons and armor. One Medium sized mushroom produces enough skin for a single suit of hide armor for a small sized creature, as well as a shield. Armor made from Boletann increases its AC by +1 against slashing damage if it's light armor, by +2 against slashing damage if it's medium armor and by +3 against slashing damage if it's heavy armor.

The wearer also receives also receives resistance to acid, but since boletann is flammable, any wearer of boletann armor also suffers from fire vulnerability. Druids can wear Boletann with impunity. Weapons made from Boletann (which can be cured to provide a sharp blade or a hard blunt edge) remain slightly porous and can hold up to three doses of poison.

Boletann sheathes are sold with the weapon (for half the weapon's cost) and can hold up to twelve doses of poison at a time; when sheathed in one, a Boletann weapon absorbs as much poison as it can (doing so at a rate of once per round).

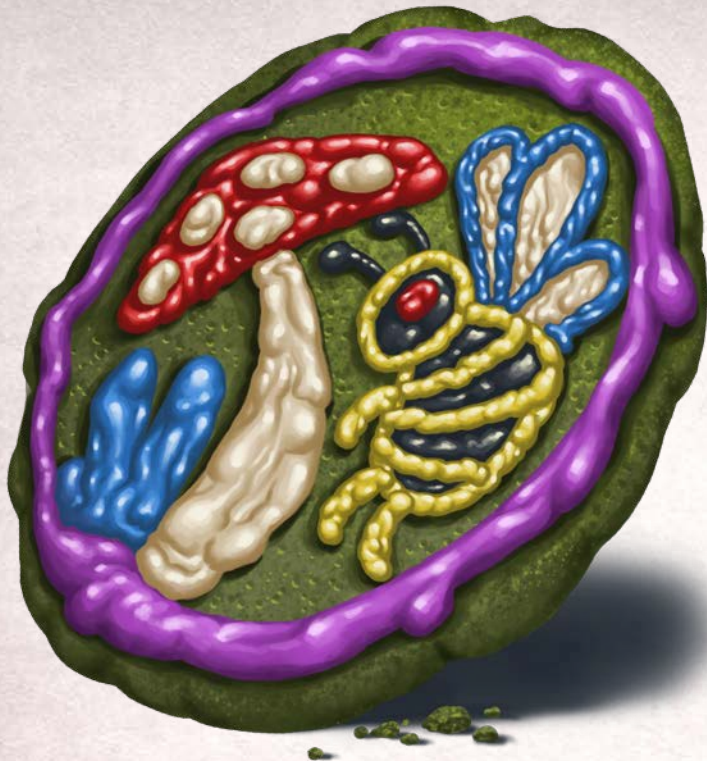
Boletann's fungoid structure can keep a maculosfunglet's poison potent for 2 days. Boletann weapons and armor cost two and a half times as much as usual and creating them takes twice as long as ordinary weapons and armor of that type.

Boletann has 8 hit points per inch of thickness and a damage threshold of 7; most mushroom skins are between an inch and two inches in thickness.

FUNGLET COOKIE

Price: 50 gp; **Weight:** 1/2 lbs.

These grey, but often lavishly "frosted" cakes usually sport designs of fluorescent mushrooms, underworld-bumblebees and similar happy motifs. They look positively delicious and are just that... to funglets. Made of pressed and baked guano, algae, mushrooms and decaying materials, no other creature can stomach them. Any creature without a sense of smell (the only ones liable to fall for this) tricked into eating one immediately vomits and gains the poisoned condition for 1d4 rounds. Funglets eating such a cookie, however,



feel energized and gain advantage to Dexterity-based saving throws and checks for 1d4 minutes. Eating a funglet cookie does not provide any proper nutrients, though—instead, the funglet becomes very hungry after its duration has elapsed. Failure to eat twice as much during the next long or short rest results in the funglet incurring a level of exhaustion until consuming a proper meal. This cannot increase the exhaustion level beyond 5. A funglet can only benefit from one funglet cookie, before requiring a long rest and proper food to once again gain any benefits from consuming one.

FUNGLET MAGIC ITEMS

MYCELOSUITS

Wondrous Item, rare (deposuit), Wondrous Item, very rare (sumulisuit), Wondrous Item, very rare (vidersuit), Wondrous Item, very rare (fantasuit), Wondrous Item, very rare (audisuit), Wondrous Item, very rare (scutumnsuit), Wondrous Item, very rare (suffocasuit), Wondrous Item, very rare (sangresuit), Wondrous Item, very rare (pizmutisuit), Wondrous Item, legendary (lunarusuit), Wondrous Item, legendary (necrosuit), Wondrous Item, legendary (kekel'jisuit) all mycelosuits require attunement Many of the mushrooms in the Fungi Forest have special properties utilized in the practice of magic but some spellcasters have mastered the art of crafting fungal skins into powerful items known as *mycelosuits*. As an action, a wearer may command a *mycelosuit* to spread around the body of the user, covering them in

mushroom skin from head to toe when the appropriate command word is spoken (the same command causes it to recede to a Tiny item).

The type of mushroom used to create the *mycelosuit* indicates what abilities it grants.

When activated, a *mycelosuit* covers the wearer (and their equipment) from head to toe, but allows them to breathe and eat normally. While encased in a *mycelosuit*, the wearer suffers from disadvantage to all hearing- and scent-based Wisdom (Perception) checks as the frills of the mushroom skin slightly overlap near the ears and nose. The skin is connected to the user in a primal fashion and recedes appropriately when access to equipment or parts of the body is needed; held items or those specifically excluded are not covered by a *mycelosuit*. Only one *mycelosuit* can be worn at a time.

These bizarre magical items are off-putting and exotic to surface dwellers. Creatures wearing these suits suffer disadvantage on all Charisma (Deception), Charisma (Performance) and Charisma (Persuasion) checks when interacting with surface dwellers while the suit is activated. Even when withdrawn, the knowledge of an item on a person's body is more than enough to unsettle upperworlders and incur this penalty; *mycelosuit* owners that walk above often take care not to openly display their enchanted suits.

Deposuit: A creature wearing one of these *mycelosuits* is immune to diseases of all kinds (including magical diseases). These suits are made from glistening saucer caps (glaucan-deporphus).

Sumulisuit: This *mycelosuit* grants its wearer an additional 5 foot reach. These suits are made from meaty mushroom caps (sumulis-tangrielis).

Vidersuit: This *mycelosuit* filters the light reaching the wearer's eyes, bathing it in enchanted infrared that grants the user darkvision (if they already have darkvision, they gain superior darkvision instead). Additionally, tendrils of fungi constantly probe the earth and stone the wearer stands on, granting them stonecunning as though they were a dwarf (if they already have Stonecunning, increases the bonus to thrice the wearer's proficiency bonus). These suits are made from twilight caps (videre spongos).

Fantasuit: So long as the user of this *mycelosuit* is no less than 20 feet from the ground, they may move at their base land speed (ignoring any effects on movement due to terrain) in forests, cave systems, and any other environment with suitable anchoring

positions (within base movement feet) for the vines that sprout from the fantasuit. These suits are made from peaceful giant mushroom (fantafungi).

Audisuit: Thousands of small frills and miniature tendrils flow and probe around the wearer of one of these *mycelosuits*, granting them 30-foot blindsight. These suits are made from funnel fungi caps (audire boletus).

Scutumsuit: These *mycelosuits* are made from the dense caps of the scutum boletus (Shield Mushroom) and provide the wearer with a shield of vines that acts as a shield +3. These suits are made from shield mushroom cap (scutum boletus).

Suffocasuit: Creatures wearing one of these *mycelosuits* gain immunity to inhaled poisons and become immune to diseases of all kinds. These suits are made from poisonpuff caps (suffocatio).

Sangresuit: When active, this *mycelosuit* grants the wearer the benefits of the *nondetection* spell while activated. These suits are made from tiger blood caps (sangre-tigre).

Pizmutisuit: Creatures wearing one of these *mycelosuits* gain poison immunity, becomes immune to diseases of all kinds and if they have an ability to produce poison, may use this ability an additional 3 times before resting. These suits are made from poisonpods (pismutiaas).

Lunarusuit: This *mycelosuit* grants the wearer a 60-foot flying speed. These suits are made from moon child caps and stems (lunarae).

Necrosuit: The wearer of this *mycelosuit* is immune to necrotic damage, but also gains vulnerability to radiant damage while this suit is activated. These suits are made from necroshroom (mortem diasporous).

Kekel'jisuit: The restorative powers of this *mycelosuit's* base material grant its wearer the restorative benefits of a long rest upon taking a short rest. The suit can provide this benefit up to once per week. Unlike other *mycelosuits*, this suit needs to be re-attuned once it has been deactivated—The wearer has to constantly wear it. These suits are made from fountain of the gods stem (kekel'ji).

FUNGLET SPELLS

The following spells are available to funglet druids, clerics and rangers.

FIBER SHAPE

2nd-level transmutation (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S, M (piece of wood)

Duration: Instantaneous

Fiber shape enables you to form a mound of molds, mushrooms or toadstools into any shape that suits your purpose. While it is possible to make crude coffers, doors, and so forth, fine detail isn't possible. There is a 30% chance that any shape that includes moving parts simply doesn't work.

FUNGAL INFESTATION

3rd-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute.

The touch of your fungus-wreathed hands coat the target in necrotic fungus that makes its flesh soft and fragile. Make a melee spell attack against a creature within your reach. On a hit, toadstools, ringworm, and other disgusting fungal growths sprout from its skin. The target takes 4d6 necrotic damage. Until the spell ends, you can make the attack again on each of your turns as an action.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by +1d6 for each slot above 3rd.

MEDICINAL MUSHROOMS

1st-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (mushrooms)

Duration: 1 day

You make 2d4 ounces of freshly picked fungus caps magical. You (as well as any other druid) can immediately discern which mushrooms are affected. Each transmuted mushroom provides nourishment as if it were a normal meal for a Medium creature. Eating 1 ounce of these caps reduces the level of exhaustion by 1. However, these caps are also hallucinogenic: If a creature willingly eats more than one ounce of

these caps in a given day, the creature is haunted by psychedelic hallucinations. The hallucinating creature suffers disadvantage to all Strength and Dexterity saving throws and skill checks and automatically fails all Wisdom saving throws.

PERIPHERAL FUNGI

2nd-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes.

Calling upon the primal power of fungus, you grow miniature *audire boletus* around your ears. They instantly adapt to the contours of sound waves from where you are standing when the spell is cast, granting you blindsight with a reach of 10 feet. Whenever you move more than 5 ft. in a given round, you lose this blindsight until you stand still for one round and let the fungi readjust.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you increase the range of your blindsight by + 10 feet for each spell slot above 2nd.

The following spells are available to funglet druids and clerics.

CARNIVOROUS MUSHROOM

5th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (drops of blood from two different types of creatures)

Duration: Concentration, up to 1 minute.

When cast on an intelligent mushroom, funglet (or one under the effects of the *mushroom mount* spell) the targets grow teeth and a carnivorous appetite; they gain a bite attack (1d6 for medium, 1d10 for large and 2d6 for huge) with a bonus to hit equal to your proficiency bonus + your Wisdom or Charisma modifier (your choice). On a successful hit the mushrooms impose the grappled condition on their victims; when one of these mushrooms maintains a grapple for more than one round, they deliver a nasty toxin. The target must make a Constitution saving throw against your spell-save DC. On a failure, it takes 4d10 poison damage, or half as much on a successful save.

The mushrooms have a Strength (Athletics) check equal to your proficiency bonus + your Wisdom or Charisma modifier (your choice) for purposes of contesting the grapple.

FUNGICIDE

6th-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (2 ft. of fungal liana)

Duration: Permanent

You designate a point within range and huge-sized mushrooms sprout from the ground in a 30-foot radius and attempt to consume any nearby sentient creatures. For the duration, these fungi turn the ground into difficult terrain. When a creature enters the affected area for the first time on a turn or starts its turn there, the creature must succeed on a Dexterity saving throw or take 4d6 bludgeoning damage and be restrained by the grasping fungi until the spell ends. A creature that starts its turn in the area and is already restrained by the fungi takes 4d6 bludgeoning damage. A creature restrained by the fungi can use its action to make a Strength or Dexterity check (its choice) against your spell save DC. On a success, it frees itself.

FUNGUS AMONGUS

9th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (part of a carnivorous plant creature)

Duration: Concentration, up to 10 minutes.

You touch a dead, restrained, unconscious or incapacitated creature. If the creature fails a Constitution saving throw, it instantly bursts open with 2d4+2 violet fungi (and the victim now requires a *true resurrection* or *wish* spell to return from the dead). These vine blights are willing to do your bidding for the duration of *fungus amongus* but gain free will when the effect ends. This spell has no effect on creatures not suffering from aforementioned conditions.

IRONFIBRE

7th-level transmutation (ritual)

Casting Time: 1 action

Range: Touch

Components V, S, M (mushrooms roughly shaped like the intended object)

Duration Permanent.

You touch fungal material and transform it into *ironfibre*, a magical substance created by druids from normal molds, mushrooms or toadstools. While remaining naturally fibrous in almost every way, *ironfibre* is as strong, heavy,

and as resistant to fire as steel. Spells that affect metal or iron do not function on *ironfibre*. Spells that affect plants do affect *ironfibre*, although *ironfibre* does not burn. Using this spell with *fiber shape* or crafting, you can fashion fibrous items that function as metal items. Thus, fibrous plate armor and fibrous swords can be created that are as durable as their normal steel counterparts. These items are freely usable by druids. Fey creatures frequently use them as well.

MUSHROOM APOTHEOSIS

9th-level conjuration

Casting Time: 1 action

Range: 600 feet

Components: V, S, M (a funglet head)

Duration: Permanent

You speak the words of power, point at a target and from your hands, a massive, fungal forest springs forth, coating any floor, wall and similar surface within half a mile, instantly generating a new fungal forest. Scrolls and elixirs containing this extremely powerful spell are highly coveted throughout the Underworld for their ability to instantly create an ecosystem; dweorg legends tell of battles won with the aid of this surprise terrain and civilizations built on the back of a *mushroom apotheosis*. The entire area becomes filled with mushrooms of every variety (at least two instances of each type). Roll on the table below (a number of times equal to your level) to determine which types dominate the spread of mushrooms created by this spell.

MUSHROOM MOUNT

4th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (mushroom)

Duration: Concentration, up to 10 minutes.

You enchant a benign, unintelligent mushroom of large size or smaller; the fungus uproots itself and attaches to you. Wrapping rhizomorphs envelop your legs and you move as one. Your fused form has a speed of 20 feet, moving along in a violent hop (typically in small 5 foot high jumps—beware the ceiling!) and thus ignore difficult terrain. While fused to a mushroom mount you are immune to the prone condition and you do not provoke opportunity attacks (and may not make them either). Whenever any creature makes a melee attack against you, the mushroom mount, as a reaction,

expels a forceful cloud of spores that momentarily muddle all of your assailant's senses, making any extra attacks the target can perform against you beyond the first suffer from disadvantage.

SPORES OF MADNESS

8th-level conjuration

Casting Time: 1 action

Range: Self

Components: V, S, M (mushrooms)

Duration: Concentration, up to 1 minute.

You exhale thousands of spores, conjured from the aether, coating the initial area, a 15 ft. -cone with fungus. The cloud moves away from you at 10 feet per round, rolling along the surface of the ground.

Spores of madness simultaneously replicates the effects of *cloudkill* and *confusion*; each round a creature is within the affected area, exposure requires both a creature to succeed both a Constitution and Wisdom saving throw to resist the respective effects.

TABLE: MUSHROOM APOTHEOSIS

D100	Common Name	Rarity	Type of Mushroom
1–12	Twilight Caps	Common	Videre Spongus
13–24	Peaceful Giant	Common	Fantafungi
25–36	Glistening Saucer	Common	Glaucan-Deporphus
37–47	Shield Mushroom	Common	Scutum Boletus
48–57	Poisonpuff	Uncommon	Suffocatio
58–67	Fountain of the Gods	Uncommon	Kekel'ji
68–77	The Funneling Fungi	Uncommon	Audire Boletus
78–85	Meaty Mushroom	Rare	Sumulis-Tangrielis
85–89	Poison Pods	Very Rare	Pizmutiaas
90–93	Necroshroom	Very Rare	Mortem Diasporus
94–97	Tiger Blood	Very Rare	Sangre Tigre
98–100	Moon Child	Legendary	Lunarae



UNDERWORLD FUNGI

Name: Audire Boletus “The Funneling Fungi”

Location: Fungi Forest

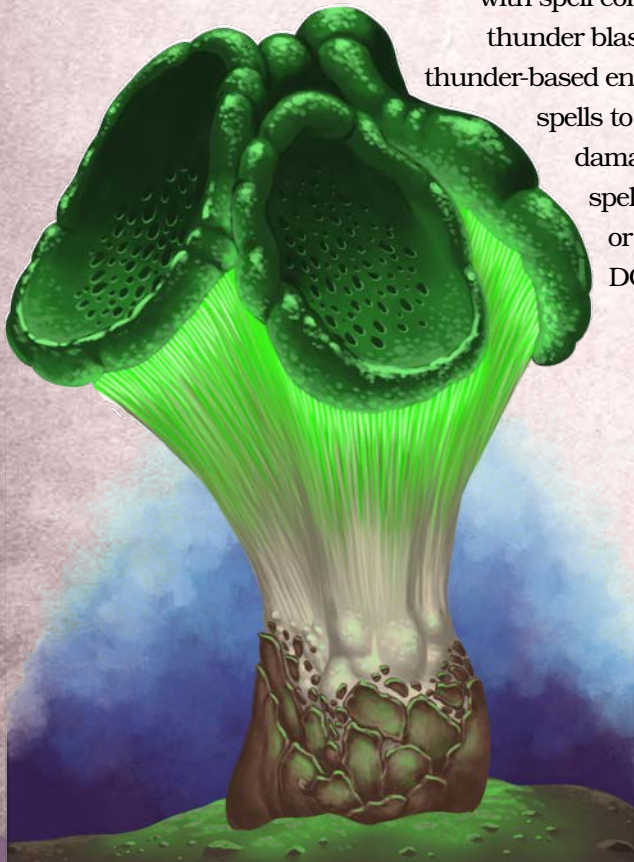
Frequency: Uncommon

Successful harvest and use: Intelligence (Nature), Wisdom (Survival) **DC 20**

Information: These exotic mushrooms can be the size of a child’s finger in the quieter chambers of the Underworld and several stories tall in the most cacophonous caves. Audire boletus subsist on sound as much as they do the nutrients that most mushrooms thrive on and when introduced to an environment with sufficient aural activity they prove to be a vital resource to subterranean humanoids.

Underworld rangers plant these mushrooms in hidden areas of caves they frequent, using their growth as an indicator of how much traffic the chambers have seen in their absence and legends tell of a team of devoted dwarves that utilized Funneling Fungi to successfully avoid a siege of their patron city. Anyone standing directly under the cap of a Huge Funneling Fungi receives advantage on hearing-based Perception checks made to hear a noise as the runnels within the inverted cap subtly shift at the introduction of new sounds to its environment (Large mushrooms instead grant a +2 bonus). When these unique mushrooms are successfully harvested they may be used in conjunction

with spell components for thunder blasts and other thunder-based energy damage spells to increase the damage die of the spell by one step or increase the DC to resist its effects by 1.



Name: Fantafungus “Peaceful Giant”

Location: Fungi Forest

Frequency: Common

Successful harvest and use: Strength (Athletics) DC 25/30 (ascend/cap); Intelligence (Nature), Wisdom (Survival) **DC 20**

Information: Dubbed “Treeshrooms” by visiting upperworlders, these giant mushrooms are common throughout the Fungi Forest and tower high above the heads of most creatures dwelling here. Growing an incredible 1–2 feet per day until reaching maturity (50–60 feet in height), these mushrooms make for an excellent renewable resource for the humanoid residents of the forest. They are generally cut down when they reach half-maturity before being formed into planks to be dried by the locals. Once dry, the boards created from these mushrooms are as strong as the wood of a cedar tree but with the flexibility of bamboo. Many of the homes and various structures found throughout the Fungi Forest are made using this material. It is also surprisingly resistant to fire and only takes damage if a strong and consistent source of flame is applied to the same area for more than 6 continuous rounds—fantafungus is treated as

having a damage threshold of 5 against fire damage. Climbing these mushrooms is possible, but ascending to the cap can be quite difficult and in most cases climbing equipment is required.

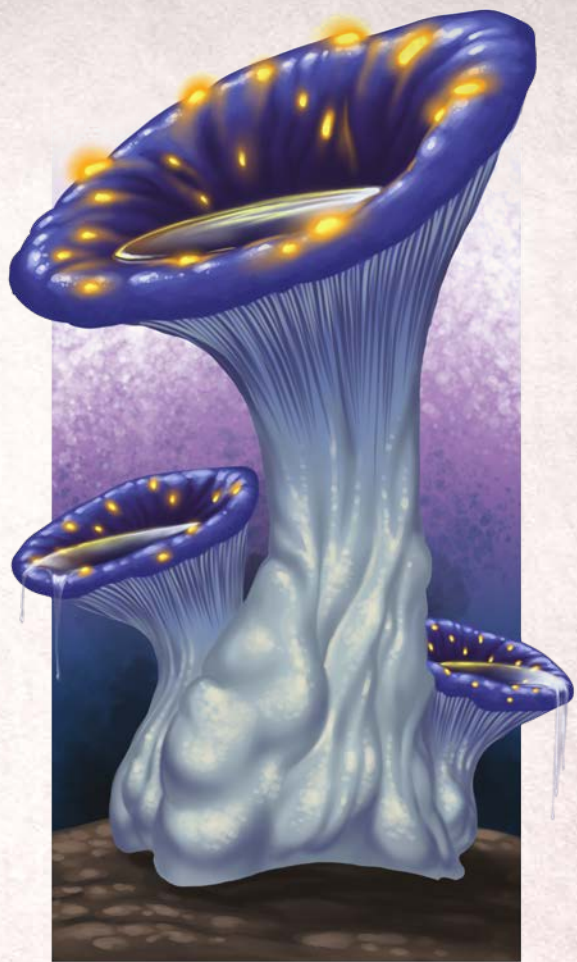
Name: Glaucan-Deporphus or “Glistening-Saucer”

Location: Kombucha Ponds

Frequency: Common

Successful harvest and use: Intelligence (Nature), Wisdom (Survival) **DC 10**

Information: These contain some of the same good bacteria present in kombucha but eating this mushroom provides different benefits due to the digestive process the microorganisms go through after the fungi absorbs it. Eating a 1-ounce serving of these fungi raw begins the healing process for any existing infection or disease allowing the PC to reroll a save versus such an existing condition. If the same serving size is cooked, it reduces down to 1/2 ounce once the moisture is removed and loses this potency; however, local dwarves and gnomes swear by either a cooked or dried variety as a digestive aid and this has been known to help nausea and mitigate the worst brunt of poisonous effects. After eating cooked Glaucan-Deporphus, you may, as a reaction to taking poison damage, remember the delicious taste of the mushrooms, fortifying your system. This reduces the poison damage taken by 1d4, to a minimum of 0. If this reduces the poison damage to 0, you are not affected by any effects of the poison. If the poison damage is tied to an ongoing poisoned condition and you successfully reduce the poison damage to 0, the poisoned condition ends immediately. You may only benefit once from the benefits of this mushroom in a given week.



Name: Kekel’Ji “Fountain of the Gods”

Location: Jungle

Frequency: Uncommon

Successful harvest and use: Intelligence (Nature), Wisdom (Survival) **DC 30**

Information: While a fairly common mushroom within the jungle, the Kekel’Ji holds a secret ingredient used in many healing potions (despite how difficult it is to harness). The cap of the fungi is hollow and typically holds between 1–4 gallons of water depending upon the size of the mushroom. The water, while seemingly normal and quite clean, it is infused with powerful vitamins and minerals deposited and refined by the mushroom (which are recycled each time it empties its core water). The core water is used by the plant should there come a time in which the surrounding soil is low on precious vitamins and minerals. If one gallon of this water is reduced (by 90%) and combined with no less than two other beneficial healing or restorative herbs, one may craft a healing or restorative potion that doubles the normal strength of the curative (depending upon the creator’s skill, the potency of the other two chosen herbs and subject to GM approval.)





Name: Lunarae “Moon Child”

Location: Scattered

Frequency: Legendary

Successful harvest and use: Intelligence (Nature), Wisdom (Survival) **DC 30**

Information: Long ago a Lunarae fungus spore came to this planet from the moon, carried into the atmosphere on the back of a giant meteorite. The surprisingly tough fungi survived the impact and the spores took hold but struggled in the Upperworld environment. As time went on the Lunarae spores eventually made their way into the Underworld where the environment was more suitable to their needs. While Lunarae mushrooms grow heartily within the Fungi Forest, they are very rare. Generally growing in groups of 1–4 mushrooms with a larger “moon mother”, they are considered so scarce that even the residents of the forest themselves have only had the pleasure of glimpsing a “Moon Child” once or twice in their lives. Lunarae Mushrooms are imbued with lunar power and the “moon mother” mushroom watches over the small fungi, bathing them in a soft blue glow and exercising a small field of gravity which stabilizes the surrounding environment. Once per week a “moon mother” may let out a gravity blast which strikes everything surrounding the mushroom group. All creatures within the area must succeed a DC 15 Dexterity saving throw or take 14 (4d6) force

damage, half as much on a successful save. Remains of creatures attempting to damage or eat the mushrooms are generally found in the nearby vicinity, tipping off would be intruders of the danger. If the glowing blue gills of the “moon mother” are picked and distilled in alcohol for a period of 1d4+4 weeks a potion is created which gives the drinker the ability to channel a *reverse gravity* effect once during the next 24 hours (identical to the spell; the user’s caster level is equal to their hit die). Additionally, they gain the benefits of darkvision for 1–2 hours, depending upon the ability of the alchemist crafting the potion (proficient versus non-proficient).

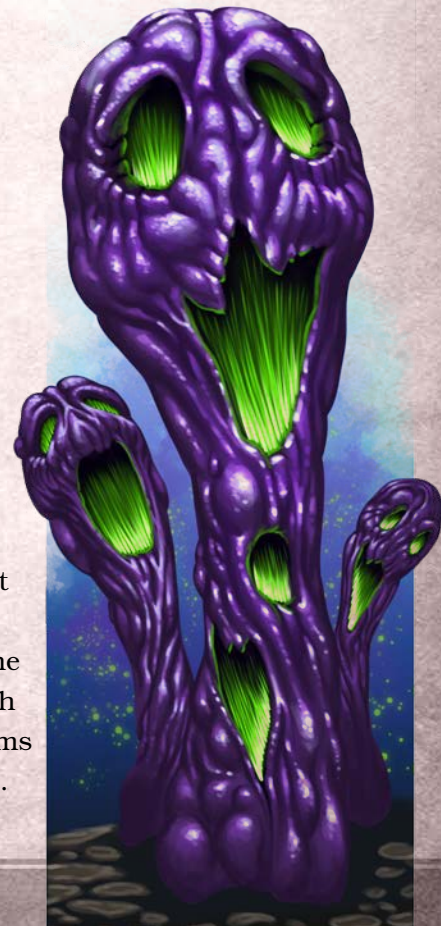
Name: Mortem Diasporus “Necroshroom”

Location: Ruins of the Rift

Frequency: Very Rare

Successful harvest and use: Intelligence (Nature), Wisdom (Survival) **DC 25**

Information: Few speak of the dreaded Necroshroom for fear that the very utterance of its name might draw the netherworldly spores of the fungus to the speaker, entombing their bodies in a birthing embrace that ends with their death and the growth of a new mortem diasporus. These are folktales and myths told to the children of kind races in the Underworld and the legends are vastly over-exaggerated; a Necroshroom is just as morbid as the stories tell, but rarely seek out victims from which to gestate. Necroshrooms are actually an aberration in the Underworld and would not exist naturally were it not for meddling spellcasters. Sometimes when a more mundane fungus is accidentally (or intentionally) targeted by magics steeped in negative energy, the mycelium grows a fondness for the necromantic force and begins to draw the ambient negative energy from the atmosphere around it (some studies show that the reach of the greatest Necroshrooms can be numbered in miles).



Whenever a radiance energy effect is used within 30 feet of a Necroshroom, increase the die by one step; for necrotic energy effects, reduce the die by one step. Necromancers and evil clerics alike seek out Mortem Diasporus to harvest its negatively-infused stocks and caps. When a dried ounce of Necroshroom is used as a component for a necrotic energy spell, one target of the spell suffers disadvantage on saving throws to resist it; if consumed, the subject suffers 14 (4d6) necrotic damage should they fail a Constitution saving throw against DC 18, half as much on a successful save. Additionally, on a failed save, the target is poisoned for 10 minutes.



Name: Pizmutiaas
"Poison-Pods"
Location: Scattered
Frequency: Very Rare
Successful harvest and use: Intelligence (Nature), Wisdom (Survival) **DC 30**
Information: The globule spores of this fungus fill up with a liquid vapor and then separate from the mother plant, floating throughout caves on Underworld drafts. After landing they grow another mother plant in 45–90 days; this new plant begins producing spores 10–20 days later. These floating globules of gas erupt from popped spores and immediately change

into a liquid vapor when exposed to oxygen. When inhaled this vapor causes a violent reaction similar to mustard gas; a successful Constitution saving throw against DC 17 reduces the effects to 2 (1d4) poison damage, but on a failure the PC begins coughing and choking, falling prone to the ground and taking 4 (1d6+1) poison damage per round for a period of 1d4+2 rounds (after which they recover for 1 round

before resuming normal breathing). For the next 1d2 days this character finds excessive activity difficult, resulting in suffering from disadvantage on saves prompted by any prolonged physical activity or effect that may cause exhaustion. This is a poison effect and any ability or magic that eliminates poison ends this effect. Bottling this liquid vapor is nearly impossible, but if one is able to harness it, they may use it to incur the same effects as listed above (treat this as a flask of this substance with the same rules as those for an acid flask but with no splash effect.)

Name: Sangre-Tigre
"Tiger Blood"

Location: Jungle
Frequency: Very Rare
Successful harvest and use: Intelligence (Nature), Wisdom (Survival) **DC 30.**

Information: A pool of crimson liquid forms on the top of this mushroom; the substance has the consistency and smell of real blood but is actually a natural attractant formed by the fungus to beckon forth various carnivorous creatures. No harm comes to its benign subjects but if they attempt to eat or drink a part of the mushroom they take a number of spores with them. These spores



mature in the belly of the creature and grow to twice their size before being excreted from the body with normal solid waste 2d20+20 days later. There is a 5% cumulative chance per ounce of liquid consumed or mushroom eaten that one of the spores gets trapped in the digestive tract, doubling in size every 20 days; after 2–3 months the intestines swell and finally burst, causing the creature to die from toxicity unless the fungus is surgically removed within 4 rounds after

going critical—a procedure which requires a Wisdom (medicine) check against DC 20, supplemented by immediate magical healing within 2 rounds after removal. This process must be performed by another individual and not the victim; if below half hit points during the surgery, the infected creature goes unconscious regardless of abilities that might otherwise disallow it to.

Secret Lore: These mushrooms are used by only the eldest drow matrons in ritualistic sacrifices where the blood of an enemy is joined with the liquid produced by this fungi. They then force one of their own children to drink the blood, after which they slit their throat and drain their life essence into a scrying pool. This pool allows the matrons to see the future for a period of 1 day (although the time and location could be off by as much as 1–2 hours and 1 mile.)

Name: Scutum Boletus or “Shield Mushroom”

Location: Fungi Forest

Frequency: Common

Successful harvest and use:

Intelligence (Nature), Wisdom (Survival)

DC 20

Information: The residents of the Fungi Forest find a number of uses for the caps of these mushrooms, often converting them into makeshift umbrellas (or hats) to keep dry while walking under waterfalls from Underworld cured to be used as shields. Finally, they may be shredded, treated with kombucha, and fermented to make a tea which when consumed provides hallucinogenic properties to the user for 1d4 hours.



These hallucinations are intense and sometimes (5% cumulative chance per ounce imbibed) result in an individual temporarily losing their sanity and wildly attacking their kin or companions (Constitution saving throw DC 15 negates).

Name: Suffocatio “Poisonpuff”

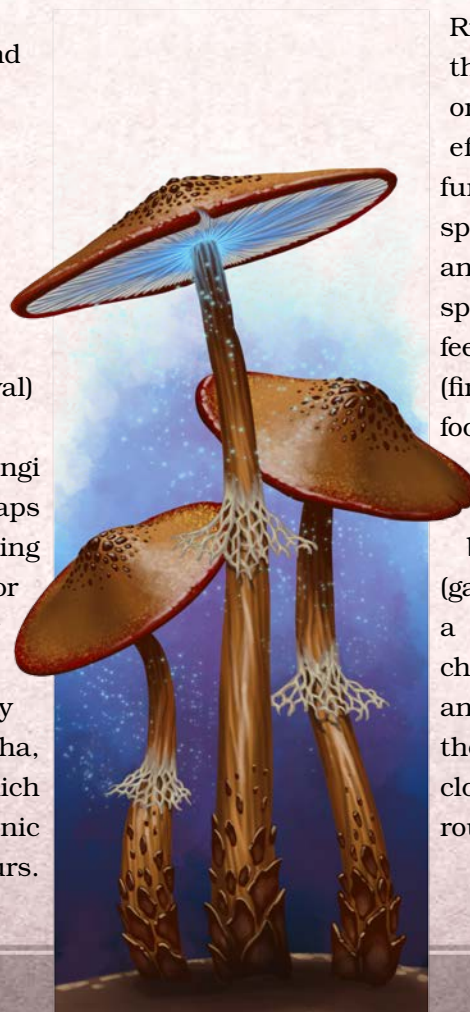
Location: The Rift, Ruins of the Rift

Frequency: Uncommon

Successful harvest and

use: Intelligence (Nature), Wisdom (Survival) **DC 20.**

Information: The Suffocatio is an extremely dangerous and volatile fungus; the slightest tap or vibration expels a cloud of poisonous spores from the bloated puffball. Inhaling this poison is nearly fatal for most creatures; bones and partially rotted corpses litter the ground near groups of Poisonpuffs. Suffocatio fungi grow in groups (of 2d4+2) and are found scattered throughout the ruins near the Rift as well as the walls and interior of the region itself, making climbing into or out of the huge canyon a suicidal effort for those unable to avoid the toxic fungus. Once expelled a cloud of these spores fills a circular area (20 feet across and 10 feet high on the first round) that spreads an additional 20 feet out and 10 feet up each round for two more rounds (finally occupying a cylinder with a 60 foot radius and 30 foot height.) Anyone within the cloud must make a DC 15 Constitution saving throw or begin violently coughing and choking (gaining the poisoned condition); a successful save means that the character manages to hold their breath and when they eventually take a breath, the save will automatically fail. The cloud dissipates after 1d4+4 additional rounds after reaching its maximum size.



Name: Sumulis-Tangrielis “Meaty Mushroom”

Location: Ruins of the Rift

Frequency: Rare

Successful harvest and use: Intelligence (Nature), Wisdom (Survival) **DC 10**

Information: These mushrooms are quite edible; in fact they are both meaty and delicious whether raw or cooked. Considered a delicacy of the Fungi Forest, all manner of creatures may be encountered around these mushrooms, much like Upperworld beasts huddled around a waterhole. Those that consume at least 5 ounces of this fungus during the course of a day will be allowed to reroll the first Constitution saving throw incurred by strenuous physical activity the during next 24 hours (they will also have a very strong urge to eat more of these mushrooms once this time has passed, although this has no statistical effect).



Name: Videre Spongos “Twilight Caps”

Location: Entrance/Exit

Frequency: Common

Successful harvest and use: Intelligence (Nature), Wisdom (Survival) **DC 15**

Information: These mushrooms can be found throughout the Underworld and always grow relatively close to the surface, thriving on the lighter gases denied to subterranean caverns. They are edible and while not exactly poisonous, habitual consumption of Twilight Caps (an ounce a day across three days) transforms the retina of anyone that eats 3 dried ounces of the mushrooms, granting them both darkvision 30 ft. and light-sensitivity. This condition persists for as long as the Twilight Caps are continuously consumed (3 ounces a day) and ends 1d3+2 days after the dosage has been reduced or eliminated entirely. When the mushroom is used as a spell component for any spell that grants a type of sight or unusual Perception, treat the spell as though it was cast using a spell-slot of one level higher and increase the duration of the spell by +50%.



HISTORY

During the *Forging of the Dvergr*, the gitwerc shunned the gods' meddling and traveled down to the very core of the world of Aventyr. Only devils lived in this hellish realm, powerful beings as old as time with malevolent intent. The avaricious dwarves negotiated with the ancient entities, arguing that playing their hand in this game with the gods would be a boon to both parties; the gitwerc would gain power and rule over the levels of the Underworld directly above Hel with undisputed authority derived by the infernal gifts exchanged in the compact. In return the gitwerc would siphon souls down to Hel for the devils enjoyment and consumption, until the end of time. Each of the absconded dwarves signed their oaths with the evil powers in blood, and all of their descendants are sworn to uphold the bargain or forfeit their own essence to the chthonic beings (often hunted down without remorse should they refrain).

While they would never admit it freely, the gitwerc were actually greatly concerned with the *Grand Sculpting*. They knew of the coming of the Dracoprime far before the Progenitors did—were it not for their efforts, the cunning plans of the primal dragons would surely have been noticed long before they could come to fruition. Moreover, the *Grand Sculpting*, was something the potent and insidious gitwerc had been waiting for since they made their fell agreement with Hel. The devils—keen to strike a deal that would entice the dwarves that had foolishly entered their infernal realm—had foreseen the calamitous event and traded the foretelling secret to seal the diabolical compact. The spite-filled gitwerc saw the great opportunity presented by the sundering of the three divine dwarven races, seeding hundreds (or perhaps thousands—may fortune smile on any that find out the exact number) of their kind throughout the societies of their kin.

These agents of Hel make good on their devilish agreement, often acting as the morticians of the settlements they've infiltrated (stealing away the souls

GITWERC

These kings of the Underworld live in the deepest, darkest caves far below the surface of Aventyr. Surrounded by hot, bubbling lava and sulfur vents, their rule near the depths of Hel is undisputed. Little to nothing is known of these rare dwarves, and those that dare travel to their lands rarely return. Spoken of only in legend, the gitwerc are rumored to have dark dealings with devils, using souls as currency. Living so close to Hel, they are foul creatures one and all, turned fiendish by their infernal associations. They are both feared and hated by all of their dwarven kin, and many upperworlders are quick to immediately brand them devils. They are sneaking, scheming creatures and while nearly all of them are evil, it is well known that when they forge a pact they will uphold it (although these are rarely with anyone other than dark and powerful beings).



SOCIETY

of the recently departed) or ingratiating themselves with the rulers of the realm, plying their ears with insidious lies and calamitous plans. Incursions to the lands of the gitwerc are not unheard of but survivors are (though some live on as slaves, and even then, not very long). The primal dragons chiefly disbelieved any claim that the foul dwarves proved vital to enacting their liberation; some were foolish enough to assault the infernal stout folk— none are said to have been seen ever again.

Refugees from The Great Schism briefly sought sanctuary with the gitwerc, but after the first several thousand were sacrificed on the spot in gigantic plumes of hellfire, they fled for the dangerous collapsing caverns above. Many of them developed into empires all their own and struck at the infernal dwarves in revenge— their names are lost to history as the vicious gitwerc literally scoured the Underworld of any trace of their existence in reprisal. Even the highest and mightiest of drow, most potent zwerc, and wisest funglets show a cautious respect to the blasphemous mention of the gitwerc.

They are the most terrifying race beneath the surface of Aventyr and their very name inspires fear in those that know of the infernal dwarves, and their reach is so great as to be of concern to even the rulers of Upperworld.

PHYSICAL DESCRIPTION

Gitwerc are by and far the most bizarre dwarves in terms of appearance. Although built similarly to their cousins (stout of body and between four and five feet tall), their rough skin is always a hue of red, covered in hardened patches of flesh or jutting bits of horn. A gitwerc's hair is always the orange of flames, jet black, or stark white and were that not odd enough, their eyes are either pools of inky black or blood red, and lack pupils of any kind. They rarely wear the accoutrement of their homeland, but gitwerc prefer to dress themselves in the flayed skins of their tortured victims, often stylized to fit the newest cultural trend in the realms above Hel.

The only thing that allows gitwerc society to function (keeping them from killing one another in their sleep) is their respect for an agreement. Before venturing into Hel to make the compact that defines their race, leaders were chosen among them—they continue to rule to this day, and their edicts are law, whether the infernal dwarves agree with it or not. Depending on where one is in the expansive realm of the Gitwerc, cultural traditions can be completely different; some ruling lines have devolved into gluttony, while others are obsessed with sensation or the fickle hand of fate. Despite these variations, one thing remains ultimately true of the gitwerc lands no matter where one might be: they are despicably evil.

RELATIONS

To the calculating gitwerc, members of any race (especially their own) are resources to be used, whether in death or in life. They utilize their infernal charm to ingratiate themselves with anyone they deem valuable, going to every reasonable length to gain their trust and compliance. Once this bond has been forged, the foul dwarf considers them to be yet another expendable pawn for the acquisition of more power. This is all under the guise of a dweorg; any that know the gitwerc for what it truly is are often given the choice between striking a bargain or losing their life to the ruthless infernal dwarf.

ALIGNMENT AND RELIGION

Lawful evil is the most common alignment among gitwerc, but any variation one step away (NE, CE, LN) can be found throughout the foul dwarves, but their obligation to siphon souls to Hel entraps nearly all of them to life of evil. The abominably rare occurrence of a child of good alignment has almost always been quickly (and viciously) perturbed, but the incredibly few that survive have become legends wherever they travel (it's hard to maintain a low profile when you're being chased by devils). They worship the darkest and most despicable deities, if they do so at all, and prefer to strike deals with the devilish powers they know to gain divine power rather than appeal to the gods they despise.

ADVENTURERS

Gitwerc sometimes venture into the Underworld in search of new avenues of souls to fill the demands of their infernal obligations. It's said that when an opportunity to amass an impressive number of dying spirits is imminent that the foul dwarves are sure to be nearby, even as far as Upperworld. While it is a rare thing, some gitwerc (pure or otherwise) attempt to flee the realm of their kin to escape their chthonic compact; these individuals are always on the run from or patiently awaiting the arrival of devils intent on capturing their souls.

NAMES

Male Names: Belial, Diavolo, Horangi, Mastema, Setan, Vrag

Female Names: Caocao, Diable, Luciefra, Shetani, Teufel, Velnias

AGE

The levels of the Underworld ruled over by the gitwerc are rife with a plethora of toxic and radioactive substances in the Deepworld near Hel. Were that not dangerous enough, infernal infections and diseases can sometimes wipe out those not acclimated to the intense conditions. Their lifespans are decreased considerably from the dweorg, though those that accumulate a great deal of souls earn a longer life than their kin and some particularly malicious gitwerc are said to have lived for many centuries.

GITWERC AND THE CHASMS OF THE UNDERWORLD

Spoken of in hushed tones by those who know of them, the terrifying gitwerc occupy the subterranean lands directly above Hel (the realm of devils in the core of Aventyr). Every one of these kingdoms is ruled over by an iron fist, with one overriding law that all the undermonarchs share: contracts must be met to the letter. Those that fail to see through the deals they strike find themselves hunted down by the freakish infernal dwarven guards and enslaved monsters, eventually losing their souls to devils down below. Even for those that live by their word, the lands of the gitwerc are a dangerous place. Gitwerc laws are often written with misleading text, so that murdering foreigners is only legal for two specific hours of the day, or that the value of a certain good triples after a lava

geyser flares up within a hundred feet of the seller's location. A Wisdom (Insight) check (DC 20) is required to learn the most important and obscure statutes to abide by when entering into the strange and chthonic realms of the infernal dwarves.

GITWERC TRAITS

Your gitwerc character counts as a dwarf for purposes of race, but receives a different assortment of inborn abilities, gaining gitwerc traits instead of dwarf traits.

Ability Score Increases. Your Constitution score increases by 2 and your Charisma score increases by 2.

Age. Gitwerc mature at the same rate as humans, but they're considered young until the age of 50. On average, they live about 350 years and can prolong their lives significantly via their dark magics.

Alignment. Most Gitwerc are lawful evil, believing in a well-ordered society and their own gain.

Size. Gitwerc stand between 4 and 5 feet tall and average about 150 pounds. Your size is Medium.

Speed. Your base walking speed is 25 feet. Your speed is not reduced by wearing armor.

Darkvision. Accustomed to life in the blistering regions adjacent to Hel, you have superior vision in dark and dim conditions. You can see in dim light within 60 ft. of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Dweorg Form. Each gitwerc can assume the appearance of a single dweorg. You decide what you look like, including your height, weight, facial features, sound of your voice, hair length, coloration, and distinguishing characteristics, if any. You can use your action to switch between your dweorg form and your true form.

Gitwerc Devilry. You know the *fashion blood candle* cantrip. Once you reach 3rd level, you can cast the *Devil's Strike* spell once per day as a 2nd level spell. Once you reach 5th level, you can cast *devil's strike* an additional two times per day for a total of three times per day. Charisma is your spellcasting ability for these spells.

Hellish Resistance. You have resistance to fire damage.

Sunlight Sensitivity. While in sunlight, you have disadvantage on attack rolls as well as on Wisdom (Perception) checks that rely on sight.

Toll of Souls. You must siphon as many sentient souls as you have levels to the forces of Hel before gaining your next level. Failing to do so risks breaking

their racial contracts with Hel: 24 hours after gaining a new level, you risk being visited by a devil if you have not siphoned your old level in souls to Hel. (See Blood Candles below for more details.)

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

THE SOUL BURNER

(SORCEROUS ORIGIN)

AND THEN, WE SAW HIM—THE TYRANT OF THE LOWER tunnels, surrounded by a circle of candles—and as we approached, all hell broke loose. Literally.

Among the gitwerc, there are some practitioners of the arcane arts that have fully embraced the practice of fashioning blood candles and sending them straight to Hel. Both sorcerers and wizards are known to follow this path. These traditions work in different ways than usual.

FONT OF MAGIC

BLOOD CANDLE CASTING

As a soul burner, you do not gain the Flexible Casting feature. Instead, you can use a blood candle as an optional material component for your spellcasting. You also gain blood candle points. You gain a number of blood candle points equal to 1/2 your sorcery points, rounded down. These points work like sorcery points, but can only be used for Blood Candle Casting.

Blood candles can be placed in mid-flight or under water—the magic of the spellcasting process lets the candle levitate and burn, if required.

You may spend sorcery points to modify spells: You can spend a number of sorcery points to delay the onset of your magic and modify the wick-length of the blood candle. The wick burns down by one round when it's your turn.

A blood candle's wick-length can delay the onset of a spell—you may delay the onset of a spell cast with a soul candle by up to your proficiency bonus + Charisma modifier rounds. If a spell that targets one or multiple specific creatures is cast this way, it instead targets any creature in a chosen 5-foot-cube within the spell's original range, determined by you upon placing the blood candle. If no creature is within the chosen square upon the spell triggering, the spell's effects harmlessly dissipates as it affects the chosen

square. You have to be able to see and have a line of effect to the target, if any, upon casting the spell.

If the spell targets multiple specific creatures, you can choose multiple 5-foot-cubes equal to the number of creatures affected. Any creature occupying a square chosen by you when the wick burns down is subject to the spell's effects. Spells with a range of Self instead affect the square in which you have cast the spell.

The sorcery point cost shows the cost of modifying a spell with a blood candle.

BLOOD CANDLE CASTING

Spell Slot Level	Sorcery Point Cost
1st	2
2nd	3
3rd	5
4th	6
5th	7
6th	8
7th	9
8th	10
9th	11

UNDERTERROR

CHTHONIC, MUTATING SHAPECHANGERS

The foul gitwerc's chthonic compact with the devils of Hel gave them extraordinary powers and abilities in exchange for a continual boon of souls. Of all the many blessings granted by the infernal agreement, none are more horrifying than the gitwerc underterror. These nightmarish creatures from the darkest, deepest subterranean caverns are absolutely terrifying combatants that strike fear into the hearts of their foes, changing form as they fight and using their unnatural, disturbing mutations to fatal effect.

CREATING AN UNDERTERROR

As you create your underterror character, spend some time thinking about your culture and race and how it views the admittedly horrific gifts that this class bestows upon you. How did your underterror powers manifest and were you capable of controlling your destructive powers from the get-go or did you hurt someone? Perhaps

a member of your family or a friend? Did you elect to become an underterror, or did you inherit the dread power from your family's bloodline? Do you consider it a boon or a hereditary curse or even a disease? What patron bestowed this power upon you? The forces of Hel or some other, stranger entity? If you bargained for it, how did you receive it? How does your culture and other beings react to the manifestations of your power?

QUICK BUILD

You can make an underterror quickly by following these suggestions. First, Constitution should be your highest ability score, followed by Wisdom. Second, choose the acolyte, charlatan or criminal background. Third, customize your weaponized evolutions according to your own preferences—one ranged and one melee weaponized evolution is the safe bet.

THE UNDERTERROR

Level	Proficiency Bonus	Features	Weaponized Evolution base damage	Evolution Pool
1st	+2	Inconspicuous Form, Mutation, Weaponized Evolution	1d4	2
2nd	+2	Darkvision, Mutated Movement	1d4	2
3rd	+2	Underterror Archetype	1d4	2
4th	+2	Ability Score Improvement	1d4	3
5th	+3	Extra Attack, Body Evolution	1d6	3
6th	+3	Underterror Archetype Feature	1d6	3
7th	+3	Improved Weaponized Evolution	1d6	4
8th	+3	Ability Score Improvement	1d6	4
9th	+4	Evasion	1d6	4
10th	+4	Lure of Hel	1d6	5
11th	+4	Underterror Archetype Feature	1d8	5
12th	+4	Ability Score Improvement	1d8	5
13th	+5	Favor of Hel	1d8	6
14th	+5	Uncanny Dodge	1d8	6
15th	+5	Mutation-sense	1d8	6
16th	+5	Ability Score Improvement	1d10	7
17th	+6	Underterror Archetype feature	1d10	7
18th	+6	Chaotic Form	1d10	7
19th	+6	Ability Score Improvement	1d10	8
20th	+6	Extra Attack	1d10	8

CLASS FEATURES

As an underterror, you gain the following class features.

HIT POINTS

Hit Dice: 1d10 per underterror level

Hit Points at 1st level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per underterror level after 1st.

PROFICIENCIES

Armor: Light armor

Weapons: Simple weapons, martial weapons

Tools: Choose one type of artisan's tools

Saving Throws: Constitution, Wisdom

Skills: Choose two from Arcana, Deception, Intimidation, Insight, Perception, Sleight of Hand, Stealth.

EQUIPMENT

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

- Leather armor
- **(a)** a light crossbow and 20 bolts or **(b)** any simple weapon
- **(a)** a dungeoneer's pack or **(b)** an explorer's pack

INCONSPICUOUS FORM

Each underterror, from 1st level onwards, can assume the appearance of other creatures—a necessity to avoid being executed in most societies. After a long rest, you decide on what you look like, including height, weight, facial features, sound of your voice, hair length, coloration and distinguishing characteristics, if any—this is your inconspicuous form and you can change into it and back into your normal shape by using an action. You can make yourself appear as a member of another race, though none of your statistics change. You can't appear as a creature of a different size than you, and your basic shape stays the same; if you're bipedal, you can't use this ability to become quadrupedal, for example. You may remain in your inconspicuous form indefinitely and it does not require concentration.

If you, for whatever reason, are identified in your inconspicuous form, you can use your action to change your appearance into another by following the above guidelines. However, since you did not have enough time to attune your body to this new form, the change is strenuous: You suffer disadvantage on all Strength, Dexterity and Constitution checks and have to concentrate on the change to maintain it. Upon changing your shape into a form that is not your original form or inconspicuous form, you also incur one level of exhaustion. You gain an additional level of exhaustion for each full hour during which you maintain an alternate form you had to improvise thus, which is why most underterrors, once found out, try to lay low and rest. In most cultures and societies, underterrors can expect to be hunted down once exposed. At the very least, you suffer disadvantage on all Charisma checks when a creature from a less tolerant culture knows what you are. (Subject to GM's discretion.)

MUTATION

At 1st level, the dread powers infusing your body grant you the power to spontaneously mutate and generate a variety of dread appendages, from pseudopods to tentacles, terrible maws, sharp claws and powerful hooves, nothing is impossible. Your flesh is your sheath and weapon and as such, you can instantly grow the appendages you wish to use to attack; you do not need to "draw" them as your flesh ripples and changes. Sheathing more than two weaponized evolutions at once requires you to spend an action, though. You may only have a number of weaponized evolutions drawn at any given time equal to 2 or your Constitution modifier, whichever is higher. The first weaponized evolution you draw always forms from one of your arms (usually the weapon hand), the second from the other arm and thereafter, they grow from somewhere on your body, making the wielding of weapons and shields in conjunction with a fully deployed set of weaponized evolutions impossible. Armor tougher than leather armor interferes with your mutation—you suffer disadvantage on all attack and damage rolls while attacking with a weaponized evolution in armor heavier than leather armor. This does not include shields. You gain the following benefits:

- You are automatically considered to be proficient in the respective weaponized evolution you exhibit. Unless otherwise specified, weaponized evolutions are treated as natural melee attacks.
- You can use your Constitution modifier instead of your Strength for the attack and damage rolls of your melee attacks with weaponized evolutions.
- Your weaponized evolution's base damage changes as you gain underterror levels, as shown in the Weaponized Evolution Base Damage column on the Underterror table.
- When you use the Attack action with a weaponized evolution on your turn, you can make one melee attack with a weaponized evolution as a bonus action. For example, you can hit a target with your clawed hands and then attack with a pseudopod growing from your brow, assuming you haven't already taken a bonus action this turn. Unless ALL of your weaponized evolutions have the light property, you don't add your ability modifier to the damage of the bonus attack, unless that modifier is negative. If either weaponized evolution has the

thrown customization, you can throw the weapon, instead of making a melee attack with it.

- The precise nature and statistics of your weaponized evolution attack's nature is determined by your weaponized evolutions chosen. (See below.)
- The benefits of body evolutions and armor, whether magical or mundane, do not stack unless otherwise noted.

Saving Throws. Some of your mutations require your target to make a saving throw to resist the mutation's effects. The saving throw DC is calculated as follows:

$$\text{Mutation save DC} = 8 + \text{your proficiency bonus} + \text{your Constitution modifier}$$

WEAPONIZED EVOLUTION

The underterror, from 1st level on, is defined as a mutated, fiendish synthesis of the demonic and the base creature. You are a master of morphing your body, exhibiting deadly appendages with which you can rip your enemies apart—these mutations are known as weaponized evolutions. You gain an evolution pool containing evolution points, as shown in the Evolution Pool column on the Underterror table.

Attunement. After finishing a long rest, you attune your body to exhibit premade, weaponized evolutions. You can prepare a number of such evolutions equal to your proficiency bonus, and choose a damage type for each of them—either bludgeoning, slashing or piercing damage. Your attack with this weaponized evolution deals damage of this type until you complete a long rest and change it. For example, an 11th level underterror could exhibit spikes or stingers that deal 1d8 piercing damage with one weaponized evolution.

Customization. Each weaponized evolution can be customized by assigning evolution points. These points are not expended by assigning them and you are encouraged to be creative regarding the exact shape and form of your weaponized evolutions—whether they be stinger, tentacles or something more alien altogether! You may assign evolution points to change your weaponized evolutions. The cost of evolution points assigned to a given weaponized evolution customization is listed in brackets. Some such customizations can only be applied to certain weaponized evolutions.

- **Alternate damage type (1 point).** You grow a stinger that has also a sharp edge, a trunk that also has spikes, or a similarly grotesque appendage. Choose one additional base damage type (piercing, slashing, bludgeoning)—

whenever you attack with the weaponized evolution, you may choose which of the two damage types you want to inflict—the default or the additional damage type granted by this weaponized evolution.

- **Finesse (1 point).** Your weaponized evolution is treated as though it had the finesse property. This customization can only be applied to melee weaponized evolutions.
- **Firmly Attached (1 point).** Whenever an attack, spell or effect would prompt you to “drop” your weaponized evolution, sever it or otherwise affect it negatively, you gain advantage on the saving throw to resist the effect.
- **Heavy (2 points).** Your weaponized evolution is cumbersome, but also more powerful. You increase its mutation base damage die by one step. (d4 becomes d6, d6 becomes d8, d8 becomes d10, d10 becomes d12.) However, you may not use this weaponized evolution to make an attack as a bonus action via your mutation class feature. This customization can only be applied to melee weaponized evolutions.
- **Light (1 point).** Your weaponized evolution is treated as though it had the light property. This customization can only be applied to melee weaponized evolutions that do not have the heavy customization.
- **Reach (1 point).** Your weaponized evolution is disgustingly amorphous and can extend like rubber. You add 5 feet to your reach when you attack with this weaponized evolution. This customization can only be applied to melee weaponized evolutions.
- **Ranged & Loading (2 points).** Your weaponized evolution is treated as a ranged mutation attack that has a range equal to a light crossbow (80/320) and can fire up to 20 pieces of ammunition that you generate from your body—whether they are bolt-like shards of bone, lumps of hard, bludgeoning tissue or something stranger still. Once you run out of ammunition, you can replenish it only by completing a short or long rest. Ammunition fired with this evolution cannot be salvaged and is destroyed upon being used, leaving behind strange, organic viscera. Your weaponized evolution is considered to have the loading property.
- **Shield (2 or 4 points).** Your weaponized evolution actually is not only a weapon, but also acts as a shield that confers a +2 bonus to AC while it is “drawn. ” If you assign only 2 points, it needs to grow from your shield arm and cannot be drawn from any other place on your body. If you assign 4 points, you can draw the organic shield from another part of your body, potentially allowing you to use it in

conjunction with another shield. However, you may benefit from a maximum of two shields at a given time, at least one of which must be gained from this customization, and suffer disadvantage on attack rolls while protected by more than one shield.

- **Thrown (2 points).** Your weaponized evolution is a hefty growth of bone, chitin or a similar substance that you can throw. Use your Constitution modifier for the attack roll and damage roll. However, until you collect and reabsorb your thrown weaponized evolution or complete a long rest, you cannot draw this specific weaponized evolution. Thrown weaponized evolutions cannot be sold and turn into a useless goo after 1 hour if not collected and reabsorbed. If your thrown weaponized evolution is destroyed (or you fail to collect it), you regenerate it after your next completed long rest and may draw it again.

Hit Points and Damage Threshold. For the purpose of attacks directed specifically at your weaponized evolutions, treat them as though they had hit points equal to your level + twice your Constitution modifier and a damage threshold equal to twice your proficiency bonus. If a weaponized evolution is destroyed, you cannot draw it again until you have completed a long rest, at which point it regenerates and can be drawn again. Weaponized evolutions severed from your body turn into disgusting, noxious goo after 1 hour.

DARKVISION

At 2nd level, your sight increases as your eyes mutate. You can see in dim light within 60 ft. of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray. If you already had darkvision, you instead increase its range to 120 ft.

MUTATED MOVEMENT

Starting at 2nd level, you can grow small additional legs or arms or a particularly frictionless slime to increase your speed by 10 feet while not wearing any boots. At 9th level, you gain the ability to move along vertical surfaces and across liquids on your turn without falling during the move.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn to attack with a weaponized evolution. This number of attacks increases to 3 at 20th level.

BODY EVOLUTION

The underterror, from 5th level on not only is capable of exhibiting powerful, deadly natural weapons. You learn to affect your body with unusual changes that allow you to adapt to your environments. Your evolution pool now also applies to your very own body

Attunement. After finishing a long rest, you attune your body to exhibit a premade underterror form that differs greatly from your inconspicuous form. You can only prepare one such form at any given time.

Customization. Each body evolution can be customized by assigning evolution points. These points are not expended by assigning them and you are encouraged to be creative regarding the exact shape and form of your body evolutions—whether they be feathered wings, exhausts that propel you via gas bladders, additional centipede-legs or something more alien altogether! You may assign evolution points to change your body evolution. The cost of evolution points assigned to a given body evolution customization is listed in brackets. Body evolutions do not increase your weight, since they represent a transformation of your own organic material. Some such customizations can only be applied to certain weaponized evolutions.

- **Adrenalin Boost (1 point).** You develop a gland that enhances your Dexterity, but makes you irritable. You increase your Dexterity score by 2 for as long as this evolution persists, but also makes you more twitchy. You suffer from disadvantage on all Intelligence and Wisdom checks for as long as it persists.
- **Anti-Toxin (3 points).** You develop a gland that allows you to resist all manners of toxins. You gain advantage on saving throws against poisons while this evolution persists and may choose to have your body produce anti-toxins to immediately end the effects of ongoing poison damage as a reaction to being poisoned- if you do, however, you immediately incur one level of exhaustion.
- **Aquatic Adaptation (1 or 2 points).** You grow gills and fins and your hands and feet become webbed.

- You no longer risk suffocation in water and can breathe water as though it was air. Additionally, if you assign 1 point, you gain 1/2 your speed as a swimming speed. If you assign 2 points, you gain your full speed as swimming speed while this evolution persists
- **Arachnid Adaptation (1 or 2 points).** You grow tiny, sticky hairs that allow you to cling to walls with ease. You ignore any movement restrictions caused by webbing and, while in contact with a web, you know the exact location of any other creature in contact with the same web. Additionally, if you assign 1 point, you gain 1/2 your speed as a climbing speed. If you assign 2 points, you gain your full speed as climbing speed while this evolution persists.
 - **Armor (1—8 points).** Whether via plates of bone or chitin, rubbery flesh or similar means, your body has learned to protect itself from the rigors of the adventuring life. If you assign only 1 point, your armored body behaves as though you were wearing leather armor. For each additional point you assign, up to a maximum equal to your Wisdom modifier, your body evolution instead increases your AC by an additional +1, mimicking the respective armor. You do not suffer disadvantage to Dexterity (Stealth) checks due to this body evolution but the maximum bonus to AC for your Dexterity modifier still applies. If, for example, you assigned 5 points, your armor body evolution would mimic a half-plate in protective capability, granting you an AC of 15 + Dexterity modifier (maximum 2). However, unlike when wearing a real half plate, you would not suffer from disadvantage on Stealth checks.
 - **Aerial Adaptation (3 or 4 points).** You grow wings that allow you to soar through the air. If you assign 3 point, you gain 1/2 your speed as a flying speed. If you assign 4 points, you gain your full speed as flying speed while this evolution persists.
 - **Hormonal Boosters (3 points).** You develop a gland that allows you to resist control exerted upon your mind. You gain advantage on saving throws against spells and effects that inflict the charmed condition while this evolution persists and may choose to have your body produce a powerful downer to immediately end the effects of ongoing charm effects as a reaction to being charmed—if you do, however, the overload of depressants makes you immediately incur one level of exhaustion.
 - **Energy Dampening (2, 4, 6 or 8 points).** Your body adapts to one damage type. When you assign evolution points, choose one damage type from the following for each two evolution points you assigned: Acid, Cold, Fire, Lightning, Thunder. You gain resistance to the chosen damage type(s) while this evolution persists. Alternatively, if you suffer from vulnerability to one of these damage types, instead of its regular benefits, you lose the vulnerability to this damage type for as long as this evolution persists. You may also instead assign 6 evolution points to a single damage type. If you do, you become immune to this damage type for as long as the evolution persists. If are vulnerable to a damage type and want to become immune, you need to assign 8 evolution points.
 - **Nictitating membrane (2 or 4 points).** Like a reptile, you grow a nictitating membrane over your eyes that helps you resist gaze attacks like that of the dreaded medusa. You gain advantage on all saving throws made against gaze attacks. If you assign 4 points, your nictitating membrane becomes particularly powerful, rendering you immune against gaze attacks for as long as this evolution persists.
 - **Steroid Boost (1 point).** You develop a gland that enhances your Strength, but makes you irritable and less bright. You increase your Strength score by 2 for as long as this evolution persists, but also are more irritable. You suffer from disadvantage on all Intelligence and Charisma checks for as long as it persists.
 - **Immune System-Boosters (2 point).** You develop a gland that makes your body less susceptible to diseases and the rigors of physical exertion. You gain advantage on saving throws against diseases while this evolution persists and may choose to have your body produce fatigue-suppressants and ignore the effects of one level of exhaustion for a number of hours equal to your Constitution modifier—if you do, however, you incur two levels of exhaustion after the suppressant ceases to function.
 - **Tremorsense (2 or 4 points).** You develop an organ that allows you to pin-point the exact location of creatures when standing still. If you're playing with the rules for Vestraadi Sonar, you gain vestraadi sonar for as long as the evolution persists. If you don't you instead gain tremorsense (30 ft.). If you assign 2 points, you can only use this ability while standing still—if you move and try to navigate, you are blinded to all changed conditions until your next

turn if you only rely on your tremorsense. If you instead assign 4 points, you can move

- **Upper World Adaptation (1, 2 or 4 points).** You have been born and raised in the lightless depths, but you can resist the biting glare of the sun. If you have the sunlight sensitivity or light blindness or sunlight sensitivity drawback, you may ignore one of them for as long as this evolution persists per evolution point assigned. If you suffer from sunlight hypersensitivity, you may assign 4 evolution points to lose this drawback for as long as this evolution persists.
- **Unspeakable Feedback (4 points).** You change *something* within your brain, which renders making mental contact with you a dire proposal. For as long as this evolution persists, any attempts to contact you via telepathy, discern your thoughts or similarly read your mind become dangerous for the subject. The creature must immediately make a Wisdom saving throw or take your Wisdom modifier times 1d6 psychic damage. You may not suppress this evolution while it persists—even potentially friendly creatures are affected and what they see is nightmare-inducing enough to initiate hostilities. Additionally, you gain resistance to psychic damage while this evolution persists.

IMPROVED WEAPONIZED EVOLUTION

Starting at 7th level, your weaponized evolutions become ever more deadly. You add the following weaponized evolutions to your options:

- **Energy Mutation (2 points).** You grow a claw of ice, shoot acid from your eyes or develop a similarly grotesque form of attack. Choose one damage type upon assigning evolution points to this weaponized evolution (Acid, Cold, Fire, Lightning, Thunder)—whenever you attack with the weaponized evolution, you inflict this type of damage.
- **Internal Quiver (1, 2 or 3 points).** Your body hold additional pieces of ammunition for use with your ranged weaponized evolutions. You can produce and fire an additional 60 pieces of ammunition per evolution point assigned to this improved weaponized evolution. Ammunition fired with this evolution cannot be salvaged and is destroyed upon being used, leaving behind strange, organic viscera.
- **Ranged (4 points).** Your weaponized evolution is treated as a ranged mutation attack that has a range

equal to a light crossbow (80/320) and can fire up to 20 pieces of ammunition that you generate from your body—whether they are bolt-like shards of bone, lumps of hard, bludgeoning tissue or something stranger still. Once you run out of ammunition, you can replenish it only by completing a short or long rest. Ammunition fired with this evolution cannot be salvaged and is destroyed upon being used, leaving behind strange, organic viscera.

EVASION

Beginning at 9th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or devastating spells due to your mutation-enhanced reflexes. When you are subjected to an effect that allows you to make a Dexterity 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.

LURE OF HEL

Starting at 10th level, when a creature tries to charm you and fails to do so, you can use your reaction to attempt to turn the charm back on that creature. The creature must succeed a Wisdom saving throw against your mutation save DC or be charmed by you for 1 minute or until the creature takes any damage.

FAVOR OF HEL

At 12th level, you can call upon the forces of Hel to alter fate. When you make an ability check or a saving throw, you can use this feature to add a d10 to your roll. You can do so after seeing the initial roll, but before the roll's effects occur. Once you use this feature, you can't use it again until you finish a short or long rest.

UNCANNY DODGE

Starting at 14th level, when an attacker hits you with an attack, you can use your reaction to negate the attack's damage.

MUTATION SENSE

At 15th level, you can see the true form of any shapechanger or creature concealed by illusion or transmutation magic while the creature is within 30 feet of you and within your line of sight.

CHAOTIC FORM

Beginning at 18th level, your form is in constant flux, as you half sheathe and draw your arsenal of dread mutated weaponry. No attack roll has advantage against you while you aren't incapacitated.

LETHAL MUTATION

At 19th level, your mutations can potentially tear asunder even the hardest foes. When you roll damage for a mutation attack and roll the highest number possible on your damage die, roll it again and add that roll to the damage. You can use this feature only once per turn.

UNDERTERROR ARCHETYPES

Not all underterrors are alike—there are some that focus on gaining more control over their strange, twitching forms, while others prefer dabbling in the powers granted to them by the forces of Hel.

HEL SAVANT

HEL SAVANT

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

PACT WITH HEL

Your conduct with the forces of Hel has granted you limited access to magic most dire.

CANTRIPS

Starting at 3rd level when you take this archetype, you know two cantrips of your choice from the warlock spell list. You learn additional warlock cantrips of your choice at higher levels, as show in the Cantrips Known column of the Hel Savant table.

SPELL SLOTS

The Hel Savant table shows how many spell slots you have. The table also shows what the level of those slots is; all of your spell slots are the same level. To cast one of your Hel Savant spells of 1st level or higher, you must expend a spell slot. You regain all expended spell slots when you finish a short or long rest.

Spells Known of 1st level and Higher: At 3rd level, you know 1 1st-level spells of your choice from the Warlock spell list. The Spells Known column of the Hel Savant table shows when you learn more warlock spells of your choice of 1st level or higher. A spell you choose must be of a level no higher than what's shown in the table's Slot Level column for your level. Additionally, when you gain a level in this class, you can choose one of the warlock spells you know and replace it with another spell from the warlock spell list, which also must be of a level for which you have spell slots.

Spellcasting Ability: Wisdom is your spellcasting ability for your warlock spells, so 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 warlock spell you cast when making an attack roll with one.

**Spell Save DC = 8 + your proficiency bonus +
Wisdom modifier**

**Spell attack modifier = your proficiency bonus +
your Wisdom modifier**

HEL FIRE'S BODY

At 6th level, your mutating body has already adapted to the rigors of subtle infusions of Hel-energies coursing through your body. When assigning evolution points to the energy dampening body evolution and choose fire as the damage type you resist, you also gain resistance to necrotic damage. If you instead assign enough evolution points to gain immunity against fire, you also gain immunity against necrotic damage. This is a permanent modification of the energy dampening body evolution. Finally, if you suffer from vulnerability to either fire damage or necrotic damage, you lose one of these permanently upon gaining this class feature.

HEL FIRE'S ASSAULT

At 11th level, your weaponized evolutions brim with the powers of Hel fire. When assigning evolution points to the energy mutation improved weaponized evolution and choose fire as the damage type you inflict with the evolution, you may choose to instead have your weaponized evolution cause Helfire damage, which is half fire and half necrotic damage. Additionally, when you hit a creature with a mutation attack that deals Helfire damage, that creature has disadvantage on the next saving throw it makes against a spell you cast before the end of your next turn.

THE ROAD TO HEL

At 17th level, your connection with the forces of Hel makes you the grim reaper of the underworld. Whenever you successfully kill a creature by using Hel fire via your mutation attacks, it is treated as though you had fashioned a *blood candle* from it, receiving the benefits of fulfilling the **Toll of Souls** and gaining the benefits of *fashion blood candle*. Additionally, whenever you successfully send someone to hell, you may use your favor of Hel class feature again, as though you had completed a short or long rest.

UNDERWORLD MONSTROSITY

UNDERWORLD MONSTROSITY

Level	Mutation Surge
3rd	3
4th	4
5th	5
6th	6
7th	7
8th	8
9th	9
10th	10
11th	11
12th	12
13th	13
14th	14
15th	15
16th	16
17th	17
18th	18
19th	19
20th	20

MUTATION SURGE

At 3rd level, when you choose this archetype, the mutation of your body progresses further and goes beyond the mere evolution to deploy tools of destruction or protection and allows you to quickly adjust to issues you face on the fly. These quick mutations are taxing and they are represented by a number of mutation surges. Your underworld monstrosity level determines the number of mutation surges you have, as shown in the Mutation Surge column of the Underworld Monstrosity table. You can spend these surges to fuel various class features. You begin knowing three of them: Mutating Flurry, Chaos of Limbs and Weird Movement. You learn more as you gain levels in this class. When you spend a mutation surge, it is unavailable until you finish a long rest, at the end of which your body regenerates its rapid response mutation capability.

MUTATING FLURRY

Immediately after you take the Attack action on your turn to attack with a mutation attack, you can spend 1 mutation surge to make two mutation attacks as a bonus action.

CHAOS OF LIMBS

You can spend 1 mutation surge to take both the Disengage and Dodge action as a bonus action on your turn, tearing off a twitching, monstrous mutation to cover your retreat. If you do so, you sacrifice one of your deployed weaponized evolutions, which is destroyed as you retreat. This weaponized evolution cannot be used again until you have completed a long rest. This inflicts no damage upon you.

WEIRD MOVEMENT

You can spend 1 mutation surge to take the dash action as a bonus action on your turn, doubling your jump distance for the turn.

HIGHLY MUTAGENIC ARSENAL

At 6th level, you can, as a bonus action, spend any number of mutation surges to re-assign your weaponized evolutions. You expend a number of mutation surges equal to the number of evolution points you wish to reassign and may assign them anew, as though you had completed a long rest.

Additionally, your mutation attacks now are treated as magical weapons. You receive +1 to attack rolls and damage rolls with your mutation attacks. Additionally, when successfully striking a creature with a mutation attack that has been customized with the energy mutation customization, you may spend 1 mutation surge to add +1d6 to the damage the attack causes,

with the damage type corresponding to the damage type chosen via energy mutation. You may spend a maximum of mutation surges this way equal to your proficiency bonus per turn.

HIGHLY MUTAGENIC FORM

At 11th level, you can, as a bonus action, spend any number of mutation surges to re-assign your body evolutions. You expend a number of mutation surges equal to the number of evolution points you wish to reassign and may assign them anew, as though you had completed a long rest.

HUNTER IN THE DARK

Beginning at 17th level, you can use your action to spend 4 mutation surges to become resistant to all damage types but radiance for 1 turn. Additionally, all creatures in a 10-foot cube originating from you must make a Wisdom saving throw against your mutation save DC. The creatures that fail their saving throw are frightened by you for 4 rounds.

GITWERC FEATS

HELFFIRE MASTER

You have mastered the eldritch practices and infernal powers of the Gitwerc. You gain the following benefits.

- You reduce the price the creation of a blood candle costs by 50 gp per hit die
- You may use helffire ash as a material component when casting a spell that deals fire damage to convert all of the fire damage caused to necrotic damage. You may also use helffire Ash as a material component for a spell that deals necrotic damage to convert that damage to fire damage—either half (for half necrotic, half fire damage), or all of it. You also may use helffire ash up to 6 times per day as an optional material component. A 7th use in a given day knocks you unconscious.
- You gain 2 additional dweorg forms you can freely choose.

HORNED EPIDERMIS

Your skin is covered in jutting pieces of bone and horn—some of them small nubs, others razor sharp and easily capable of piercing the skin of foolish foes. You gain the following benefits:

- While you are unarmed, you can use Constitution instead of Strength for the attack and damage rolls of your unarmed strikes.

- You increase the primary damage dice of *devil's strike* to 3d10.
- You gain AC 12+Dexterity modifier (natural armor) while not wearing any armor.

GITWERC EQUIPMENT

GITWERC RED TAPE

Price: 25 gp.; **Weight:** 8 lbs.; **Damage:** 2d4 slashing; **Properties:** Heavy, Reach

Taught well by their infernal masters, the gitwerc have learned an alchemical process, by which multiple flayed faces may be thinned to strands and woven together to form a red, paper-like substance that can cut foes the ribbons. Gitwerc wielding a gitwerc red tape made from the same race as the flayed skin they wear have advantage on the first attack against a creature that is of that same race. Gitwerc red tape is a martial weapon.

HELFFIRE ASH

Price: 700 gp; **Weight:** —

This ash from the pits of Hel appears to be fine, powdered, black diamond dust, except that it smells overwhelmingly of clover. Any spell cast with *helffire ash* as a material component that does fire damage converts half that damage to necrotic damage. A spellcaster can only utilize three uses of *helffire ash* a day before the strain of creating a connection to the core of Aventyr becomes too much for a mortal to bear; a fourth use of the substance knocks them unconscious for 8 hours, with no means of waking the caster from this coma before the time has elapsed.



HEL BOTTLE

Price: 300 gp **Weight:** 1 lb.

Down near the core of Aventyr, flows of lava are not uncommon. Gitwerc bottle magma in special ceramic containers made with the blood of their victims, always warm to the touch. Hel can be thrown up to 60 ft. Make a ranged attack against a creature or object, treating the hel bottle as an improvised weapon. Hel bottles explode upon impact, erupting into a 20-ft.-radius sphere where they fall. Each creature in that radius must make a Dexterity saving throw (DC 10) or take 2d6 necrotic and 2d6 fire damage on a failed save, half as much damage on a successful one.

GITWERC MAGIC ITEMS

BLOOD CANDLE

Wondrous Item, uncommon

These candles are made from the corpses of the dead with the *fashion blood candle* cantrip. Blood is drained from the body, hair shaven and cut up. The former is mixed with wax to make a candle, lit by the latter as its wick. *A gitwerc lighting a blood candle with a soul inside sees it burn down rapidly—it takes a blood candle 1 minute per hit die or level of the creature's soul to burn down.* When a *blood candle* has burned down, the soul within is siphoned down to the devils of Hel.

HEL CONTRACT

Weapon (whip), rare (requires attunement)

This long, flowing scroll make a curious, scraping noise as it drags along the ground. A gitwerc gains a +1 bonus to attack and damage rolls made with this whip-like contract. When you attack a creature with this contract and roll a 20 on the attack roll, that target takes an extra 10 fire damage. You are empowered, as you siphon off a fraction of the target's soul and gain 10 temporary hit points.

GITWERC SPELLS

These spells are available to all gitwerc spellcasters.

DEVIL'S STRIKE

1st level transmutation

Casting Time: 1 reaction, which you take in response to being damaged by a melee attack

Range: 60 feet

Components: V, S

Duration: Instantaneous, 1 round (see text)

As part of the casting of this spell, your horns and bony protrusions quiver in bloodthirsty anticipation. One of these bones suddenly elongates and is fired in a bloody, visceral burst from your body (this does no harm to you), striking unerringly the target. The creature must make a Dexterity saving throw. It takes primary damage equal to 2d10 piercing damage on a failed save, or half as much on a successful one. In either case, shards of the bones are lodged in the body of the target before dissolving after 1 round. If the creature continues to attack you in the following round before the fragment has dissolved, the latent power in the bone ignites, dealing secondary damage equal to 2d10 fire damage to the offending creature before evaporating.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the primary and secondary damage alternate their increase by 1d10 for each slot above 2nd. (When cast using a 6th level slot, it would do 4d10 primary damage, 4d10 secondary damage. When cast via a 7th level slot, it would deal 5d10 primary damage, 4d10 secondary damage.)

FASHION BLOOD CANDLE

Necromancy cantrip (ritual)

Casting Time: 10 minutes

Range: Touch

Components: V, S, M (Blood and hair of a deceased, sentient creature, wax and ingredients worth 10 gp per hit die or level of the creature)

Duration: 1 minute per level or hit die of the creature used
You fashion a *blood candle* from the corpse of a deceased creature to fulfill your due to the forces of Hel (see *Toll of Souls*). Until you have fulfilled your due each level, you do not gain any benefits from doing so—you are only doing the bidding of the forces of Hel, after all. However, once you have condemned a number of souls equal to your level to Hel, the dark forces reward you for providing more than what's required. Any additional soul condemned to hell allows you to gain the immediate benefits of a short rest upon the *blood candle* burning down, while also granting you 1/2 the creature's hit dice (rounded down, minimum 1) as bonus hit dice to spend. You can receive this benefit only once in any 24-hour period.



HOYRALL

Hoyrall are insectoid humanoids that burst from the skull of the Dracoprime, killing the monstrosity instantly and heralding the Great Schism. Vicious and barbaric in their alien ways, they live within the Woven Warrens, a series of tunnels that they rule over with virtually no dissent.

HISTORY

The hoyrall are not from Aventyr. Scholars, seers, high mages and venerated oracles have all attempted to determine from whence these strange creatures came, but none have had much success in that regard. All they know is that the destructive hoyrall are from somewhere far across the Material Realm. Their arrival in Aventyr, both above and below the surface, was brought about by the Great Schism, and their race was forever changed by The Confluence.

During the first great event, the Progenitors (mutated now into the draaki), sacrificed most of their remaining high mages in an effort to call for aid against the rising

Dracoprime, and it was the god of the hoyrall, Zagnexis (CN, minor deity), that answered the call. It transported its physical form, called 'Zagn', along with many of the hoyrall, across the cosmos and directly into the forming brain of the draconic idol, killing it instantly. The massive half-god erupted from the enormous, collapsing figure's skull, many drowning to death in the oceans of Aventyr but more still surviving on their patron deity's enormous back or emerging in the caves of the Underworld.

For centuries the dual-god watched over its children; on Upperworld, Zagn swam the hoyrall to the southernmost shores of Picollo and supported their booming population by shepherding thousands of schools of fish into their nets. Meanwhile, Exis extended its essence across the cosmos to grant his children a great hive mind, allowing them to act in concert to terrifying effect. After a time however, the insectoid aliens turned to expansion. The halflings of Picollo, at first only thinking the hoyrall to be a minor threat, soon found themselves utterly besieged by their invasion. In the Underworld, they hoyrall had mined out countless tunnels (some leading to Upperworld) making honeycombed fortresses in preparation for a grand martial campaign to capture the entirety of Aventyr in the name of Zagn and Exis. As the time to strike neared they had nearly subjugated the island of Picollo, and their hives below the surface were becoming overpopulated, creating a ripe army to overwhelm all that could stand in their way.

Then The Confluence came to Aventyr.

While the colloid is a magnificent entity, it is not actually a divine being. It did however sense the massive displacement of life forms when Zagnexis transported the hoyrall and its physical self (Zagn), and continued to assess the conduit the god used to connect with its charges. After centuries of studying the anomaly, the timing was right and the colloid struck; an asteroid passing by the alien collective was traveling straight for Aventyr. The impossible calculations of the colloid allowed it to wrest away the Exis' energies using the comet's cosmic power, and the bizarre creature used the hurtling chunk of space rock to carry it away into the universe. The link between Exis, Zagn, and the hoyrall was severed by the colloid's maneuvering,

leaving Exis half-formed on the other side of the galaxy. The hoyrall were left without their hive mind, and Zagn was reduced to an uncontrollable, mindless beast wandering the oceans of Aventyr.

The halflings, ever quick, seized the initiative and fought the hoyrall to a standstill on Picollo that persists today. In the Underworld, things went very differently. In the First Hive (the most populated of all the subterranean bastions), the hoyrall attempted to combat the colloid, but they stood no chance against the alien entity and it quickly grew to overwhelm the few insectoids that managed to organize against it. The primary hive was quickly abandoned to the colloid, and the hoyrall left to travel across the Underworld without the instinctual communication on which they had come to rely so heavily. Tens of thousands died while traveling to the fortress hives of their kin.

What they came to find in these honeycombed bastions nearly broke the hearts of the proudest of their race. The overpopulated fortress-hives had fallen in on one another, all falling to cannibalism as they were besieged by the ever-hungry predators of the Underworld. Still, the heroes from the First Hive brought order to the barbarized hoyrall, marshalling the survivors into parties of warriors that came to carve the insectoids a new place in the Underworld.

The hoyrall from the First Hive began dynasties that largely endure in the Underworld, though any semblance of unity between them fell away some time ago. Now every hive-fortress is a world unto itself with laws and traditions as different from one another as the hoyrall are to upperworlders, ruled over by whatever government the populace is willing to tolerate. The only common trait among them is their reverence for the seers, priests and clergy of Zagnexis. These holy hoyrall are their only connection now to the god that once made them each a part of one whole, and they all feel a primal urge to see that divine gift restored.

PHYSICAL DESCRIPTION

Hoyrall aren't very tall, only three or so feet in height, but they are powerfully built and possess two sets of arms. Their entire bodies are covered in a glossy, hard chitinous exoskeleton that varies in color by region.

Talons surround their fanged maws, which have three small tongues inside rather than one (making them difficult to understand when they speak Common), and the uneducated mistakenly believe them to have two sets of eyes or to see through the large, gem-like stones in their faces, but in truth these were once focuses for their god to exert power through them. The arms and legs of a hoyrall end in claws as sharp as their teeth, each of their bodies patterned with different colored markings that denote to which hive-fortress they belong.

SOCIETY

The hoyrall are unfailing in their pragmatism and ruthless, with little room for emotion, a trait only introduced once their deep connection to Zagnexis was sundered by The Confluence. In lieu of familial ties, they identify with their home hive-fortresses and are cold to one another even in those social confines. Power structures vary from subterranean bastion to bastion, but on the surface they have become deeply militarized in an effort to attain the kind of order they once knew from the influence of their patron deity. Hoyrall rarely record the events of their past and when they do so, it is often in bizarre arrangements difficult for even their elders to interpret correctly. These sparing, primal paintings can be found in the most removed caves of the Woven Warrens, the most populated and well-known honeycombed tunnels the hoyrall call home.

RELATIONS

While other underworlders might engender hate because of their appearance, the hoyrall inspire revulsion. Their totally alien bodies are extremely disturbing to upperworlders in particular, and their equally strange mannerisms rarely go over well. Still, centuries of cohabitation (albeit largely aggressive) have forced many of them to adopt behavior more suitable to their adopted home—some have transcended these potent social barriers to form extremely valuable alliances with other races and are highly valued for their otherworldly mindset and abilities.

ALIGNMENT AND RELIGION

While they once might all have been the same alignment (indeed, of the same mind) in the centuries since The Confluence the hoyrall developed into as myriad a peoples as any other in Aventyr. While their cultures and traditions may vary, the hoyrall that do not worship Zagnexis are extremely rare and find themselves turned into pariahs instantly when their faith is discovered, if they are not murdered on the spot.

ADVENTURERS

Life in a hive-fortress can be a daunting experience for any hoyrall, even those with great resolve. While reticent to leave their defensible homes, when one ventures out into Aventyr they typically fare quite well in the wilds, taking easily to the role of barbarians, druids and rangers. Arcane casters among them are rare, and greater honor comes to the most potent warriors of their people.

NAMES

Male Names: Dexx, Fargn, Kotor, Marx, Skrex, Zexis

Female Names: Agn, Darizz, Kistriss, Oxxa, Treksga, Zagness

THE HIVE FORTRESSES OF THE HOYRALL

The hoyrall still live in the original honeycombed cave systems dug out by their ancestors. Many differ from one another—some monetize or even celebrate cannibalism while others abhor it, some happily accept travelers and others kill foreigners on sight— and a Wisdom (Survival) check (DC 20) is the only means to find out just how dangerous entering a particular hive-fortress might be. Being from the same clan within a hive-fortress means very little, save that killing or consuming your kin in plain view of others is extremely taboo. The infractions against whatever laws prevail in the region are also typically met with little patience. The militarization that persists in hive-fortresses does not tolerate criminals, and the chopping off of a hand is disturbingly common.

HOYRALL TRAITS

Your hoyrall character counts as a humanoid (hoyrall) for purposes of race. Hoyrall are, however, similar in many ways to aberrations.

Ability Score Increases. Your Dexterity score increases by 2 and your Wisdom score increases by 1.

Age. Hoyrall mature quicker than humans, reaching adulthood at 12 years. Hoyrall can live to become up to 80 years.

Alignment. Where hoyrall once were of a singular alignment, they nowadays do not exhibit a racial tendency per default; while most fortress-hives and hoyrall are lawful, that is a tendency and nothing more. Thanks to their alien perspective, few hoyrall possess the empathy necessary to be called 'good.'

Size. Hoyrall average about 3 feet and 34 pounds. Your size is Small.

Speed. Your base walking speed is 25 feet and you have a climb speed of 20 feet.

Alien Mind. Your strange psychology render you resistant to being charmed. You have advantage on saves against spells or effects that inflict the charmed condition.

Carrion Sense. Your antennae can pick out corpses and corporeal undead rather easily. You have advantage on scent-based Wisdom (Perception) checks to notice corpses and corporeal undead.

Darkvision. You are well-adapted to seeing in the dark thanks to your odd sensory organs. You can see in dim light within 60 ft. of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Light Blindness. Abrupt exposure to bright light blinds you for 1 round.

Multi-Armed. You have 4 arms you can use when making attacks. When you take the Attack action and attack with a light melee weapon that you're holding in one hand, you can use a bonus action to also attack with a different light melee weapon that you're holding in another hand. You may attack with an additional number of hands beyond your first of up to your Dexterity modifier or 3, whichever is lower. You don't add your ability modifier to the damage of the additional attacks, unless that modifier is negative. If either weapon used has the thrown property, you can throw the weapon, instead of making a melee attack with it. If you attack with more than 2 weapons this way, melee attacks against you gain advantage until your next turn. You still cannot benefit from more than one shield. You may not wield more than one two-handed weapon and two-handed weapons count as two separate weapons wielded for the purpose of this ability. Abilities and feats that usually enhance

your capability to wield two weapons instead apply their benefits to all your arms.

Hoyrall Poison Blood (Ingested). The blood of hoyrall is poisonous to almost all species and hoyrall have limited control over it, allowing them to temporarily increase its toxicity. A number of times equal to your Constitution modifier per day, you can envenom a weapon your blood as an action that deals at least 1 point of damage to you. A creature subjected to this poison must succeed on a Constitution saving throw with a DC equal to 8 + your proficiency bonus + Constitution modifier or take 3 (1d6) points of poison damage and become poisoned for 1 minute. This damage increases to 6 (2d6) at 3rd level, 9 (3d6) at 8th level, 12 (4d6) at 13th level and 15 (5d6) at 18th level. At each of these levels, you also get an additional use of your poison. The creature affected must repeat the saving throw at the start of each of its turns. On a successful save, the poison ends. As a reaction to being bitten by a foe, you can expend one use of your poison to poison the creature who attacked you with a bite attack. Your poison quickly spoils when exposed to air, preventing you from harvesting and selling the poison. Your body produces new doses of poison on a long rest.

Social Pariah. Most races consider hoyrall to be disturbing at best, kill-on-sight material at worst. You suffer disadvantage on all Charisma (Deception), Charisma (Performance) and Charisma (Persuasion) checks against non-hoyrall.

Strange Anatomy. Hoyrall anatomy is strange to other races and there are significant variations between the different hive-fortresses. Wisdom (Medicine) checks made to treat you suffer from disadvantage unless made by a hoyrall from your own hive-fortress or by someone who has studied your anatomy for more than 1 year. (Subject to GM approval.)

Stonecunning. Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Sunlight Sensitivity. While in sunlight, you have disadvantage on attack rolls as well as on Wisdom (Perception) checks that rely on sight.

Languages. You can speak Common and speak, write and read the clicking, pitched, chittering language of Hoyr, nigh indecipherable to other races.

HOYRALL SHREDDER

(RANGER ARCHETYPE)

"It WAS HORRIBLE—SUDDENLY, THESE SMALL INSECTOID things started coming at us—and when Bjarn fired an arrow, things turned ugly. One of them transformed into a whirling ball of blades, impervious to damage, destroying anything in its path. Nothing could hit it..."

There is huge potential within the four-armed nature of the hoyrall, but mortal bodies and minds, even alien, insectoid ones, tend to have problems when trying to coordinate more than two weapons in the chaos of melee combat. Still, there are those exceedingly dexterous individuals that manage this feat, becoming whirlwinds of destruction. As you follow the path of the hoyrall shredder, you become increasingly adept at making your 4 arms a nigh-impenetrable wall of defense or a storm of severing slashes.

MULTI-ARM SPECIALIST

Starting at 3rd level, you may use melee weapons that do not have the light property in conjunction with your Multi-Armed racial feature. Additionally, when using your bonus action to attack with only one additional weapon, you may now add your ability modifier to the damage of the bonus attack. Finally, as soon as you get the Extra Attack feature and when you use your bonus action to attack with your additional arms, you are allowed to attack with additional arms on that attack as well.

WEB OF STEEL

Beginning at 7th level, you learn how to weave a web of steel with your blades. Whenever you use a bonus action to gain additional attacks with weapons held in hands other than the one used during the Attack action, you may choose to begin an offensive or defensive whirl that lasts until your next turn. You may only begin one type of whirl per turn.

Offensive Whirl. When you engage in an offensive whirl, you may add your ability modifier to the damage of the additional attacks you execute beyond the second, but if you do, you suffer from disadvantage on Strength and Dexterity saving throws until your next turn.

Defensive Whirl. When you engage in a defensive whirl, you gain the benefits of the Dodge action. Additionally, you may choose to forego any number of your attacks during this round. Attacks foregone this way are treated as performed attacks for the purpose of interaction with the Multi-Armed racial feature. For each attack you do not execute, you gain one defensive die, which is a d8.

You cannot have more than 4 defensive dice in any given round. These dice last until your next turn. When a creature damages you with a melee or ranged attack, you can use your reaction to raise your defensive whirl. If you do, at any time until your next turn, you may spend any number of defensive dice to reduce the damage incurred by an attack by the number you roll on your defensive die or dice, + your Dexterity modifier. You add your Dexterity modifier once to the total per die rolled. If you manage to reduce the damage to 0 or below and the attack negated was a melee attack, you gain an opportunity attack against the opponent and the opponent's weapon is caught in your web of steel and the opponent has a choice: He may, as a reaction, drop the weapon to the ground, or be restrained for 1 round.

IMPROVED WEB OF STEEL

Beginning at 11th level, attacks against you after you have used more than 2 of your arms no longer gain advantage. Additionally, offensive and defensive whirl improve.

Offensive Whirl. You may now engage in an offensive whirl without being in melee range by foregoing one of your attacks and those granted by beginning an Offensive Whirl associated with this attack. When you do, you gain the benefits of the Dash action, but only for the purpose of moving towards an enemy. After the movement, you may still execute your Extra Attack and all additional attacks granted by the Offensive Whirl. You may add your ability modifier to the damage of the additional attacks you execute beyond the second, but if you do add it to more than 3 attacks, you suffer from disadvantage on Strength and Dexterity saving throws until your next turn.

Defensive Whirl. You may now gain up to 8 defensive dice per round, accounting for your Extra Attack feature. Additionally, a target restrained by the Defensive Whirl feature now remains restrained for a number of rounds equal to your Dexterity modifier or the number of defensive dice used to restrain the target, whichever is lower. Additionally, you may now use defensive dice to reduce damage you take incurred by spells or magic effects, though you cannot restrain opponents by reducing damage thus.

Additionally, you may mix offensive and defensive whirl—you could, for example, forego one attack (and all associated attacks granted by your Offensive Whirl) to move towards an opponent, then execute your Extra Attack and any associated attacks granted you choose to execute. You could, for example, substitute 2 of these attacks to gain 2 defensive dice and execute two

attacks. In essence, you may decide for one attack to be an Offensive Whirl and one to be a Defensive Whirl.

SUPERIOR WEB OF STEEL

Starting at 15th level, you have truly mastered your strange fighting style.

Offensive Whirl. You no longer suffer from disadvantage on Strength and Dexterity saving throws until your next turn when you use Offensive Whirl.

Defensive Whirl. You may spend 2 of your defensive dice to gain the Evasion class feature until your next turn.

HOYRALL FEATS

ALIEN COMMUNICATION

Prerequisites: Hoyrall

You may not be particularly suave with your three tongues, but you have an uncanny knack of getting across information via your antennae—a knowledge you can use to your advantage. You gain the following benefits:

- You can communicate with up to 2 allied creatures that can clearly see your antennae twitch at will as if using *telepathic bond*.
- You no longer suffer disadvantage to Charisma (Deception) checks.
- You increase your Charisma score by 2 to a maximum of 20.

COORDINATED FIGHTER

Prerequisites: Hoyrall, 12th level

You have learned to fight more efficiently with your arms. You gain the following benefits:

- If you attack with more than 3 weapons via your Multi-Armed racial feature instead of with more than 2, melee attacks against you gain advantage until your next turn.
- You may wield more than one two-handed weapon. Wielding two two-handed weapon counts as wielding 4 weapons for the purpose of Multi-Armed.
- At 16th level, enemies no longer gain advantage to melee attacks after you attacked with more than 3 weapons.

SIKTAURYI SPECIALIST

Prerequisite: Hoyrall

You have undergone special trainings and bonded particularly well with siktauryi. You gain the following benefits:

- Whenever you feed siktauryi poison, it generates twice the amount of shots, up to its maximum capacity.

- Any siktauryi you use doubles its maximum capacity to 24 doses of acid. Excess doses above its normal limit are lost if the siktauryi leaves your possession.
- Choose one damage type from the following: Cold, fire, lightning, thunder. You can condition a siktauryi via special pheromones to emit this type of energy instead of the default acid. You can change damage types upon making a short or long rest.

HOYRALL EQUIPMENT

Hoyrall have access to the following equipment:

HOYRALL CAPBLADES

Price: 10 gp; **Weight:** 1 lb.; **Damage:** 1d6 slashing;

Properties: Light, finesse

These half circular or crescent-moon-shaped blades are called “shev’saluri” in the hoyrall tongue, which translates roughly to “food-trail maker.” Since hoyrall can smell the heavily injured and dead, the implications are pretty obvious. The blades usually have a resin-wrapped handle roughly in the center of the weapon and usually are found and wielded in pairs of two or four. The more common known name of capblades was given to them by other underworld races, who noticed a similarity to the curvature of mushrooms. The hoyrall capblade is a martial weapon. Hoyrall have proficiency in a capblade’s use. Due to the similarity with katars and similar weapons, monks and assassins have proficiency with it as well.

HOYRALL SHELLCRACKER

Price: 1600 gp; **Weight:** 75 lbs.; **Damage:** 3d10 slashing; **Properties:** Heavy, four-handed

Known as “megalomania blades” by other races, these immense weapons were made for hoyrall that lack the coordination to wield multiple weapons. The ridiculously massive and heavy blades are enormous and look more like an oversized chunk of steel than an actual weapon: even the strongest hoyrall require all 4 of their arms to properly wield these monstrous blades. All shellcrackers are made for hoyrall and thus are Small, heavy, four-handed weapons—their very design is different from usual blades. A shellcracker requires a Strength score of 16 or higher to even lift or carry and the wielder suffers from disadvantage on attack, initiative, and damage rolls if the wielder’s Strength score is beneath 20. Just carrying a shellcracker around is enough to be considered **encumbered**. If the wielder already is **encumbered**, it instead becomes **heavily encumbered**.

Non-hoyrall attempting to wield a shellcracker suffer from disadvantage on attack and damage rolls, and do not add proficiency bonus or attribute modifiers to the rolls—it requires 4 arms to effectively wield and is perfectly attuned to a hoyrall’s size and physique: If the hoyrall is subject to a size-increase, it suffers from disadvantage to attack rolls made with a shellcracker. These blades are nigh indestructible and have a damage threshold of 30 and 50 hp. Hoyrall with a Strength score of 16 or higher have proficiency with a shellcracker.

MATING VENCEGRAN

Price: 2000 gp (pair); **Weight:** 1/2 lb.

This small, carapaced organic growth is easily mistaken for a simple rock (a Wisdom (Perception) check against DC 15 is required to notice otherwise) but on its underside are thousands of small, harmless tendrils that can perfectly emulate any sound. It is actually one part of an alien creature that is eventually meant to bond with its mate (when bonded, they can only be removed with a Wisdom (Medicine) check against DC 25 or a Strength check against DC 20). If allowed to do so, it produces spores over a period of 8 days that grow 1d4+1 more vengegran before dying. After 8 weeks, any natal vengegran have fully matured and begin seeking a mate of their own. Vengegran have no sex and any two can be made to mate (leaving them within 10 feet of one another for 10 minutes does this), but they only ever attempt to mate with one other vengegran at a time. The strange alien physiology of a pair of mating vengegran allow them, and their users, to speak with one another over vast distances (up to 1,000 feet). Activating or deactivating a mating vengegran is a free action, but the creature requires one hand to be operated correctly.

SIKTAURYI

Cost: 850 gp; **Weight:** 8 lbs.; **Damage:** 1d6 acid; **Properties:** Ammunition (40/60), **Special:** Two-handed

This is another strange creature from the cosmos, brought to Aventyr along with the hoyrall and their savage, alien culture. Grown in hatcheries of eggs suspended from the ceiling (requiring a daily DC 10 Intelligence (Nature) check to keep alive until they gestate),



they ultimately look similar to a crossbow in form, bearing a very small familiarity to a miniature stingray set upon a stock handle. Siktauryi feed on poisons of any and all varieties. Their otherworldly metabolisms break toxins down into potent acid, kept in an organ near their 'front' that can be stimulated to fire its contents outward. A siktauryi's shots deal acid damage and siktauryi have a Capacity of 12. Most hoyrall feed their siktauryi with their own, toxic blood, but siktauryi can break down just about any type of poison. One dose of poison is converted into 5 siktauryi shots. For poisons with a save DC of 15 or higher, increase the damage of a siktauryi's shot to 2d6. For poisons with a DC of 20 or higher, increase the damage of a siktauryi's shot to 3d6. For poisons with a DC of 25 or higher, increase the damage of a siktauryi's shot to 4d6. Siktauryi have 20 hit points and a damage threshold of 10. They are not technically constructs or objects and are healed by cure spells just like any other living creature (though these odd aliens do not need to breathe or sleep, and are immune to acid damage). Siktauryi cannot fire underwater, just burp forth an impotent sludge.

RARE SIKTAURYI

There are supposedly rarer, more powerful forms of siktauryi. You can use the firearm rules presented in this book to further customize and create unique siktauryi.

HOYRALL MAGIC ITEMS

ALIEN ANTENNAE

Wondrous item, common

These simple (and remarkably pliable) bands are made from the antennae of a dead hoyrall, but may be worn around either the head or neck. A creature wearing *alien antennae* can join in the *telepathic bond* effect of the Alien Communication feat, even if there already are the maximum amount of people involved. Provided that they have enough hair (a few strands no less than 5 inches long) or some other kind of thin tendril on their body (weapon cords, strings for clothing and the like) to act as their antennae for its use. *Alien antennae* always come in pairs.

BANDOLIER OF ENDLESS DAGGERS

Wondrous Item, Uncommon (requires attunement)

This belt is made from the leathery skin of an unrecognizable creature from the Underworld of Aventyr and festooned with sheathed daggers. When a dagger is drawn from the belt by the wielder, another

appears in its place. After being dropped, disarmed or used to make a ranged attack, a dagger from a *bandolier of endless daggers* disappears in one round. All daggers drawn from a *bandolier of endless daggers* are well-made, but never magical.

PHANTOM LIMB

Wondrous item, rare (requires attunement)

Small carapaces of purples and golds mould together to make up this cap. When placed over the stub of a lost appendage, a new limb (colored as the cap is) appears within one round where the lost one used to be. It is just as strong, dexterous and sturdy as the original arm, leg, tail, tentacle or wing and is able to be used by the wearer just as a real limb would be. In addition to this, the wearer may make attacks with the *phantom limb*, which acts a magical weapon for the purpose of determining whether resistances or immunities of incorporeal beings like ghosts apply. Non-hoyrall find the limb repulsive however, and the wearer suffers disadvantage on all Charisma (Deception), Charisma (Performance) and Charisma (Persuasion) checks against non-hoyrall if the limb is exposed.

HOYRALL SPELLS

The following spells are available to hoyrall spellcasters at the GM's discretion.

FASCINATING COUNTENANCE

2nd-level illusion

Casting Time: 1 action

Range: 30 feet

Components: S, M (silver dust)

Duration: Concentration, up to 1 minute

Your eyes and carapace take on a hypnotic, calming countenance. If a creature starts its turn within 30 feet of you and the you can see each other, the you can force the creature to make a Wisdom saving throw if you are not incapacitated. Saves are made at advantage if you or your allies are fighting the affected creatures. On a failed save, the creature is subject to the charmed condition. It must repeat the saving throw at the end of its next turn. On a success, the spell ends. A creature that isn't surprised can avert its eyes to avoid the saving throw at the start of its turn. If it does so, it can't see you until the start of its next turn, when it can avert its eyes again. If it looks at you in the meantime, it must immediately make the save.

HIVE MIND

3rd-level divination

Casting Time: 1 action

Range: 60 feet or 600 feet

Components: V, S, M (piece of hoyrall antennae)

Duration: Concentration, up to 10 minutes

This spell can function in one of two ways: First, it might be used exactly as *lesser hivemind*, but at a range of 600 feet and it can affect up to 6 creatures. Second, it can be used at a range of only 60 feet as *lesser hive mind*, creating a stronger effect that allows subjects to communicate emotions, images and any other sensory data at their disposal to other subjects under the effects of *hive mind*. This effect can also affect up to 6 creatures.

LESSER HIVE MIND

2nd-level divination

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (piece of hoyrall antennae)

Duration: Concentration, up to 10 minutes

You choose up to 3 creatures in range. The subjects become linked with a primitive form of telepathy allowing them to have a dialogue in mutually shared languages, so long as they remain within close range of one another. Should they venture out of this area, there's a 50% chance that they cannot understand or be understood through *hive mind* within double the spell's range and beyond that, are no longer under its effects. Should they reenter the spell's area during the duration, its effects immediately reinstate themselves for the duration of the spell.

PRISMATIC EYES

4th-level illusion

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (crystalline shards)

Duration: Instantaneous

Your eyes take on a scintillating, diverse sheen of prismatic energy, shooting forth a prismatic blast at a target in range. Make a ranged spell attack against one target within range. If you manage to hit the target, it must succeed on a Wisdom saving throw to see through the illusory nature of this spell. On a success, the spell ends harmlessly; on a failure, roll 1d8 to determine the illusory prismatic color that hits the target and resolve the effects accordingly. If an effect of *prismatic eyes* duplicates a spell, said spell is treated as though it was a 4th level spell or cast via a 4th level spell slot, regardless of its usual level.

SPIT POISON

2nd-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S, M (pinch of sulfur)

Duration: Instantaneous

As part of the casting of this spell, you spit a glob of your poisonous blood at a target as a ranged spell attack. The magic of the spell changes your poison's type to contact, and increases the DC to resist it by doubling your proficiency bonus. Casting this spell consumes 1 daily use of your poison blood.

Prismatic Eyes Effect Table

1d8	Color of Reflection	Effect
1	Red	The target takes 10d8 fire damage (Successful Dexterity saving throw halves)
2	Orange	The target takes 10d8 acid damage (Successful Dexterity saving throw halves)
3	Yellow	The target takes 10d8 lightning damage (Successful Dexterity saving throw halves)
4	Green	The target is affected by caster's Hoyrall Poison Blood; saving throw is made at disadvantage
5	Blue	The target must succeed on a Wisdom saving throw or be paralyzed for the duration. This effect has no effect on undead. At the end of each of its turns, the target can make another Wisdom saving throw. On a success. The spell ends on the target.
6	Indigo	The target must succeed on a Wisdom saving throw when you cast this spell or be affected by <i>confusion</i> .
7	Violet	The target must succeed on a Wisdom saving throw when you cast this spell or be affected by <i>polymorph</i> .
8	White	The target takes 7d4 force damage (no save) and is affected by <i>dispel magic</i> .

KRAIDYL

There have always been beasts lurking in the wet caverns and murky waters of the Underworld, primordial hunters, perfectly adapted to stalk prey in the darkness of the endless caves before even the *Forging of the Dvergr*. After the titanic Dracoprime's fall during the Great Schism, however, an entire race of animalistic scions of death began to prowl the Underworld, striking fear into even the hearts of the dark elves and devil dwarves: the fearsome kraidyl.

HISTORY

Long before the Great Schism, in the primordial past of Aventyr, before even the first children of the gods, the kraydiles quickly rose to become the apex predator of the watery depths under the surface. The subterranean reptile's talent for blending into its surroundings and its powerful jaws made it a scourge of the coastal Underworld.



Kraydiles and Kraidyl

Kraydiles are unevolved primordial predators, still a danger in the Underworld but simple beasts (use the statistics for a crocodile but with a superior darkvision of 120 feet.). Kraidyl are the ultimate expression of the potential locked within simple kraydiles and can cite the creatures as their ancestors, but unlike their reptilian predecessors, kraidyl are intelligent, have full limbs, and walk upright.

For a great many years kraydiles remained as they were, apex predators propagating without incident and masters of their domain—simple beasts for a simple, if strange, world. When the gods wrought the first races the reptiles swam on, oblivious. As the draconic slaves of the Progenitors sculpted the tunnels of the Underworld kraydiles hunted the fools that fled into their territories, but otherwise paid the reshaping of the world around them no heed. It wasn't until the impossibly huge Dracoprime came crashing down into the endless caves that the kraydiles became something more, beastmen more unholy and dangerous than anything seen elsewhere in Aventyr.



Many speculate that the energies of the Dracoprime's tremendous being spread into the flora of the Underworld, responsible for the funglets—perhaps this is true, but powerful kraidyl shaman know the truth of their origins, and that the wealth of the ire and wrath that drove the Dracoprime flowed down into the swamps, and transformed the reptilian beasts, forever changing their species. Powerful energies changed short, stubby arms and legs into powerful limbs as long as a man's.

Since their ascendance after the Great Schism, kraidyl have almost completely driven vestraadi from coastal settlements, deeper into the waters of the Forever Deep. Only the most powerful funglets dare to oppose the reptilian menace, and the half-eaten corpses of gitwerc and drow spies can be found across Underworld bayous. Though the Underworld races have little to band together and stand against, loose alliances are forming in fear that the tribes of kraidyl may join together, creating a force capable of wreaking bloody havoc throughout the endless caves, a rampage that none could stand against alone.

PHYSICAL DESCRIPTION

Kraidyl are densely muscled and extremely heavyset with huge torsos containing lungs capable of inflating to quadruple their normal size. The off-white and light purple arms, legs, back, and neck of a kraidyl are covered in hard bony ridges that protect it from harm. Baleful red eyes stare out of its predatory head, placed just above its many-toothed snout and powerful jaws. Huge cords of thick muscle run down a kraidyl's spine into a long, powerful tail that sways behind it.

SOCIETY

There is little hidden beneath the surface of kraidyl society. Their lives are similar to the apex predators they evolved from—highly territorial and extremely aggressive. There is little trade or teaching shared among kraidyl outside of tenuous apprenticeships for the retention of vital trades and skills, or brief mating periods. Aside from essential commerce, each keeps to their own, fiercely protecting their young. Weakest before reaching maturity at the age of 11, the young are almost always found in the company of a parent (typically the mother), learning how to hunt and stalk in silence. In larger territories under kraidyl control, an alpha female rises to a tenuous position of power, meeting opposition to her authority with swift, violent reprisal.

RELATIONS

More hated than even the gitwerc, kraidyl are feared for their aggressive natures, often snapping (literally) at a moment's notice for perceived slights. They have contempt for all the living races and though they find the *dødelig* to be amusing and *dvergr* to be amiable, kraidyl instinctively hate *colliatur* and *draaki*, the profane remnants of the Dracoprime, often striking out at them with at the first opportunity.

The kraidyl harbor an extreme distaste for religion of any kind, destroying shrines whenever they are encountered and often attempting to make meals of clerics, druids, paladins, priests, and the devout of any kind.

ALIGNMENT AND RELIGION

The core tenets of what passes for faith among the kraidyl can be found in the drive debauched rites performed before a great hunt or raid on another kraidyl territory, and they believe their souls are sustained by the death throes of creatures slain by their jaws. Clerics, oracles, paladins, priests, and shamans are not common throughout kraidyl society. They may be paid a measure of respect, but they are kept at an even further distance. These fanatics worship death in all its forms, but it is their love of chaos that brought Leahcim's attention. Since their evolution after the fall of the Dracoprime, the Divine Prankster has used his power to fuel the few kraidyl zealots in the Underworld, giving them divine abilities despite their apparent atheism.

Note: Most kraidyl worship entropy and death, and can only access the following domains: chaos, death, deception, entropy, luck, trickery.

ADVENTURERS

Kraidyl adventurers are stealthy, resilient warriors. The powerful forms and menacing jaws of the kraidyl make them natural-born barbarians and fighters, lethal rangers and charismatic kraidyl can become menacing bards or sorcerers. Though rare, divinely-empowered kraidyl are fearsome combatants, capable of sustaining their kin while destroying their foes.

NAMES

Male Names: Alrdag, Craindee, Krekarr, Loxar, Praskk, Tarkalgar

Female Names: Agral, Drethsa, Gralza, Nollsgra, Raassei, Sorrlesk

KRAIDYL HUNTING GROUNDS

Though most kraidyl live solitary lives, small enclaves do come about in territories too large and abundant with prey for just one of these Underworld terrors to rule over. These tribal societies are incredibly militant and primitive, treating each other with open disdain and most outsiders with extreme hostility. A traveler that succeeds on an Intelligence (Religion) check

(DC 20) can pick out the subtle profane signs and innocuous blasphemous markings of kraidyl hunting grounds, as well as just how much game has died as of late. Though almost always aggressive, a sufficient show of strength or prowess can earn travelers a short respite from the wrath of these primordial Underworld predators—so long as the kraidyl aren't too hungry.

KRAIDYL TRAITS

Your profane reptilian powers manifest in a variety of unique traits that represent your prowess as a true predator.

Ability Score Increase. Your Strength or your Constitution score increases by 2 and your Wisdom score increases by 1.

Age. Young kraidyl grow quickly. They are taught to hunt and survive by their parents from an early age. Provided the underworld does not kill them prematurely, Kraidyl can reach ages of up to 170 years.

Alignment. Kraidyl tend towards a world-view that distinguishes only between predator and prey, with a slew of nihilism and fascination with death thrown in for good measure. Kraidyl generally gravitate towards evil and chaotic alignments.

Size. Kraidyl are taller and heavier than humans, standing well over 6 feet tall and weighing at least 200 pounds, though they can weigh up to ten times as much. Your size is Medium.

Speed. Your base walking speed is 30 feet. You also have a swim speed of 30 ft.

Bite. You can use your bite as a simple melee weapon with which you have proficiency. Your bite has the light property, a reach of 5 ft. and deals 1d6 points of piercing damage.

Darkvision. Accustomed to the hunt in the endless caverns of the underworld, you can see in the dark. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Hold Breath. As a reptilian predator, you can hold your breath for a number of minutes equal to 2 + triple your Constitution modifier (minimum 2 minutes).

Hypnotic Gaze. Your gaze is so intense, it conjures up primal responses of dread in others, stopping them in their tracks. As an action, choose one creature within 30 feet of you. If the target can see you, it must

succeed on a Wisdom saving throw against DC = 8 + your proficiency bonus + your Constitution modifier or stare at you in primal terror for 1 round. The creature is considered to be charmed and can't attack you with harmful abilities or magical abilities. Unlike the usual effects of the charm condition, you and your allies from now on suffer from disadvantage on any ability check to interact socially with the creature. However, the creature's speed drops to 0 and the first physical attack against the creature has advantage. On subsequent turns, you can use your action to maintain this effect, extending its duration until the end of your next turn. However, the effect ends if you move out of range, if the creature can no longer see you, or if the creature takes damage. Once the effect ends, you cannot use this ability on that creature again until you finish a long rest. After you use your hypnotic gaze, you can't use it again until you complete a short rest.

Light Blindness. Abrupt exposure to bright light blinds you for 1 round.

Necrotic Resistance. Your race's devotion to death and slaughter makes you less susceptible to the forces of entropy. You gain resistance to necrotic damage.

Profane Healing. Your race's profane preoccupation with death and the kraidyl's predatory nature interferes with most types of magical healing. Whenever you are subject to a healing spell or effect that does not explicitly also affect undead at full potency, whether it's derived from a spell, item or class feature, you treat all numerical variables as though you or the caster had rolled 1s on them, unless you have killed a creature with a challenge of at least 1/2 your HD in the same round in which you received the healing. In this case, you receive the maximum numerical benefits. Magical healing that does not have any variables is instead halved in its potency. This does not affect your natural healing.

Radiance Vulnerability. Due to your profane body, shaped by generations of bloodshed and racial devotion to death, you suffer from vulnerability to radiant damage.

Stalker. You have advantage on Dexterity (Stealth) checks.

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

Tail. You have a powerful tail you can use in melee as either a bonus action upon damaging an enemy with a melee attack or as an opportunity attack. Your tail deals 1d6 + your Strength modifier bludgeoning damage. A creature hit must succeed on its choice of either a Strength or Dexterity saving throw (DC 8 + your proficiency bonus + your choice of either Strength or Dexterity modifier). On a failed save, it falls prone.

Languages. You can speak, read and write Common and Undercommon. You need to understand the most common coordination attempts of your prey, after all.

PRIMORDIAL PREDATOR

(PRIMAL PATH)

The traditions of kraidyl hunters are the same as those of their reptilian ancestors—deadly speed, patient stealth, fierce savagery, and brutal force. While the hunters of the Underworld are wont to follow many primitive paths, most embrace the ways of their past and become primordial predators, supplementing their powerful physical forms with ancient tactics that epitomize why it is these scions of death are so feared.

SAVAGE JAWS

Starting when you choose this path at 3rd level, your bite attack becomes deadlier, increasing its base damage to 1d8 + your Strength modifier. Additionally, your bite attack scores a critical hit on a roll of 19 or 20.

PRIMORDIAL FRENZY

Beginning at 6th level, your primitive wrath allows you to enter a frenzy when you rage. If you do, you may not use any manufactured weapons, but may make a single melee weapon attack with your natural weapons as a bonus action on each of your turns after this one. You may not spare the life of any creature when reducing it to 0 hit points while in a primordial frenzy. While in such a primordial frenzy, you do not suffer from the profane healing drawback. When your rage ends, you suffer one level of exhaustion.

SAVAGE GRAB

Starting at 10th level, whenever you hit a creature of no more than one size larger than you with your bite attack, it is automatically considered to be grappled.

(Escape DC = 8 + your proficiency bonus + your choice of Strength or Dexterity modifier). Until this grapple ends, the target creature is restrained and you can't bite another target. Unlike other uses of grappling, this does leave the kraidyl's hands free, but any attacks made with them while grappling a creature with the bite are made at disadvantage. Additionally, you increase the base damage of your bite to 2d6 + your Strength modifier and your speed is no longer halved when moving grappled creatures with you.

DEATH ROLL

At 14th level, you may grapple foes of up to two sizes larger than you. While in a primordial frenzy, you may, as part of moving a creature grappled with your bite, elect to render the grappled creature prone. You may choose to move only at half your speed while doing so, performing death rolls—if you do, you inflict double bite damage on the target, as you thrash around with it in savage death rolls. For every 2 death rolls performed in a primordial frenzy beyond the first, you increase the level of exhaustion suffered after the primordial frenzy has ended by +1. If you also have an ability that enhances grappling at the cost of being restrained while pinning creatures, you no longer are considered restrained while doing so.

KRAIDYL FEATS

The following feats are available to kraidyl characters.

DEADLY MAW

Prerequisites: Kraidyl, Strength 17 or higher

Your bite is truly vicious, able to eviscerate creatures with one deadly snap. You gain the following benefits:

- Increase the base damage die size of your bite attack by one step. (1d6 → 1d8 → 2d6 → 3d6)
- Once per turn when you roll damage for a melee weapon attack with your bite, you can reroll the bite's damage dice and use either total.

EXPANDING TORSO

Prerequisites: Kraidyl, Constitution 17 or higher

Your lungs are impressive and breathing deeply causes your torso to expand considerably, making it appear as if you are larger than you really are. You gain the following benefits:

- You can hold your breath for an additional number of rounds equal to your Constitution score.
- You can breathe deeply as an action to make yourself appear as if you are one size larger than you are, gaining advantage on Charisma (Intimidation) and Wisdom (Animal Handling) checks as creatures instinctively cower before your bulk. However, your speed is halved while you bolster yourself this way and you can't benefit from any bonus to your speed. You may breathe out at any time as your free object interaction during a move or as a reaction to being attacked or taking damage.
- When you roll damage for a melee weapon attack against a surprised target, you can reroll the damage dice and use either total.
- Your bite gains the finesse property.

KRAIDYL EQUIPMENT

Kraidyl have access to the following equipment.

CAMOUFLAGE GRIT

Price: 30 gp; **Weight:** —

Mixing together the fluids of prey and exotic substances from Underworld marshes, kraidyl have developed a strange concoction able to mix with water and absorb some of the color from any solid object. With one minute of time and a waterskin, camouflage grit can be used to create a makeup disguise that functions as nearly perfect camouflage. The creature applying the camouflage grit makes a DC 15 Charisma (Deception) check and on a success, paints the camouflage grit sufficiently well enough to allow the creature wearing it to gain the benefits of being treated as though it were in a lightly obscured area, so long as it remains motionless and does not move from where the makeup was applied to emulate the surroundings. Any movement by the creature destroys camouflage grit. A creature may never apply camouflage grit to itself.

GRABBING JAWS

Prerequisites: Kraidyl, Constitution 13 or higher, Strength 13 or higher, Character level 12 or higher

By exerting tremendous force, you can tap into the brutal fighting style of primordial hunters. You gain the following benefit:

- By spending one of your Hit Dice from your pool as part of a successful melee weapon attack with your bite, you gain the Path of the Primordial Predator's Savage Grab feature for this grapple.

HYPNOTIC PREDATOR

Prerequisites: Kraidyl

Your eyes hold within a promise to annihilate any creature that might be considered to be prey. You gain the following benefits:

- You may use your hypnotic gaze a number of times equal to your up to your Constitution modifier before requiring a short rest to recharge.
- You may use hypnotic gaze an additional time before requiring a short rest for each additional feat you have taken with the prerequisite kraidyl.

PATIENT PREDATOR

Prerequisites: Kraidyl

You are learned in the ways of hunting dangerous prey. You gain the following benefits:

- You can try to hide when you are lightly obscured from the creature from which you are hiding.
- You gain proficiency in two skills of your choice from the following list: Strength (Athletics), Dexterity (Acrobatics), Dexterity (Stealth), Intelligence (Nature), Wisdom (Survival), and Charisma (Deception).

KRAIDYL DECOY

Price: 88 gp; **Weight:** 4 lbs.

This simple piece of soggy fantafungus or dead wood is carefully crafted so it fits easily over a kraidyl's head but allows it a small range of vision. While in standing water that could grant it the benefits of being in a lightly obscured area, a creature can use a kraidyl decoy to hide in plain sight with their face just barely above the water, granting the wearer the benefits of being treated as though the creature were in a heavily obscured area. In order to get the benefits of a kraidyl decoy, a wearer that cannot stand in the water must succeed on a Strength (Athletics) check against DC 20 to swim sufficiently smoothly to not arouse undue suspicion and gain the item's benefits.

KRAIDYL HELMET

Price: 50 lbs. + special material; **Weight:** 3 lbs.

Kraidyl relish the feeling of ripping foes apart with their jaws—but unfortunately, there are creatures that are resistant to being chewed into itty-bitty pieces. This savage cap of leather may not be much of a helmet, but its straps on the snout can be fitted with “teeth” of different materials, allowing for the proper “eating your enemies” experience. Kraidyl helmets are treated as weapons, not as armor, for the purpose of which special materials (like silver, mithral, adamantine, cold iron...) can be applied to them. They never gain the benefits of armor made from the material. They convey their special material’s benefits to the kraidyl’s bite attack.



KRAIDYL WAR-BANNER

Price: 180 gp; **Weight:** 14 lbs.

This is little more than a sturdy pole (typically made from fantafungi or bone) with a large cross at its top that bears the grisly remains of a kraidyl’s fallen foes. When correctly fashioned, however, the arrangement of these barbaric trophies becomes disturbing to look upon, granting its bearer proficiency with Charisma (Intimidation) checks made against non-dødelig and non-dvergr underworld dwellers. Dødelig are simply too carefree and dvergr too stoic. The haft of a kraidyl war-banner can be made into a spear, but attacks with it suffer from disadvantage. Crafting a properly fear-inducing kraidyl war-banner requires a DC 18 Intelligence (Religion) check.

SEVERING MAW TRAP

Mechanical trap

This primitive device is as simple as it is insidious and deadly. Unlike a bear trap, a maw trap is designed to outright kill whatever happens upon it, severing whatever limb is caught within. The DC to spot most severing maw traps is 15. A successful DC 15 Dexterity check using thieves’ tools can trigger the severing maw harmlessly. A character without thieves’ tools can attempt this check with disadvantage using any weapon or tool that is at least 3 foot long. On a failed check, the trap triggers.

Upon triggering the trap, it makes a melee attack with a +13 bonus. The target hit takes 15 (2d8+6) points of piercing damage and scores a critical hit on a roll of 17 or higher. Creatures hit are restrained until their limb has been freed from the trap. The teeth of countless

creatures (and often the jaws of kraidyl) are used with numerous tendons to create a powerful spring anchored into the ground with wedges of bone. Prying open the jaws or pulling the bones from the ground requires a DC 15 Strength check, as many of the tendons snap apart when the maw trap strikes. On a critical hit, the trap severs the limb if the target fails a Constitution saving throw against DC 15. A limb thus severed can be reattached if the creature receives a DC 18 Wisdom (Medicine) check and a *cure* spell or similar magic within a number of rounds equal to its Constitution modifier (minimum 2 rounds). Targets that had their limb severed are obviously not restrained, but short of one limb and still need to open the trap to extract the limb and reattach it.

KRAIDYL MAGIC ITEMS

BLASPHEMOUS EFFIGY

Wondrous Item, very rare (requires attunement)
This twisted icon of bone slowly stretches and transforms, emulating true holy symbols in aberrant parodies that pulse with tangible malevolence. Divine spellcasters that do not worship Leahcim (the trickster deity) or closely follow the beliefs of the kraidyl “religion” (see page 133) are repulsed by the very existence of *blasphemouseffigies*. When presented like a holy symbol, any other, non-kraidyl devout creatures within 60 feet must make a Wisdom saving throw (DC = 8 + the bearer’s proficiency bonus + bearer’s Charisma modifier) or spend an action on their next turn presenting their holy symbol and reciting appeasing prayers to their deities. A given creature can only be affected once in 24 hours by a given *blasphemous effigy*.

INSIDIOUS INCISORS

Wondrous Item, rare (requires attunement)

These wicked pieces of ebony bone are as hard as steel and twice as sharp. Though they fit into a kraidyl's mouth without causing injury, most creatures cannot use *insidious incisors*. In the snouted mouth of a kraidyl, *insidious incisors* infuse the kraidyl's bite with dread power, inflicting an extra +1d6 necrotic damage.

KRAIDYL SLAYING SWORD

Weapon (any sword), very rare (requires attunement)

Shards of sharp obsidian jut out of this burnished plank of wood, forming a primitive, jagged sword that radiates malevolence. You gain a +1 bonus to attack and damage rolls with this magic weapon and score a critical hit on an attack roll of 19 and 20. Usually fashioned as *terbutje*, *kraidyl slaying swords* are often found in the hands of alpha female kraidyl that have assumed positions of power in Underworld bayous, bogs, marshes, or swamps. When you score a critical hit with a *kraidyl slaying sword*, one of the weapon's obsidian shards breaks off in the creature it strikes dealing an additional +1d8 points of piercing damage and 2 points of poison damage, and the target is subjected to the poisoned condition on a failed Constitution saving throw against DC 17. In the hands of a kraidyl, this poison damage is doubled. There are a total of 11 obsidian shards on a newly made *kraidyl slaying sword* (10 shards on the sides and 1 at the tip). The shard at the tip is particularly lethal and deals +3d8 points of piercing damage and 6 points of poison damage upon breaking off instead, but once it breaks off, the *kraidyl slaying sword* loses all abilities except the +1 to attack and damage rolls and changes its damage type to bludgeoning. Roll 2d6–1 to determine which chip has broken off in the wound.

PREDATOR'S LENSES

Wondrous Item, rare (requires attunement)

These crimson lenses glint with a primal hunger that sends a chill down the spine. When worn by a creature with darkvision, *predator's lenses* increase the range of their darkvision by 60 feet. A kraidyl who wears these lenses gains one additional use per day of their hypnotic gaze ability before requiring a short or long rest to recharge.

KRAIDYL SPELLS

The following spells are available to kraidyl spellcasters at the GM's discretion.

The following three spells are particularly suitable for kraidyl rangers and similar more martially inclined characters with access to spells:

ANCESTRAL NEMESSES

1st-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (piece of a colliatur or draaki corpse)

Duration: Concentration, up to 1 hour

You choose one of your race's ancestral enemies, either the colliatur or the draaki. Until the spell ends, you deal an extra +1d6 damage to the chosen race whenever you hit a member of it with a weapon attack. Additionally, this spell attunes you to the habits of your race's foes, granting you advantage on Wisdom (Perception) checks made against the chosen race.

At Higher Levels. When you cast this spell using a spell slot of 3rd level, you can maintain your concentration on this spell up to 8 hours. When you cast this spell using a spell slot of 4th level or higher, you apply the benefits of the spell to both draaki and colliatur—you do not need to select one race. When you cast this spell using a 5th level or higher spell slot, you can maintain your concentration on this spell up to 24 hours.

AQUATIC STEALTH

1st-level illusion

Casting Time: 1 action

Range: Touch

Components: V, S, M (auditory gland of a vestraadi)

Duration: Concentration, up to 1 hour.

As part of the casting of this spell, you touch a creature. The creature touched gains immunity to both blindsense and blindsight while underwater—it becomes invisible to both. This does not grant bonuses or invisibility from any other senses (such as auditory, sight, or smell) and the enchanted creature may still be detected. The unique sonar ability of vestraadi does not work against a creature under the effects of *aquatic stealth*.

At Higher Levels. When you cast this spell using a spell slot of 2nd level, you can maintain your concentration on this spell up to 8 hours. When you cast this spell using a spell slot of 3rd level or higher, you can maintain your concentration on this spell up to 24 hours. Additionally, when you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

SATE THE HUNGER

1st-level necromancy

Casting Time: 1 reaction, which you take when you reduce a creature with your bite to 0 hit points.

Components: S

Range: 60 feet

Duration: Concentration, up to 1 minute

This spell can only be cast as you reduce a creature to 0 hit points or less with your bite. The creature that took damage as part of this spell's casting immediately dies as the bones in your jaws distend and disjoint, and in one gloriously bloody moment, you swallow the dead creature whole with a sickening crunch. You gain a pool of profane points equal to the creature's challenge, which you can spend in the following ways as part of making a melee attack:

Blessing of the Dark. You can expend 1 profane point to change the damage your bite inflicts to necrotic damage for 1 round.

Protected from the Light. You can expend 2 profane points to lose your radiant vulnerability for the duration of this spell.

Unmatched Savagery. You can expend 3 profane points when you roll your bite's damage dice to reroll them and use either total.

Any unused profane points that remain at the end of the spell are lost. A given kraidyl can only benefit once from this spell in any given 24-hour period.

The following spell is appropriate for kraidyl clerics, druids, sorcerers, warlocks and wizards.

GAZE OF NOTHINGNESS

5th-level transmutation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (pebble-sized chunk of the Dracoprime)

Duration: Concentration, up to 1 minute (see text)
You tap into the decrepit force of entropic death that fuels the kraidyl race and stoke the unholy fires that

power your hypnotic gaze, turning it into a baleful stare that can incite creatures to renounce their beliefs—or worse. Upon casting this spell and for each round beyond the first that you maintain it, you also expend a use of your hypnotic gaze ability. The spell's effects supersede those granted by your hypnotic gaze while it persists. If you no longer have uses of your hypnotic gaze ability left, the spell ends, but not its effects (see below). Each round, make a ranged spell attack against a target in range as you focus your dire gaze on the hapless victims. On a hit, you may choose one of the following effects:

Debase. The creature is affected as though targeted by *bestow curse*, but suffers disadvantage on the saving throw. A creature may only be affected in this way by one *gaze of nothingness* at a time. A *remove curse* spell ends this effect. This effect has a duration of 8 hours.

Renounce. The creature makes a Wisdom saving throw or audibly cries out against their faith, insulting the god(s) they worship with blasphemies. Divine spellcasters (like clerics and paladins) have advantage on this saving throw, but on a failure lose access to their spellcasting, supernatural, and spell-like abilities for 1d4+2 rounds. Failing this save by 5 or more increases the duration to 2d4+2 rounds, and failure by 10 or more may leave the creature with more significant repercussions, subject to a GM's approval.

Unmake. There is no immediate effect. The target makes its Wisdom saving throw in the middle of its rest the next time it takes a short or long rest. On a failure, the creature sleepwalks, gaining darkvision 60 ft. and makes Dexterity (Stealth) checks at an advantage, attempting to attack allies before ultimately killing itself. Each time the enchanted creature proceeds to attack a target while sleepwalking, it receives a Wisdom saving throw to wake up, though for each failed saving throw, the DC to wake up increases by +1.

At Higher Levels. If you cast this spell using a spell slot of 6th level or higher, you get one free round of effects per spell slot used above 5th. During such a round you do not need to expend a use of your hypnotic gaze ability. A *gaze of nothingness* cast via a 7th level spell slot would, for example cost no uses of hypnotic gaze on the second and third round of its duration.

SVIRFNEBLIN

Undergnomes, most commonly known as svirfneblin, are greatly misunderstood by the other races of Avenyr, just as their ancestors were once ostracized by their kin on the surface. Still, they maintain the same tight-knit sense of familial duty. While they dabble in mining, the svirfneblin are as adept at engineering as regular gnomes, and have even learned how to incorporate arcane magics into their clockwork creations. Their undeniable talent with mechanical devices, however, makes them extremely ambitious in their designs, often leading to disastrous consequences.

HISTORY

The ingenious dark gnomes were not originally natives to the Underworld, and are instead children of the Elemental Plane of Earth. After a few generations, the svirfneblin found the few pockets of livable territory far too confining for their numbers. Scouts of the Svirf clan took to a newly appearing orange passageway—an Amber Road.

Following the interplanar pathway, the gnomes from the Elemental Plane of Earth came upon a realm ruled over by ingenious gnomes mastering clockwork devices. Welcomed as kin, their mastery of magic was impressive and became a valued asset among the different but affable gnomes of the surface world. Working the arcane into these newfound mechanical wonders, the master tinkerers and mages—the descendants of the Svirf clan—took their experimentations too far.


It was never the intention of the Svirf clan to access energies beyond their control—the calamity that struck during The Great Schism could possibly have been contained given their augmented automated devices, but the release of the Dracoprime's energies reached even as far as their continent, exacerbating a situation that was already spiraling out of control. Details of the event remain sketchy, but something went horrendously wrong during a quasi-magical scientific experiment, and the ensuing explosion vaporized hundreds of gnomes, maiming or wounding thousands more.



While they pleaded a fine case, the Svirf were still banished from the continent, and the use of magic to augment mechanical devices was banned for centuries. Their fellows did not care where the “svirfneblin” went, simply that they did not ever return. Using quasi-magical mechanical attenuators and spectrometers, the exiled gnomes returned to the Amber Roads.

The Svirf clan took to the mystical byways with ease, leading the rest of their folk—now known as svirfneblin across the lands—but their esteemed scientists recognized quickly (with the use of mechanical devices) that anyone who spent too much time within the enchanted tunnels would be forever changed by them. After the debacle which saw them all exiled, they agreed to each settle in a different part of the Underworld, spreading themselves far and wide in the centuries following The Great Schism.

Isolated and uninhibited, the cleverly hidden enclaves of svirfneblin prospered in the Underworld, seeing their sciences advance in leaps and bounds matched only by their increased understanding of magic. For a long while, all was well with the slowly-changing undergnomes, until the first clan's ambition once again outgrew their sense.



Frustrated with containment in the dangerous Underworld, High King of the First Clan Galdross Svirf devised a means to greatly mitigate his people's exposure to the magical energies that suffuse the Amber Roads. Using the wealth amassed by his enclave, the High Kin developed a massive enchanted machine called the *Svirfdozer*, a capsule that could not only burrow through earth, but replicate the material of the Amber Road, allowing the svirfneblin to craft their own transitways across the Underworld.

At first nothing seemed awry and the svirfneblin let out a collective sigh of relief, enjoying their new means to pave safe paths across the endless caves by connecting the many isolated settlements established centuries before. *Svirfdozers* became more and more common, quickly adopted by each of the enclaves and used to great effect beneath the surface of Aventyr, all of the settlements gradually becoming more dependent on one another. It was not long, however, until the doings of other races would see calamity fall upon the svirfneblin.

The colloid's momentous arrival in the First Hive sent both seismic and ethereal shockwaves throughout the Underworld, rocking some settlements to their cores. The delicate, intricate latticework of Amber Roads connecting the numerous svirfneblin enclaves was shattered like glass when the alien entity landed. Once more, the undergnomes found themselves cut off from their kin by the lethal, endless caves of Aventyr.

The self-reliance they had been lulled away from was difficult to re-attain, but the svirfneblin are wiser and more loyal to one another than ever before. They still pursue the synthesis of the magical and mechanical, toiling (rather inefficiently, dwarves are quick to point out) in the Underworld for ever more ore to craft into tools, though now they have taken a mindset of adaptation, enhancing and incorporating the world around them into their society.

PHYSICAL DESCRIPTION

Svirfneblin look very much like gnomes, save that many have stark white hair and all of them have dusky, dark skin that blends in easily with the caves of the Underworld. They favor light armors and almost always have a set of tools about their person, if not an odd-looking device or two as well.

SOCIETY

The undergnomes are very polite, amicable people, but most outsiders fail to understand their esoteric, extremely rational approach to problem solving and life. The pursuit of science and magic are penultimate, only in the shadow of loyalty to kin. Svirfneblin are woe to betray another of their kind, and are revolted by the very thought of doing so to a direct relative. Their settlements run efficiently, using magically augmented mechanical devices throughout to create wondrous cities filled with clockwork amenities.

RELATIONS

Svirfneblin are often mischaracterized as cold, calculating and pessimistic—in truth, they are thoughtfully efficient, comprehensive thinkers, and pragmatic, often determining what to do by weighing the probabilities of success or failure. Their aloofness makes it difficult to establish a true bond of trust with an undergnome but those that do find an extremely resourceful, productive companion of unwavering loyalty.

ALIGNMENT AND RELIGION

Svirfneblin are typically of a good alignment but not exclusively so; their positive morality is a societal trait and not a racial compulsion. They sometimes pay homage to Nearru but for the most part, svirfneblin don't much care for the gods. Little attention has been paid or given to the undergnomes by the deities, and with their penchant for overwhelming self-confidence, it should be no surprise that most svirfneblin worship science over faith.

ADVENTURERS

While they aren't keen on leaving their kin, many svirfneblin find themselves exiled from their home enclave. Overly ambitious students that let experiments get out of control receive periods of banishment for punishment, though they typically survive the enduring trial (thanks to allies that refuse to leave their side) and are the better for it. When a posse of svirfneblin finds a foe too powerful to defeat or hide from, however, surviving undergnomes attach themselves to the most likely means of continuing their existence, which has led to many of the subterranean gnomes achieving great glory in the endless caves of the Underworld.

NAMES

Male Names: Bezkyzan, Dryleno, Haszinzk, Mynakysk, Plykk, Tzenri

Female Names: Cyzil, Ellyaz, Fyllyz, Naztali, Ryllzi, Zessyssi

SVIRFNEBLIN ENCLAVES

While svirfneblin enclaves are by and large liberal lovers of culture and knowledge, the steep bent towards a logical existence (a harsh lesson learned twice already) can sometimes lead a city of under gnomes into totalitarianism—rarely of the sort friendly to travelers. The signs are there for those with an eye to see them, however, and an Intelligence (investigation) check (DC 20) tells explorers whether or not they should seek cover or comfort in a svirfneblin enclave.

SVIRFNEBLIN TRAITS

Like their kin on the surface, svirfneblin are prodigious craftsmen and engineers and while you and your kin aren't widely known to upperworlders, you are still gnomes. You have the standard gnome traits. In addition, you have the following svirfneblin subrace traits.

Ability Score Increase. Your Charisma or Wisdom score increase by 1.

Superior Darkvision. Your darkvision has a radius of 120 ft.

Mechanowonder. You hail from a culture that blends technology and magic, and thus you may use

Intelligence (Arcana) in place of other skill checks to determine the function of obscure pieces of technology and/or activate them.

Sunlight Sensitivity. Whenever you are in direct sunlight, you have disadvantage on all checks that rely on sight including attack rolls and Wisdom (Perception) checks.

Tool Proficiency. Select one artisan tool. You are proficient with that tool.

SVIRF SLUGS

With the troubles of *Svirfdozers* indelibly marking the history of svirfneblin, there is a sensible aversion to the creation and use of mechanical vehicles. After the fall of the last network of Amber Roads during the Confluence, most undergnomes have taken to adapting the Underworld to their advantage and developed a pervading fondness for riding slugs. Virtually every svirfneblin enclave, regardless of its technological prowess, boasts stables and pens of mollusk mounts for traversing the endless caves of Aventyr. The two most common breeds are the riding slugs and the rare, ill-tempered siege slugs. Svirfneblin Beast masters may select svirf riding slugs as their ranger's companion. See the underworld bestiary for stats for svirf slugs.

GEMCASTER

Gemcasters are a rare breed who have learned to harness the inherent power of gemstones. These energies are remnants of the yearly ritual known as the Shedding, a time when the magi of Timaeus celebrate the start of a new Shard Year. The residents of the Underworld know nothing of the annual ritual, and who knows what would happen if the gemcasters of the Underworld gained direct access to the pentagram and the crystal shards of Timaeus.

A drow crushes a gem between his nimble fingers as he speaks the arcane words to cast a *fireball*. His opponent, a human wizard, trusts in his enchanted cloak to defend him from the blast, but the explosion of ice permanently captures the expression of shock on his face.

The laughter of the orc is cut short, when the undergnome lifts up his glittering, jewel-encrusted blade and strikes. Rather than the scratch the orc was expecting, the blade slashes through reality itself, and the powerful orc finds itself burning alive on the Elemental Plane of Fire.

Each of these gemcasters has mastered a different facet of gem magic. They have studied the secrets of precious stones and use them to amplify the effects of their spells. For gemcasters, precious stones are not baubles to hoarded or sold. They are spell components that refract, diffuse, and enhance their magic. Foolish surface dwellers see only the value of the stones in gold pieces, but the dwellers of the Aventyr's Underworld know that these stones contain near limitless power in the hands of a skilled gemcaster.

THE FACETS OF THE GEM

Like sorcerers, gemcasters do not need spellbooks to cast their spells. Instead they draw their power from the strange energies of the Underworld. Because of the cost associated with becoming a gemcaster, few are wealthy enough to harness these skills. Most gemcasters become adventurers to earn or take the necessary gold to pursue their studies. What other profession offers the opportunity to divvy up a dragon's horde of gems?

CREATING A GEMCASTER

When creating a gemcaster character, consider how your power first manifested. Talk with your GM about how your character mastered the skills of a gemcaster. Did a mentor teach her how to exploit the inherent power of gems? Or, did your character learn the secrets of gem magic through trial and error? Because gemcasters require polished stones for their magic, most come from the large cities of the Underworld where stones are easier to acquire – whether stolen or purchased. Others may travel the tunnels of the Underworld finding and polishing their own gemstones. Nevertheless, a gemcaster requires a ready access to a variety of cut stones, and the source of those stones should play an important role in a gemcaster's tutelage.

Why did you leave behind your life to begin adventuring? Were you looking to explore the Underworld? Did some calamity or misfortune drive you from your home? Gemcasting is not a cheap profession, do you need to acquire more gold to further your study of the art? Did you join a mercenary band to earn honor and glory? Perhaps you just wanted to prove that gemcasting was the superior art and put those long-bearded wizards in their place.

QUICK BUILD

You can make a gemcaster quickly by following these suggestions. First put your highest ability score in Charisma followed by Constitution. Second, choose the miner background. Third, choose the *firebolt*, *mage hand*, and *prestidigitation* cantrips, along with the 1st-level spells *mage armor* and *sleep*.

CLASS FEATURES

As a gemcaster, you gain the following features:

HIT POINTS

Hit Dice: 1d6 per gemcaster level

Hit Points at 1st Level: 6 + your Constitution Modifier

Hit Points at Higher Levels: 1d6 (or 4) + your Constitution Modifier per gemcaster level after 1st.

PROFICIENCIES

Armor: None

Weapons: Daggers, darts, light hammer, quarterstaves, hand crossbows

Tools: Jeweler's tools

Saving Throws: Wisdom, Charisma

Skills: Choose two from Arcana, Investigation, Insight, Nature, Perception, and Persuasion.

EQUIPMENT

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

- **(a)** a hand crossbow and 20 bolts or **(b)** any simple weapon
- **(a)** a component pouch or **(b)** arcane focus
- **(a)** a dungeoneer's pack or **(b)** an explorer's pack
- **(a)** a jeweler's kit

SPELLCASTING

You have studied the special qualities of gems and learned to incorporate into your natural spellcasting abilities.

CANTRIPS

At 1st level, you know four cantrips of your choice from the gemcaster spell list. You learn additional gemcaster cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Gemcaster table.

THE GEMCASTER

Level	Proficiency Bonus	Features	Cantrips Known	Spells Known	Spell Slots per Spell Level									
					1	2	3	4	5	6	7	8	9	
1st	+2	Spellcasting, Appraisal	4	2	2	–	–	–	–	–	–	–	–	–
2nd	+2	Gem Transmutation, Topaz Gem Magic	4	3	3	–	–	–	–	–	–	–	–	–
3rd	+2	Gemcaster Facet	4	4	4	2	–	–	–	–	–	–	–	–
4th	+2	Ability Score Improvement	5	5	4	3	–	–	–	–	–	–	–	–
5th	+3	Semi-Precious Stone	5	6	4	3	2	–	–	–	–	–	–	–
6th	+3	Gemcaster Facet Feature, Amethyst Gem Magic	5	7	4	3	3	–	–	–	–	–	–	–
7th	+3	—	5	8	4	3	3	1	–	–	–	–	–	–
8th	+3	Ability Score Improvement	5	9	4	3	3	2	–	–	–	–	–	–
9th	+4	—	5	10	4	3	3	3	1	–	–	–	–	–
10th	+4	Semi-Precious Stone	6	11	4	3	3	3	2	–	–	–	–	–
11th	+4	Emerald Gem Magic	6	12	4	3	3	3	2	1	–	–	–	–
12th	+4	Ability Score Improvement	6	12	4	3	3	3	2	1	–	–	–	–
13th	+5	Gemcaster Facet Feature	6	13	4	3	3	3	2	1	1	–	–	–
14th	+5	Diamond Gem Magic	6	14	4	3	3	3	2	1	1	–	–	–
15th	+5	—	6	14	4	3	3	3	2	1	1	1	–	–
16th	+5	Ability Score Improvement	6	15	4	3	3	3	2	1	1	1	–	–
17th	+6	Semi-Precious Stone	6	15	4	3	3	3	2	1	1	1	1	–
18th	+6	Gemcaster Facet Feature	6	15	4	3	3	3	3	1	1	1	1	–
19th	+6	Ability Score Improvement	6	15	4	3	3	3	3	2	1	1	1	–
20th	+6	Exquisite Gem Magic	6	15	4	3	3	3	3	2	2	1	1	–

SPELL SLOTS

The Gemcaster table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these gemcaster spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest. For example, if you know the 1st-level spell *burning hands* and have a 1st-level and a 2nd-level spell slot available, you can cast *burning hands* using either slot.

SPELLS KNOWN OF 1ST LEVEL AND HIGHER

You know two 1st-level spells of your choice from the gemcaster spell list. The Spells Known column of the Gemcaster table shows when you learn more gemcaster spells of your choice. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 3rd level in this class, you can learn one new spell of 1st or 2nd level. Additionally, when you gain a level in this class, you can choose one of the gemcaster spells you know and replace it with another spell from the gemcaster spell list, which also must be of a level for which you have spell slots.

SPELLCASTING ABILITY

Charisma is your spellcasting ability for your gemcaster spells, since the power of your magic relies on your ability to project your will and focus it into your gems. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a gemcaster spell you cast and when making an attack roll with one.

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

Spell attack modifier = your proficiency bonus + your Charisma modifier

SPELLCASTING FOCUS

You can use an arcane focus as a spellcasting focus for your gemcaster spells.

GEMCASTER SPELLS

Gemcasters select their spells from the Gemcaster spell list.

APPRAISAL

Beginning at 1st level, you can accurately determine the value of any gemstone that you have the opportunity to study for at least one minute. This feature also allows you to determine if a gemstone is real or a fake. You do not require a magnifying glass for this appraisal. You have advantage on Wisdom (Perception) checks to notice well-hidden, small details in objects, provided you can study them for at least one minute.

GEM TRANSMUTATION

At 2nd level you may transmute one or more cut gems of one type and value into any number of gems of a different type, so long as the total value of the gems remains the same. This process requires 10 minutes of uninterrupted concentration. For example, you may transmute 5 emeralds worth 10 gp each into a single emerald worth 50 gp or 2 diamonds worth 25 gp each. You must complete a short rest before you can use this feature again.

TOPAZ GEM MAGIC

Beginning at 3rd level, you can create a topaz that you may use to enhance the power of one of your spells. You spend one hour to focus your magical energies into a topaz worth at least 150 gp.

As a bonus action when you cast a spell, you may use the specially prepared topaz as part of the material components required to cast the spell to cast the spell as through you had cast the spell in a spell slot one level higher. You may only have one topaz prepared this way at a time. Once you use this topaz you may not use it again until you have completed a short or long rest. You may only supplement a spell you cast with one of your gem magic features.

GEMCASTER FACET

When you reach 3rd level, you choose which facet of the gemcaster that best defines how you practice the magical abilities granted to you.

Your choice grants you new features at 3rd level and again at 9th, 14th, and 18th level.

SEMI-PRECIOUS STONES

At 5th level, you gain the ability to create a semiprecious stone that changes the damage type of your spells. You gain two of the following stones of your choice. You may use your gem transmutation feature to change gems into the semi-precious stones you have chosen. You gain another one at 10th level, and 17th level. Using one of these semi-precious stones while casting a spell not only changes the damage type but also the visual effects of the spell. You may only supplement a spell you cast with one of your gem magic features.

AMBER

You can create a piece of amber that you may use to change the damage type of any spell to poison damage. You spend one hour and focus your magical energies into a piece of amber worth at least 50 gp.

As a bonus action when you cast a spell, you may use the specially prepared piece of amber as an additional material component to change the type of damage from spell's normal damage type to poison. A spell thus modified does not induce the poisoned condition. Using the piece of amber in this manner does not destroy the gem.

CRYSTAL QUARTZ

You can create a crystal quartz that you may use to change the damage type of any spell to radiant damage. You spend one hour and focus your magical energies into a crystal quartz worth at least 75 gp.

As a bonus action when you cast a spell, you may use the specially prepared crystal quartz as an additional material component to change the type of damage from spell's normal damage type to radiant damage. Using the crystal quartz in this manner does not destroy the gem.

OBSIDIAN SHARD

You can create a specially prepared obsidian shard that you may use to change the damage type of any spell to fire damage. You spend one hour and focus your magical energies into an obsidian shard worth at least 25 gp.

As a bonus action when you cast a spell, you may use the specially prepared obsidian as an additional material component to change the type of damage from spell's normal damage type to fire. Using the obsidian shard in this manner does not destroy the gem.

ONYX

You can create a onyx that you may use to change the damage type of any spell to necrotic damage. You spend one hour and focus your magical energies into an onyx worth at least 50 gp.

As a bonus action when you cast a spell, you may use the specially prepared onyx as an additional material component to change the type of damage from spell's normal damage type to necrotic. Using the onyx in this manner does not destroy the gem.

PEARL

You can create a pearl that you may use to change the damage type of any spell to cold damage. You spend one hour and focus your magical energies into an onyx worth at least 25 gp.

As a bonus action when you cast a spell, you may use the specially prepared pearl as an additional material component to change the type of damage from spell's normal damage type to cold. Using the pearl in this manner does not destroy the gem.

TURQUOISE

You can create a turquoise that you may use to change the damage type of any spell to acid damage. You spend one hour and focus your magical energies into a turquoise worth at least 50 gp.

As a bonus action when you cast a spell, you may use the specially prepared turquoise as an additional material component to change the type of damage from spell's normal damage type to acid. Using the turquoise in this manner does not destroy the gem.

AMETHYST GEM MAGIC

Beginning at 6th level, you can create an amethyst that you may use to cause a spell to target additional creatures. You spend one hour and one spell slot of 4th level or higher to invest your magical energies into an amethyst worth at least 100 gp.

As a bonus action when you cast a spell that targets a specific number of designated creatures or objects greater than 1, you may use the specially prepared amethyst as an additional material component to hit additional targets determined by the level of the spell slot used to create the diamond. If a 3rd level spell slot is used when the diamond is created, your spell may target one additional creature. If an 4th level spell slot is used when the amethyst is created your spell may target two additional creatures. If a 5th level spell slot is used when the amethyst is created, the spell may target three additional creatures.

The spell that you cast using the amethyst must not have a range of self and may not target an area instead of specific creatures.

You may only have one amethyst prepared this way at a time. Once you use this amethyst you may not use it again until you have completed a short or long rest. You may only supplement a spell you cast with one of your gem magic features.

EMERALD GEM MAGIC

Starting at 11th level, you can create an emerald that you may use to maximize the results of one of your spells. You spend one hour and one 5th level spell slot to focus your magical energies into an emerald worth at least 200 gp.

As a bonus action when you cast a spell, you may use the specially prepared emerald as an additional material

component to maximize all the random elements of the spell. This does not affect saving throws or opposed rolls. You may only have one emerald prepared this way at a time. Once you use this emerald you may not use it again until you have completed a short or long rest. You may only supplement a spell you cast with one of your gem magic features.

DIAMOND GEM MAGIC

Beginning at 14th level, your spells become nearly impossible to resist or avoid. When you cast a spell, you may expend 25 gp worth of diamond dust per spell level as an additional material component to add one of the following bonuses to the spell. You may increase the difficulty of the saving throws made to resist any spell you cast by 2 or you may add +2 to your spell attack bonus for the spell. At 18th level, saving throws made to resist spells you cast with diamond dust increase to 4 and the bonus to your spell attack bonus increases to +4. You may only apply one bonus to a spell cast, and you make the decision of which bonus to apply when you cast the spell. You may only supplement a spell you cast with one of your gem magic features.

EXQUISITE GEM MAGIC

Starting at 20th level, you may use more than one gem when casting a spell.

FACETS OF THE GEMCASTER

FACET OF THE FLAWLESS CASTER

SAPPHIRE GEM MAGIC

Beginning at 3rd level, you can invest a sapphire with a bit of magic that you can later use to cast a spell. You spend one hour to focus your magical energies into a sapphire worth at least 50 gp.

When you cast a spell, instead of using a spell slot, you may draw on the stored energies from this sapphire to cast the spell. The casting of the spell consumes the gem. At 3rd level, you may have only one sapphire prepared and it can only hold enough magical energy to cast a 2nd level spell, but as you level up, you may prepare more sapphires and invest them with the power to cast higher level spells. See the table below:

Level	Number of Sapphires	Highest Level Spell
3rd	1	2nd
7th	2	3rd
11th	3	4th
15th	4	5th

REFRACTION

Starting at 6th level, as a reaction to taking acid, fire, force, lightning, or radiant damage, you may spend a spell slot to absorb damage of one of these types or any combination thereof equal to 5 times the level of the spell slot spent.

GEM REUSE

Beginning at 13th level you may use any gem prepared as part of topaz gem magic, amethyst gem magic or emerald gem magic one additional time before you are required to complete a long or short rest.

DIFFUSION

Starting at 18th level, your counterspells are capable of reflecting your opponents' spells back at them. When you successfully counter a spell, you may expend a spell slot equal to the level of the spell that you are countering to turn the spell back on the original caster. You choose the new target of the spell as if you had originally cast the spell. Use your Spell Save DC and your spell attack modifier for the spell. If the spell has a range of self, you must choose yourself as the new target. If the spell affects an area, you choose the new point of origin and target area.

GEMBLADE FACET

NEW WEAPON PROFICIENCY

At 3rd level you may choose one melee weapon that has the slashing or piercing quality; you are now proficient with that weapon. This is your preferred weapon. You may also use this weapon as your arcane focus.

JADE GEM MAGIC

Beginning at 3rd level, you can invest power into a piece of jade so that it mirrors the effects of *mage armor*. You spend one day and invest your magical energies into a piece of jade worth at least 30 gp. So long as you carry the piece of jade around, you receive the benefits of the *mage armor* spell.

MODIFY WEAPON

Starting at 6th level, you gain the ability to modify your weapon by adding your previously created semi-precious stones into the hilt or on the blade of your preferred weapon. These semi-precious stones retain their ability to modify the damage type of your spells, but once placed in your preferred weapon they cause the weapon to do additional elemental damage based on the type of stone as shown in the chart below. At 10th level, you may add another semi-precious stone for a total of two and at 14th level you can add a third stone. The additional damage from these stones is cumulative. You may only add semi-precious stones that you have previously learned to enchant from the semi-precious stone feature.

Furthermore, you can also create up to three semi-precious stones of the same type. These semi-precious stones offer no additional benefit for your spellcasting, but you can use them to enhance your preferred weapon. At 14th level, for example, you could add 3 obsidian shards to your weapon so that it inflicts an additional +3d6 fire damage.

You may change out the semi-precious stones in your blade, but doing so requires one day of uninterrupted work per stone that you are exchanging.

Semi-Precious Stone	Damage
Amber	+1d6 poison damage
Crystal quartz	+1d6 force damage
Obsidian shard	+1d6 fire damage
Onyx	+1d6 necrotic damage
Pearl	+1d6 cold damage
Turquoise	+1d6 acid damage

EXTRA ATTACK

Starting at 13th level, you can attack twice instead of once, whenever you take the Attack action on your turn.

GLIMMER

Beginning at 18th level, you may, as a bonus action when casting spells or attacking, begin emitting a scintillating aura that is distracting to your enemies. For the next minute all attacks against you by sighted creatures not relying on blindsight to perceive you suffer disadvantage and all your attacks against such targets have advantage. You may end this ability at any time. Once you use this ability twice, you must complete a short rest before using it again.

GEMCASTER SPELL LIST

Cantrips (0 Level)

acid splash, chill touch, dancing lights, firebolt, light, mage hand, mending, message, minor illusion, prestidigitation, ray of frost, shocking grasp, true strike

1st Level

alarm, burning hands, charm person, color spray, comprehend languages, detect magic, disguise self, expeditious retreat, false life, feather fall, fog cloud, jump, mage armor, magic missile, purify food and drink, shield, silent image, sleep, thunderwave

2nd Level

alter self, blindness/deafness, blur, darkness, darkvision, detect thoughts, enhance ability, enlarge/reduce, gust of wind, heat metal, hold person, invisibility knock, levitate, mirror image, misty step, scorching ray, see invisibility, shatter, spider climb, suggestion, web

3rd Level

blink, clairvoyance, daylight, dispel magic, fear, fireball, fly, gaseous form, haste, hypnotic pattern, lightning bolt, meld into stone, major image, nondetection, protection from energy, slow stinking cloud, tiny hut, tongues, vampiric touch, water breathing, water walk

4th Level

banishment, blight, confusion, conjure minor elementals, dimension door, dominate beast, greater invisibility, ice storm, polymorph, private sanctum, stone shape, stoneskin, wall of fire

5th Level

animate objects, arcane hand, cloudkill, cone of cold, conjure elemental, dominate person, hold monster, insect plague, legend lore, pass wall, seeming, telekinesis, teleportation circle, wall of stone

6th Level

chain lightning, circle of death, disintegrate, eyebite, find the path, flesh to stone, globe of invulnerability, mass suggestion, move earth, true seeing

7th Level

delayed blast fireball, etherealness, fire storm, magnificent mansion, plane shift, prismatic spray, reverse gravity, teleport

8th Level

antimagic field, dominate monster, earthquake, feblemind, incendiary cloud, maze, power word stun

9th Level

gate, meteor swarm, power word kill, prismatic wall, time stop, wish

Gemcasters may, subject to GM discretion, gain access to other spells.

NEW BACKGROUND

MINER

You have spent most of your life excavating the minerals that allows civilization to thrive. Without your work and expertise, soldiers wouldn't have swords and the teamsters wouldn't have horse shoes. In the dim lights of tight tunnels, you might have mined iron, mithril, and gemstones, or you may have worked in the salt mines to provide flavor for the food of nobles.

More so than most, you are used to danger. You saw many of your friends crushed when the mines caved in. Sometimes you could hear them shouting for help, but by the time you could safely clear away the debris they had suffocated or starved. You've crawled out of the mines only to find greater dangers.

Skill Proficiencies: Investigation, Survival

Tool Proficiency: Mining Tools

Languages: Undercommon

Equipment: A set of common clothes, a light hammer, miner's tools, and 2 small topaz gems worth 10gp each.

FEATURE: UNDERGROUND NAVIGATION

You grew up digging tunnels, exploring caves, and learning the mysteries of the places. It is nearly impossible for you to get lost underground. You can naturally sense the slope of a cavern or mine shaft telling if it goes up or down. Your sense of smell is attuned to the smell of fresh or stagnant air. The twists and turns of underground passages cannot disorient you. While you may not always know exactly where you are, you can always find your way back.

SUGGESTED CHARACTERISTICS

Hard, pitiless work makes miners. While others studied in the safety of temples or academies, you were digging into the earth trying to earn the money needed to feed your family. Whatever events forced you to leave the mines behind, you'll always carry the hard lessons learned in mineshafts with you.

d8 Personality Trait

Working in the mines taught me one thing.

1 There's no place for slackers. Everyone has to do their part.

2 The solution to most problems is a strong arm, not tricks or magic.

3 Don't hurry. Bring in the timbers and prop up the shaft before you dig that next tunnel.

Danger is all around us. And when there's a cave

4 in, sometimes we don't have a choice but to let people die.

5 I'm a worker, not a thinker. I prefer to follow the orders of others who know how to lead.

6 The common people suffer so the rich have their luxuries. Maybe it's time to change that.

7 I've spent so much time underground that I have forgotten the niceties of life.

8 I left a poor miner, but I'll return with enough gold to buy every mine in the kingdom!

d6 Ideal

Companionship. No one has excavated a mine alone. Only by working together can we accomplish great things.

1 Patience. I don't get frustrated easily. I've dug enough mine shafts that led to nothing to know that not every attempt will lead to success.

2 Hard Work. I don't look for shortcuts. I do the job right the first time.

Never Quit. I've seen dwarven miners smash through the hardest stone. If they can do it, then so can I!

3 Sacrifice. Some must suffer so that others may thrive.

Improvement. The most beautiful diamonds

4 require the steady hand of a jeweler to make it shine.

d6 Bond

- 1 I will return to mines a hero and prove everyone wrong.
- 2 I've seen too many people die, and I won't let another companion die because of my inaction.
- 3 I will get revenge on the foreman who caused my brother's death!
- 4 I've seen horrors in the deep mines, and someone has to protect the rest of the world from them.
- 5 I have debts that I can never repay, but I'll do my best!
- 6 I will always stand against tyranny whether it's a slave trader or a king!

d6 Flaw

- 1 The desire to acquire more gold, more gems, and more wealth drives you to go further and dig deeper often without regard for the safety of yourself or others.
- 2 You saw something in the deep tunnels. Something terrible. You don't want to go back.
- 3 Tight places terrify you and nothing will ever convince you to go down into the mines again.
- 4 Life is hard, and if you can't keep up with me, you'll get left behind.
- 5 You are completely reckless. You might as well have fun before death comes knocking at your door.
- 6 You are far too curious for your own good and that's gotten you into trouble more often than you'd like to admit.

NEW ITEM

MINER'S TOOLS

Cost: 10 gp, **Weight:** 8 lbs

This pack contains the shovels, hammers, and picks needed to break through stone and reach veins of precious ore and gemstone. Proficiency with this kit allows you to add your proficiency bonus to any ability checks to break through earth or stone as well as to any check when trying to extract encased objects from earth, stone or similar hard surfaces sans breaking the object.

SVIRF SCIENTIST

(ROGUE ARCHETYPE)

Despite the tumultuous history your race has with technology, you carry on with inventing new devices, consequences be damned! Magic is of course the means to your scientific pursuits, but the attainment of knowledge about and mastery of the natural world is your ultimate goal. Let other mages use gems to control magic—your expertise lay in utilizing mechanical devices to similar ends with the hopes that someday you'll strike on a huge discovery, the kind that would ensure the prosperity of svirfneblin in Aventyr for ages to come.

IT'S SCIENCE!

Scientific Equipment. Starting at third level, your natural carrying capacity is considered to be halved (Your Strength score multiplied by 7. 5, rounded down) at all times as you are burdened with the evenly distributed weight of numerous hoses, levers, clamps, beakers, nozzles, cinches, wicks, flasks, gears, sprockets, widgets, and all other sorts of small mechanical devices. You are considered to be proficient with these gizmos and knickknacks, but suffer disadvantage when trying to use them to improvise a function (like a pump or similar devices). Your scientific equipment grants you your science dice. If you ever lose your scientific equipment, you cannot use any ability that uses science dice until you regain your scientific equipment. You can replenish it in one day of shopping, costing 5 gp x your HD.

Svirf Science. You learn three tricks of svirf science of your choice, which are detailed under "Svirf Science" below. Many types of svirf science enhance another action in some way. You can use only one svirf science trick per attack. You learn two additional svirf science tricks of your choice at 7th, 10th and 15th level. Each time you learn a new svirf science, you can also replace one svirf science you know with a different one. You are proficient with all types of svirf science you know.

Science Dice. You have four science dice, which are d8. A science die is expended when you use it. You regain all your expended science dice when you finish a short or long rest. You gain another science die at 7th level and 15th level.

Saving Throws. Some of your svirf science tricks require your target to make a saving throw to resist the svirf science's effects. The saving throw DC is calculated as follows:

Svirf Science DC = 8 + your proficiency bonus + your Dexterity or Intelligence modifier (your choice)

ACADEMIC FIELDWORKER

At 3rd level, you gain proficiency with 2 types of tools of your choice.

CHEMICAL STAMINA

At 9th level, your explorations have yielded a sufficient amount of odd samples, from strange rhizomes to troll's brains to allow you to create a unique, tailor-made diet of potions, draughts and pills that enhances your health and endurance. You may add your Intelligence modifier in place of your Constitution modifier to your hit point total at each level, as well as when expending Hit Dice to recover hit points. This effect is retroactive to 1st level.

MUTATION

At 13th level, you have ingested your fair share of strange substances and concoctions and have begun developing a latent mutation in your own body. You can use your action and expend one or more science die or dice to cause this mutation to trigger a combination of effects that combine *alter self*, *false life* and your choice of either *enhance ability's bear's endurance*, *bull's strength* or *cat's grace*, with the crucial difference that the mutation lasts for 1 hour and does not require concentration to maintain. Since the mutation is not a magical effect, it cannot be dispelled. The effects are at their minimum spell level, but for each science die beyond the first you use to activate this ability, you treat all of the effects as though you had cast them using one spell slot higher than their minimum. While you are subject to the mutation, you suffer disadvantage on all ability checks using two of your mental ability scores (Intelligence, Wisdom, Charisma) of your choice. You can only be affected by one mutation at any given time.

DEADLY MUTATION

At 17th level, your mutation capability is greatly enhanced. You choose two of the following *enhance ability* effects on each activation: *bear's endurance*, *bull's strength* or *cat's grace*. Additionally, you add

regeneration to the effects of your mutation and you only suffer disadvantage on all ability checks using one of your mental ability scores (Intelligence, Wisdom, Charisma) of your choice. Additionally, when you roll initiative and have no science dice remaining, you regain 1 science die.

SVIRF SCIENCE

The svirf science types are presented in alphabetical order.

Aggressive Pheromones. When you hit a creature with a weapon attack, you can expend one or more of your science die to trigger a small contraption containing a blending of rage inducing spores and irritants. You add the science die to the attack's damage roll. This additional damage is acid damage. The target must also make a Wisdom saving throw. On a failed save, the target is so utterly aggravated by your assault, it has disadvantage on all attack rolls against targets other than you until the end of your next turn.

Brain-in-a-Jar. You are rather eccentric, to say the least, having prepared for the ultimate eventuality. While you do look normal, you've had massive surgery done on your scarred head. As a reaction to dying due to hit point damage, you may expend any number of science dice. Roll the dice and multiply them with one another. If the total of the result of the multiplication exceeds the number of excess damage you have taken from the attack that has killed you, your head pops open as your brain-in-a-jar is propelled from your body, landing at a point you designate within 100 feet. The container with your brain has a damage threshold of 5 and 10 hit points and is studded with sensors that allow you to still see and hear, but has a speed of 0. The container can fire a limited array of *magic missiles*, one use of the spell per science die expended when firing your brain from your body. The effective spell slot used is also equal to the number of science dice expended—if you expend 3 science dice, for example, the *magic missile* would behave as if cast as a third level spell. As long as your body has not been utterly destroyed (such as via immersion in lava or *disintegrate*), a Wisdom (Medicine) check against DC 20 allows an ally to stitch your body back together again and reinsert your brain-in-a-jar. On a failure, your body requires *raise dead* to become inhabitable again, but only requires half the cost in material components (a diamond worth 250 gp). However, unlike regular uses of *raise dead*, for as long

as your brain-in-a-jar is not destroyed, you do not take the penalties associated with returning from the dead.

Cognatogen Mutation. You have ingested your fair share of strange substances and concoctions and have begun developing a psychotropic variant of your mutations. You can use your action and expend one or more science die to trigger this mutation to trigger a combination of effects that combine *alter self, false life* and your choice of either *enhance ability's eagle's splendor, fox's cunning or owl's wisdom*, with the crucial difference that the cognatogen mutation lasts for 1 hour and does not require concentration to maintain. Since the cognatogen mutation is not a magical effect, it cannot be dispelled. The effects are at their minimum spell level, but for each science die beyond the first you use to activate this ability, you treat all of the effects as though you had cast them using one spell slot higher than their minimum. While you are subject to the mutation, you suffer disadvantage on all ability checks using one of your physical ability scores (Strength, Dexterity, Constitution) of your choice. You can only be affected by one mutation at any given time. You must be 15th level to take this svirf science.

Combat HUD. When you take the Attack or Move action on your turn, you can forgo one of your attacks and use a bonus action to flap down your stylish combat HUD to predict the actions of a creature you can clearly see, while also directing your allies to strike. When you do so, choose a friendly creature who can see or hear you and expend one science die. That creature can immediately use its reaction to make one weapon attack against an enemy you can see, adding the science die to the attack's damage roll.

Counterspell Vacuum. Whenever you witness a spell being cast that has you as its direct target, as one of the targets or that includes you among the creatures in the spell's area of effect, you may use your reaction to draw forth the equivalent of a powerful, unreliable magic vacuum cleaner that looks disturbingly like a metal proboscis. You expend any number of science dice. Roll each of the dice. If one of the rolls exceeds the spell level of the spell that prompted your reaction, you instead suck it into your counterspell vacuum, negating its effects entirely. For example, if you expend two science dice to try to counter a level 6 spell and roll a 4 and a 6, you cannot absorb the spell. If your science dice fail to exceed the spell's level, its effects are resolved normally.

Dampening Field. You have installed a field of unreliable force on your person. When another creature damages you with a melee or ranged attack, you can use your reaction and expend one roll of your science dice to reduce the damage you take by the number you roll on your science die + either your Dexterity or Intelligence modifier (your choice).

Discoball of Doom. You have developed a scintillating, mirrored ball of glass and light that you can throw by foregoing an attack when you take the Attack or by foregoing a Move action on your turn. You expend one science die as you charge the discoball of doom and throw it at your target. The discoball of doom is treated as a dart that deals bludgeoning damage, but upon impact, it erupts in a glorious cascade of stroboscope effects and colorful light. The target and all creatures within 10 feet of it must make a Dexterity or Constitution (creature's choice) saving throw or the next melee attack against them, provided it is executed within 1 round after throwing the discoball of doom, gains advantage. Discoballs of Doom generate light and thus trigger both light blindness and light sensitivity.

Energy Damper. You have developed a powerful dampening field you can use to mitigate some types of lethal energy. As a reaction to being targeted by an attack, spell or effect that deals acid, cold, fire, lightning or thunder damage, you may expend one science die to gain resistance against the triggering energy type for the purpose of resolving this attack.

Escape Hologram. You have mastered a weird little device that generates a flickering image of you in your space that distracts enemies, allowing you to concentrate fully on running away. You may expend one science die when taking the Disengage action to also gain the benefits of the Dash action.

Extending Attack. You have a stretching mechanism attached to your weapons. When you make a melee weapon attack on your turn, you may expend one superiority die to increase your reach for that attack by 15 feet. You suffer disadvantage on this attack, but you add your science die to the attack's damage roll.

Kinetic Dampener. You have strapped a strange kind of dynamo to your feet, one that powers a small generator that can deflect attacks. When you move, you can expend one science die, rolling the die and adding the number rolled to your AC against attacks while you are moving.

Magnets. When you take the Attack or Move action on your turn, you can forgo one of your attacks or

movement and use a bonus action to expend a science die to draw forth a comically huge magnet. Make either a melee or ranged attack against a creature up to 60 feet away, adding your science die to the attack's attack roll. If you hit, the target takes no damage, but must make a Strength saving throw at disadvantage. On a failed save, it drops a metal object you choose that is then propelled at high velocity up to 100 feet towards your magnet, landing either in your hands or at your feet, your choice. Alternatively, you may target a creature wearing metal armor. If the target creature is Large or smaller, it must make a Strength saving throw. On a failed save, you can drag the target up to 15 feet towards you.

Slug-boots. You have mastered an almost frictionless formula for svirf slug slime. When you take a Move action, you may expend one science die to coat your boots in this slime. The slime increases your speed by 30 feet for 1 round and allows you to glide effortlessly over difficult terrain (excluding that resulting from moving through creature's spaces). This svirf science allows you to even glide at full speed while prone and allows you to move over water and other non-damaging liquids... however, stopping tends to be an issue. At the end of your movement, you must succeed a Dexterity saving throw (DC 15) or continue moving for 1d6 x 5 feet and fall prone at the end of this additional movement. If you collide with anything during this additional movement, you take bludgeoning damage equal to 1/2 the additional feet you slid.

Sniper's Assist. You have a powerful targeting device in a monocle-like structure that connects to your head. On your turn, you can use your action and one science die to aim your ranged weapon at a creature you can clearly see. On your next turn, you add either your Intelligence modifier or Dexterity modifier (your choice) to your next ranged attack roll against the target in addition to your usual bonuses and you add both the result of your science die and the modifier chosen to the damage roll of your attack if you hit.

Stimpack. You have developed a powerful combat-stimulant that you can inject into yourself or allies adjacent to you. On your turn, you can use your action and expend any number of science dice to inject a stimpack into yourself or an ally. When you do so, that creature gains temporary hit points equal to the total sum of science dice rolled + your Intelligence modifier. The target also gains advantage on Strength checks and his carrying capacity doubles for the duration.

The stimpack's effects last for 1 hour per science die expended. After the duration has worn off, the recipient automatically incurs 1 level of exhaustion.

SVIRFNEBLIN EQUIPMENT

Svirfneblin have access to the following equipment.

HOMING GEM

Price: 1200 gp; **Weight:** 0.5 lbs.

To the untrained eye, this beautiful multi-faceted jewel is a prize, perfectly cut and easily worth 2,000 gold or more. The gem is a falsehood, however—a Wisdom (Perception) check against DC 25 reveals that complex technological devices within it send a strong signal attuned to be picked up by a device similar to a magic detector. A homing detector is effective to a range of up to 10 miles, costs 600 gp (included above), and has a damage threshold of 3, and 20 hit points. Homing detectors can remain active indefinitely, granting advantage to Wisdom (Survival) checks made to track the location of the homing gem it is attuned to. Re-attuning a homing detector to a new homing gem takes 8 hours of direct contact between the two objects.

Only svirf scientists can craft magic detectors; doing so requires the expenditure of 2 science dice as part of the crafting process.

MAGIC DETECTOR

Price: 2500 gp; **Weight:** 3 lbs.

This metal contraption of dials, antennae, coils, and switches has a small glass screen that, when activated, lights up with different colors that denote the presence and strength of magic nearby (abjuration: cyan, conjuration: purple, divination: yellow, enchantment: pink, evocation: red, illusion: orange, necromancy: green, transmutation: brown, universal: white). An active magic detector has a constant extraordinary *detect magic* effect that consumes one charge per minute. Magic detectors have 8 charges per day, but can be recharged with the careful application of electricity: 1–5 points of lightning damage restores an equal number of charges, while 6 points or more lightning damage fully recharges a magic detector but permanently reduces its damage threshold by –1 (a magic detector is destroyed when its damage threshold

equals 0). A magic detector has a damage threshold of 5 and 50 hit points.

Only svirf scientists can craft magic detectors; doing so requires the expenditure of 3 science dice as part of the crafting process.

RATION PILLS

Price: 3 gp; **Weight:** —

These small, ingenious pills can be swallowed to provide creatures with nourishment or refreshment in only a few minutes. You can swallow a pill as a bonus action. Solid ration pills provide all the nutrients and benefits of a meal, while liquid ration pills are equivalent to an 8-oz. glass of water.

Ration pills are not water soluble but activated by acid damage (however minor).

SVIRFNEBLIN

BLINDNESS BOMB

Price: 420 gp; **Weight:** 1 lb.

Though this small metal canister doesn't appear to be very powerful, the mixture of magnesium, aluminum, and oxidizers within it can be ignited to create a light so bright that it prevents creatures from seeing anything near it.

A svirfneblin blindness bomb is activated by pulling its pin as a bonus action upon throwing it as a ranged weapon.

At the beginning of the round after a svirfneblin blindness bomb is activated, the mixture within it explodes with a powerful exothermic reaction that makes visual-based sight anywhere within a 30-ft. -radius of it impossible for the remainder of the round. This light does not permeate physical barriers and can be negated with *darkness*.

SVIRFNEBLIN MULTICROSSBOW

Price: +200 gp per crossbow beyond the first

Weight: 5 lbs. + combined weight of crossbows

Sometimes you just need power. The svirfneblin multicrossbow is a collection of heavy crossbows modified into one. A multicrossbow has one trigger that fires all bolts at once and the crossbows are aligned so the bolts hit approximately the same spot. The alignment of the combined crossbows is done via an absurd amount of winches, cranks, and buttons, and thus only characters with an Intelligence score of 16 or higher may properly use these crossbows; all other characters can't calculate the modifications

required fast enough and thus suffer from disadvantage to all attack and damage rolls executed with the multicrossbow.

For every additional crossbow added, this minimum Intelligence score is increased by

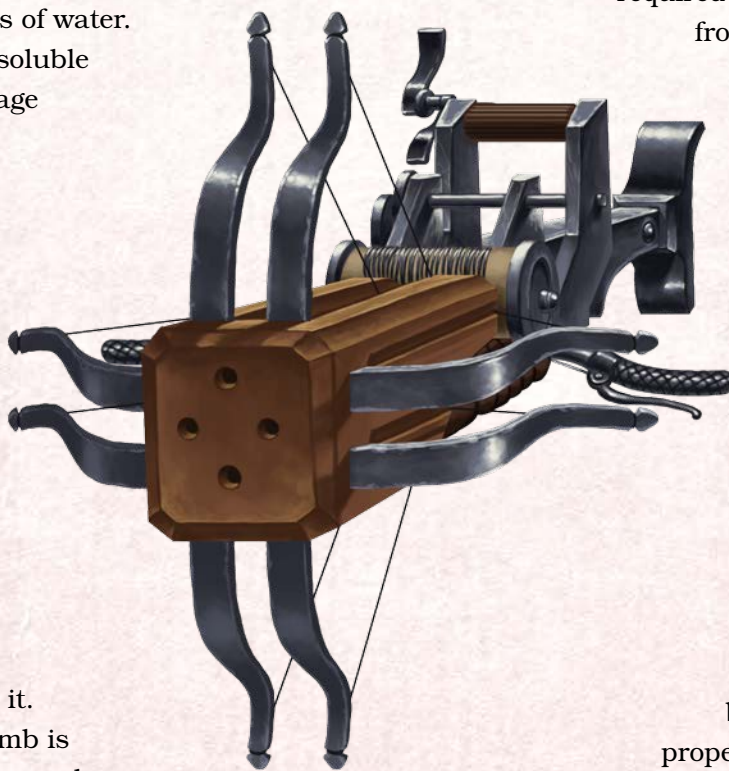
+2—a svirfneblin multicrossbow

consisting of 4 heavy crossbows would for example require an Intelligence score of 20 to properly use.

Additionally, a character needs to be able to carry a multicrossbow without

being heavily encumbered to properly use it.

This power comes at an almost comical bulk, though: Carrying a svirfneblin multicrossbow means that the wielder is automatically encumbered. If the wielder already is encumbered, he is heavily encumbered instead. Svirfneblin multicrossbows consisting of 3 or more crossbows added instead automatically have the wielder treated as heavily encumbered. If a character would already be heavily encumbered, he can't properly wield the svirfneblin multicrossbow. Reloading a multicrossbow takes twice as long as a regular crossbow if two crossbows were combined, thrice as long if three were combined, etc. Svirfneblin multicrossbows are martial ranged weapons.

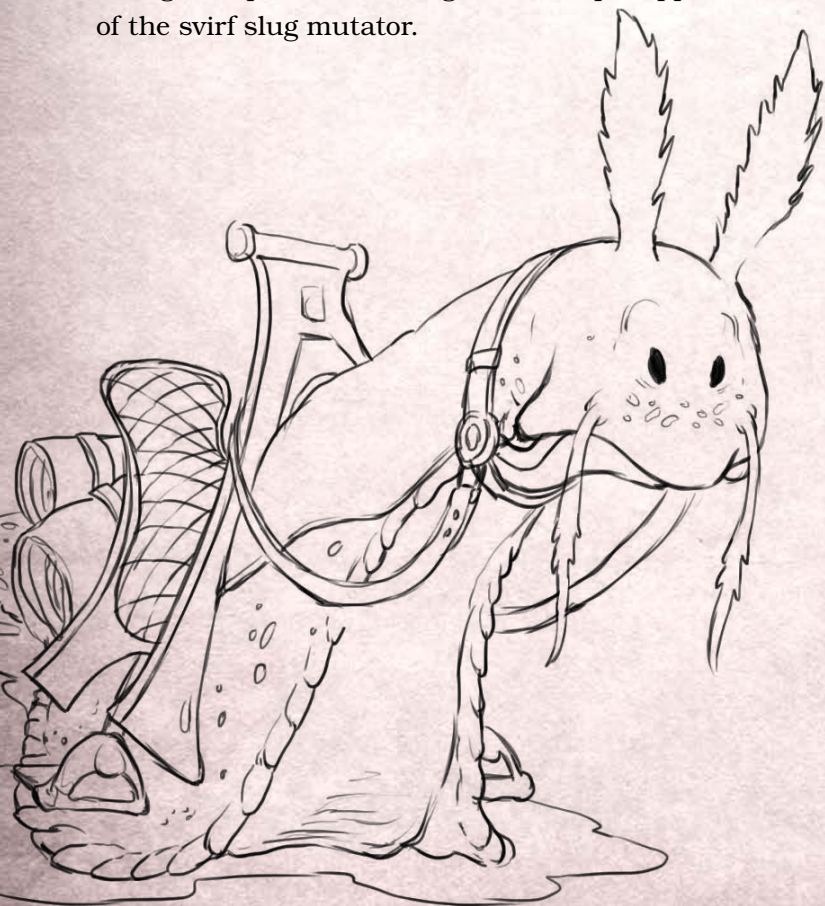


As an example: A svirfneblin has a multicrossbow made of three heavy crossbows. He has the required Intelligence score of 18 to properly use the multicrossbow. Since the multicrossbow contains more than two crossbows, the character is **heavily encumbered**: His speed drops to 20 feet and the character has disadvantage on ability checks, attack rolls and saving throws that use Strength, Dexterity or Constitution. An attack with the crossbow would fire three bolts, all at the same target. The wielder rolls separately for these attacks. After that, the svirfneblin would have to spend three times as long to reload the multicrossbow as it would take the character to reload a single heavy crossbow.

SVIRF SLUG MUTATOR

Price: 20 gp; **Weight:** 1 lb.

This mixture of powders and alchemical ingredients can be massaged into a svirf slug to cause it to grow stalks that can integrate weaponry and allow the svirf slugs to perform melee attacks. (See svirf riding slug for details). A second application reverts the process and frees the weapon from the stalk, allowing svirfneblin to change weapons of the slugs via multiple applications of the svirf slug mutator.



SVIRFNEBLIN FEATS

The following feats are available to svirfneblin.

ABSORB JEWEL

Prerequisites: Svirfneblin, Constitution 15 or higher

Tapping into the earthly powers of your ancestors, you absorb a gem or jewel into your body, gaining some of its resilience for a time. You gain the following benefits:

- As an action, you can force a jewel of at least 1000 gp into your skin, granting you a +1 bonus to your AC. You increase this value by +1 for every additional 500 gp of the gem's value (maximum +5). You may only have one gem implanted at any given time.
- Alternatively, you can gain damage threshold 1, +1 for every additional 1500 gp of the gem's value you inserted for a number of minutes equal to class level. This consumes the gem. You may only have one gem implanted at any given time.

GEM FIGHTER

Prerequisite: Svirfneblin, Dexterity 13 or higher

In your hands, a jewel can be as deadly as a blade. You gain the following benefits:

- So long as a jewel or gem has a value of 50 gp or more, you can treat it as a dagger. When you roll a natural 1 on a ranged attack roll with a gem or jewel, it is destroyed. You are always considered to be proficient with gems.
- If a gem or jewel of 500 gp or more is used by you as a thrown weapon, treat it as a +1 dagger that threatens a critical hit when you roll a 19 and 20. When you roll a natural 1 on a ranged attack roll with a gem or jewel, it is destroyed.

SLUG KNIGHT

Prerequisite: svirfneblin

You and your trusty riding slug are a surprisingly swift and agile team. You gain the following benefits:

- When mounted on a svirf riding slug (or any other kind of slug), your mount gains a +15 ft. bonus to all movement speeds.
- Slugs and snails never willingly attack you or your allies and when forced to do so, do so at disadvantage and take your proficiency bonus as a penalty to their attack roll.

- Slugs and snails can communicate, miraculously, even complex concepts beyond their Intelligence to you via eyestalk gestures and, in some breeds, meowing. They are treated as though they had Intelligence 10 and shared a common language with you. Slugs and snails will go out of their way to help you and “ask” you for help.

SVIRFNEBLIN MAGIC ITEMS

FASTFIX WRENCH

Weapon (club), very rare (requires attunement)

The metallic, thin and oddly-shaped club is made from a material that gleams unnaturally and you can't help but wonder what the strange head of the weapon is intended to do. You gain a +1 bonus to attack and damage rolls made with this magic weapon. Additionally, this wrench can be used to not only repair inanimate objects and heal constructs, but also to temporarily enhance them. In addition, while you are attuned to this item, leaving the *fastfix wrench* unattended on an object or construct heals it for 1d4 hit points after an hour. The wielder of a *fastfix wrench* can also, once per 24 hours, double the damage threshold of an object for 10 minutes.

GEM PROTECTOR

Wondrous item, rare

There's absolutely nothing remarkable about this small piece of wood and you wonder why on Aventyr anyone would wear something so obviously unfashionable. All of the gems and jewels in the possession of a creature wearing a *gem protector* appear to be unremarkable (if quite beautiful) stones of little value. As soon as a gem is no longer in the creature's possession it is revealed to be a jewel, but otherwise only physical interaction and a DC 15 Wisdom saving throw breaks the illusion.

OUTSIDER GEM

Wondrous item, rare

These gems come in a wide variety of hues and colors that reflect the souls connected to them; some are as black as the darkest heart, others as bright as the sun. An *outsider gem* operates exactly as an elemental gem,

but instead of summoning an elemental, it summons any non-elemental creature from the outer planes. There is a 5% chance that any creature that uses an *outsider gem* to summon an outsider of the opposite alignment is attacked by the summoned creature at the start of each of its turns. It is impossible to know what kind of outsider is called forth before doing so, making the use of these gems rather risky.

SLUG SADDLE

Wondrous item, rare

This otherwise normal saddle is covered in a seemingly endless coating of greenish slime. When equipped to a svirf riding slug (or any other slug mount), you are nigh impossible to unseat from your slug mount; you gain advantage on saves to avoid being unseated or falling prone from slugs or snails with this saddle.

SVIRFNEBLIN SPELLS

The following spells are available to svirfneblin spellcasters at the GM's discretion.

BEDAZZLING REFLEX

2nd-level abjuration

Casting Time: 1 reaction, which you take in response to being targeted by a spell with a single-target effect within 60 feet of you that you can see

Range: 60 feet

Components: V, S, M (a gem worth 50 gp x spell level of triggering spell)

Duration: Instantaneous

You cast forth this spell onto a gem, which must be of a value equal to 50 gp times the triggering spell's level. The gem flies forth, harmlessly deflecting the spell. If you do not possess a valuable enough gem to deflect the spell, *bedazzling reflex* fails.

GEM SANCTUARY

2nd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a gem of a value equal to HD x 100 gp, see text)

Duration: Concentration, up to 8 hours

You touch a willing creature and shrink them, hiding them inside of a gem. Only gems of a value equal to the creature's hit dice x 100 gp are able to contain

them, but inside of these jewels they have luxurious comfort and enough air to be sustained for as long as the spell's duration. A creature benefiting from *gem sanctuary* can end the effect at any time. The gem is consumed upon the end of the spell's duration.

IMBUE FACULTY

5th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (gears)

Duration:

Concentration, up to 10 minutes

You touch one item as part of the casting of this spell and turn a magical armor, magical weapon, or wondrous item into a mechanical armor, mechanical weapon, or mechanical wonder for the duration of the spell. Items enchanted this way function within (but not through) an *antimagic field*.

REFRACTED GAZE

2nd-level illusion

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a broken mirror)

Duration: Concentration, up to 1 minute

Choose a creature within range. You cause the target's sight-based vision to become completely unreliable, causing multiple refractions to disjoint their perception if the target fails a Wisdom saving throw. On a failure, 1d4 refractions are created. At the start of the creature's turn, they may attempt to act

against the refraction they believe to be correct, rolling randomly to see whether the selected refraction is real or a figment. When the correct refraction is chosen, the creature may act normally. When the incorrect refraction is chosen, they travel in a random direction

and perform the actions they would have attempted (making attack rolls at empty squares, running into walls, and so on). A creature may close its eyes to negate all of the effects of *refracted gaze* (effectively becoming blind for the duration), though opening its eyes at any time before the spell ends causes any remaining refractions to reappear.

At higher levels. If you cast this spell using a spell slot of 3rd level or higher, you can create two additional refractions per spell slot beyond 2nd, up to a total of +6 refractions when using a spell slot of 5th level.

VESTRAADI

Vestraadi are a strange race of man-like aberrations that rule over the Forever Deep of the Underworld. Their lack of any visual senses is easily compensated by their retinue of tactile, auditory and olfactory organs, but it is their bizarre appearance that makes them so reviled and hated among the few upperworlders that have seen them. They are only now traveling across Aventyr, though none are sure why, and the mysterious nature of the vestraadi does nothing to encourage them to find out.

HISTORY

The vestraadi are one of the many races attributed to the fall of the Dracoprime in the Great Schism, but records of their race are some of the rarest tales in the Underworld. Scholars and historians say that when the impossible beast's blood leaked into the subterranean rivers and streams, some of the fiercer aquatic creatures mutated into the sightless men. The eldest of their race, the few that have survived the fantastic dangers of the Forever Deep, know the truth of their origins and carry that secret until their dying breaths. Their greatest rites of passage are one of the most dangerous endeavors throughout the Underworld and only ever taken by the truly intrepid vestraadi or those disputing rights of rulership.

Far down toward the core of Aventyr, in the darkest waters of the world, ruins that date back to the Prime Event persist despite the incredible pressures cold, and currents that dominate the depths. The most well-traveled bards and loremasters of the Underworld speak of these primal cities with reverence and fear—few but the most powerful vestraadi are able to



penetrate these briny dungeons with any safety, and the countless others that have tried all fall to the truly massive sea beasts that occupy the bottom of the Forever Deep.

For those strong enough to survive the dangerous environmental hazards of the aquatic pits of Aventyr, there are treasures galore and objects of power that rival the greatest artifacts of Upperworld. Chief among these are the *Song Spheres*. The legends of the vestraadi elders, told only in song during great rites of passage, speak of the ancient orbs and their part in the history of their race, and that of the entire world. None have ever been recovered—they sing out into the deepest waters in placating melodies that keep the enormous beasts that once roamed the world freely in repose on the ocean floor.

When disturbed by a living being, a *Song Sphere* trills out in joy—interrupting the lullaby they normally croon—and wake the dangerous sea monsters, quickly leading to the deaths of explorers in the Forever Deep



that attempted to plunder her treasures. Underworld sailors, keen to avoid the many hazards of the Forever Deep, have come to believe that the songs are the keening of the sea beasts themselves—a rumor the vestraadi have done nothing to stop from propagating, for the *Song Spheres* carry more than the honor of their race. Some of the sacred orbs tell the true tales of why the vestraadi abandoned their empires on the ocean beds of the world, and fell prophecies of their seers foretell that the knowledge itself will bring the danger from below to haunt those that would learn of them.

Still, these mysterious, sightless creatures have propagated throughout the waters of the Underworld since the Great Schism. They are an aloof peoples that keep tribal societies throughout the Forever Deep, each ruling over their territories with a savage zeal. The bizarre nature of the vestraadi still puzzle the few scholars of Aventyr that have researched them, and their strongholds are rarely breached by any army or invasions—the few that try meet deeply unpleasant ends.

PHYSICAL DESCRIPTION

Vestraadi are approximately the same shape and size as a human, but bear extremely little resemblance past that point. Their powerful arms end in three large fingers with half a dozen digits, and all of their bodies are covered in frills and tendrils that constantly shift and writhe about. A vestraadi's misshapen skull elongates towards the left or right (none are sure why) forming into a sort of 'tuning fork'. In the middle of their 'face' is a large gaping mouth filled with wavering thread-like appendages and gnashing teeth. Openings on the sides of their heads spiral inwards and seem to create a type of 'pupil', often mistaken by Aventyrians as the creature's eyes.

SOCIETY

The vestraadi are a tribal, secretive peoples often misunderstood by other races of the Underworld and instantly designated as monsters. Despite appearances, they are in fact extremely sophisticated, and have developed forms of tactile language and other nonverbal communication that colorfully flavor their exchanges in Straad. Still, they have not recovered the means to record their history in any fashion other than oral renditions and thus they deeply prize historians, bards and any other tellers of tales. The place of a vestraadi in their society is determined by what they can offer to the other members of the tribe, be they mages, seers, warriors, scouts or healers. Those who cannot carry their weight are left to wither in the underwater regions they call home, left to defend themselves should a predator come prowling.

RELATIONS

For the most part, the other races of the Underworld are ignorant of the vestraadi. The gitwerc know who they are and what more, they know from whence they came, and the infernal dwarves (rightfully) keep a respectable distance from the sightless men. The funglets find them to respect nature and typically when they interact it is one of the only peaceful, casual interactions the vestraadi can enjoy (though they also get along with the dødelig, as well as anyone does anyway). The hoyrall, ironically, find them to be infuriating in their bizarre ways and the achool find sightless men to be foul of taste, albeit simple prey in a dry cave.

ALIGNMENT AND RELIGION

The vestraadi are of many different minds and alignments, but they all show reverence to the Current (N, minor deity), a mysterious force that seeps and flows around the core of Aventyr with an agenda unknown to any but itself. It is said they once had other gods, but once the Current found them after the Prime Event, an understanding between the strange, bizarre entity and the sightless men overrode their old faiths in a bloody war in the annals of legend.

ADVENTURERS

The sightless men are not typically explorers; they only ever leave their tribal homes when forced to by decree from on high, passion or great need. When they do, however, leave the home, many compose long ballads that record their deeds as well as their route of travel, or collect bits of specific plants and rocks along the way to better smell their way back.

NAMES

Male Names: Bs'burigh, Fetzgryth, Glotf 'lty, Jes'thlint, Srelakth, Thyg'dzen

Female Names: Ds'bai, Ig'zall, Meddriz, Oliev, Res'zdra, Vhyg'dzei

VESTRAADI AND THE FOREVER DEEP

The sightless men might once have been a great empire, but that was long ago. They have fallen back onto tribal practices and hierarchies that persist in the dangerous underseas of Aventyr. While not nearly as xenophobic as the paranoid and aggressive dvergr, the bizarre nature of vestraadi often drive away upperworlders and underworlders alike. Those that persist typically find the weird water dwellers to be gracious and kind hosts despite their fundamental differences. Vestraadi settlements are not uniformly magnanimous, however; after seemingly endless invasions by misunderstanding or murderous neighbors, some of them have laws that call for unidentified intruders to be killed on sight. A successful Wisdom (Survival) check (DC 20) reveals to travelers whether or not they should be concerned with an aggressive response to unintended intrusion.

VESTRAADI AND PERCEPTION

Unlike other PC races, the vestraadi lack a key sensory organ and the reliable means to gain visual information. Rather than simply giving them a greater range of blindsight (which a GM is welcome to do at their discretion), we've developed a different system exclusively for vestraadi.

Vestraadi Sonar. The mysterious sightless men emit an enigmatic partially-subsonic pulse keyed to each individual vestraadi, sensed only by them (unless they decide otherwise, in which case they may make their location known to any vestraadi within 120 feet or 240 feet as a bonus action) every turn they are awake.

This inexplicable energy extends to a maximum radius of 240 feet, and provides the vestraadi with a means to discern their physical surroundings. Static structures (walls, ground, ceiling, chairs, tables, etc) are automatically detected, but any creatures or dynamic (moving) objects are more difficult to perceive. A vestraadi can "charge" a number of objects equal to character level + Wisdom modifier to respond to its sonar to automatically identify a creature or dynamic object (within 240 feet) with blindsight (usually allies).

In combat, the vestraadi rolls a Wisdom (Perception) check to perceive each creature and dynamic object in a 30-foot radius whenever they roll initiative or enter back into the initiative order or on their turn—this very precise pulse is known as **Combat Sonar**. The DC for this check is equal to 3 + a creature or dynamic object's size modifier (+4 for Tiny, +2 for Small, -2 for Large, -4 for Huge, etc.) + a creature or dynamic object's attribute modifier used for attack and damage rolls or a creature's Dexterity (Stealth) check, if it is actively hiding. Ammunition of ranged weapons is treated as part of the creature or ranged weapon firing the piece of ammunition. Thrown weapons are treated as part of the throwing creature or object lunging the weapon.

The vestraadi is granted blindsight against targets he succeeds these checks against until a perceived target actively attempts to hide from the vestraadi. Hiding from a vestraadi who has perceived the target is a Dexterity (Stealth) check made at disadvantage; if successful, the target stops being perceived by the vestraadi's blindsight. The vestraadi maintains this reliable understanding of the battlefield until he rolls a 1 on a Wisdom (Perception) check, is deprived of the ability to smell or hear, or is knocked unconscious.

During combat, a vestraadi may take an action to send out another pulse that plays out exactly as the first except that it is made at advantage against targets it can perceive with blindsight. This pulse is known as **Discerning Pulse** and provides more information, depending on the vestraadi's level. Targets the vestraadi can see with its blindsight that are successfully beaten on this Wisdom (Perception) check more keenly perceived, depending on the vestraadi's level. A vestraadi may continue to make Wisdom (Perception) checks in this manner so long as they have available actions to do so.

The vestraadi is completely unaware of the location of dynamic objects or creatures around it if it fails to perceive them with these checks. A vestraadi is considered to be at disadvantage against any creatures or dynamic objects it fails to detect (even in the middle of combat) and such creatures' or object's attack rolls have advantage against the vestraadi.

At 2nd level and every level thereafter, the range of a vestraadi's combat sonar increases by 5 feet, to a maximum of 125 feet at 20th level.

Focused Sonar. Starting at 3rd level, The vestraadi may also focus the pulse of the combat sonar on a single creature or object, willfully blinding itself against all other dynamic objects and creatures; for the duration, it is even blind to "charged" creatures or dynamic objects. Attacks made against the target of the vestraadi's sole attention are made at advantage. A vestraadi may decide to end this focused sonar whenever it emits a new combat sonar pulse.

At 3rd level, objects and creatures perceived by a vestraadi's **Discerning Pulse** are treated as though they were subject to the *Detect Magic* spell while the vestraadi was concentrating on it.

At 5th level, objects and creatures perceived by a vestraadi's **Discerning Pulse** are treated as though they were subject to the *Detect Evil and Good* spell while the vestraadi was concentrating on it.

At 11th level, objects and creatures perceived by a vestraadi's **Discerning Pulse** are treated as though they were subject to the *Detect Thoughts* spell while the vestraadi was concentrating on it.

At 20th level, the vestraadi immediately perceives creatures and objects detected with its sonar as though it emitted a **Discerning Pulse** also perceives them via truesight.



Can I have that in quick-and-dirty, please?

As a simple (but much less interesting) alternative to the sonar, you can just give the Vestraadi the following: **Vestraadi Blindsight.** You have blindsight 30 ft. At 2nd level and every level thereafter, the range of your blindsight increases by 5 feet, to a maximum of 125 feet at 20th level.

VESTRAADI TRAITS

Your vestraadi character counts as an humanoid (vestraadi) for purposes of race.

Ability Score Increases. Your Wisdom and Dexterity scores increase by 2.

Age. Vestraadi mature slightly faster than dwarves, reaching adulthood at approximately 42 years. If they do not fall prey to the harsh underworld, they can reach almost 400 years of age.

Alignment. Most Vestraadi are Neutral, following the strange teachings of the mysterious Current.

Size. Vestraadi stand between 6 and 7 feet tall and average about 170 pounds. Your size is Medium.

Speed. Your base walking speed is 25 feet. You have a swim speed of 30 ft.

Amphibious. You can breathe air and water.

Blind Senses. You can't use your **Vestraadi Sonar** (or **Vestraadi Blindsight**) while deafened and unable to smell.

Condition Immunity. Since vestraadi are already blind, you can't be blinded. Additionally, you are immune to sight-based effects, illusions, and gaze attacks and similar abilities that rely on sight.

Keen Hearing and Smell. You have advantage on non-sonar-based Wisdom (Perception) checks that rely on hearing or smell.

Poison Detector. Some of your mutated, highly specialized sensors are adept at detecting toxic substances in the Underworld. You are constantly under the effect of *Detect Poison and Disease* (Poison only).

Vulnerability to Poison. A significant portion of your body is a sensitive sensory organ—unfortunately, this makes you vulnerable to poison damage.

Sensory Dependent. While you are immune to all sight-based effects, this does make you more susceptible to auditory illusions and effects. You suffer disadvantage on all saves against auditory-based illusions and spells and effects that deal thunder damage.

Languages. You can speak Common and Straad, a language of strange brushing noises caused by the frills all over your body.

BLIND DUELIST

(MARTIAL ARCHETYPE)

Vestraadi fighters are known for being truly devastating opponents in duels, learning to focus on single enemies with an almost supernatural level of precision.

CRIPPLING FOCUS

When a blind duelist uses the **Focused Sonar** racial feature to focus on a single creature or object, willfully blinding himself against all other dynamic objects and creatures, he scores a critical hit against that target on a roll of 18–20.

PRESCIENT PULSE

Beginning at 7th level, when maintaining a **Focused Sonar** on a single creature or object, you may emit a **Discerning Pulse** focused on the target. If you do, you gain a level of prescient knowledge about the target's incoming attacks. The target suffers from disadvantage on all attacks against you for a number of rounds equal to your proficiency bonus plus your Wisdom modifier. You must finish a short rest before being able to utilize this ability again.

PERFECT PARADE

Upon reaching at 10th level, when maintaining a **Focused Sonar** on a single creature or object and the target damages you with an attack, you can use your reaction to roll your melee attack's damage as though you had hit an opponent. Subtract the number you rolled from the amount of damage you take from the attack.

IMPROVED PRESCIENT PULSE

Beginning at 15th level, when maintaining a **Focused Sonar** on a single creature or object, you may emit a **Discerning Pulse** focused on the target. If you do, you gain advantage on all saving throws against spells or effects originating from the target.

LEGENDARY FOCUS

Starting at 18th level, whenever you use **Focused Sonar**, you do not have to choose a single creature or object—instead, you can focus on up to your proficiency bonus plus your Wisdom modifier number of creatures at any given time, making you a nigh unstoppable force in small altercations.

VESTRAADI FEATS

DISCERNING SENSES

Prerequisites: Vestraadi

You are highly attuned to the little tells of other creatures. You gain the following benefits:

- You have advantage on Wisdom (Insight) checks against all creatures you have “charged” with your sonar.
- Your **Poison Detector** ability now also detects diseases.

ALIEN WISDOM

Prerequisites: Vestraadi

The knowledge of the current flows through you and instills a sense of truth in you. You gain the following benefits:

- Increase your Wisdom score by 2, to a maximum of 20.
- You gain resistance to radiant damage.

VESTRAADI EQUIPMENT

SPONGED UNDERCORAL

Price: 160 gp; **Weight:** 1 lb.

This strange, mutely colored, porous rock can be cut and affixed to any surface. Whenever a creature with an odor approaches within 30 feet of a sponged undercoral, the coral exudes an odor of its own. This odor is easily detected by creatures with *Keen Smell* but is otherwise not noticeable. After being exposed to the skin of a creature, a sponge undercoral registers their scent and no longer exudes an odor when they approach. After being affixed to a surface, sponged undercoral remains there until destroyed. It has a 16 hit points and is 4 inches thick. Sponged undercoral works normally underwater.

UNDERSLICK

Price: 30 gp; **Weight:** —

The sightless men are extremely sensitive, their hearing far surpassing that of normal mortals. The very sound of combat, swords swinging or whips striking, pains their finely tuned hearing and can sometimes be an impediment. To ease the stress of



battle, the vestraadi create underslick, coating their weapons in the sticky tar, making their blades and missiles sail through the air without making a sound. Wisdom (Perception) checks made to notice weapons treated with underslick are made at disadvantage. A weapon coated in underslick remains so for 4 hours or until subjected to fire.

VESTRAADI KATANA-EKU

Cost: 55 gp; **Weight:** 8 lbs.; **Damage:** 1d8 slashing or bludgeoning; **Properties:** Finesse, versatile (1d10)

This odd weapon is held in high regard by vestraadi champions. Fashioned from an odd combination of lightweight metal and resin known only to the vestraadi, this weapon is reminiscent of a large gleaming paddle, with the head half as long as the haft (around 2 feet). The shape of the katana-eku allows it to be used in chopping or slashing movements, but it may also be employed as a bludgeoning weapon. It also makes for a great paddle when not used in combat, providing tool proficiency for water vehicles for vessels relying on oars. The vestraadi katana-eku is a martial weapon, but vestraadi treat it as a simple weapon instead.



VESTRAADI MAGIC ITEMS

RESONATING BOW

Weapon (longbow), very rare (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this unnaturally smooth magic weapon. Made from the bones of huge aquatic beasts from the lightless depths of the Forever Deep, a vestraadi firing an arrow with this bow may, as a bonus action, imbue his **combat sonar** or **discerning pulse** in the arrow, treating the place where the arrow lands as though the vestraadi had emitted the pulse there.

SLICKED BOOTS

Wondrous Item, rare

These large, perpetually moist leather boots are black as the night, sewn together with crimson thread. When worn by a vestraadi, they increase the vestraadi's land speed by + 5 ft. The wearer is also immune to the *grease* spell.

WHIP OF THE CURRENT

Weapon (Whip), very rare (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this whip, made from the tentacle of an unknowable monstrous thing from the depths. When you attack a creature with this magic weapon and roll a 20 on the attack roll, that target takes an extra 10 psychic damage, as the whip comes disturbingly to life. A target hit that takes maximum damage from this attack also must make a DC 15 Constitution saving throw. On a failure, the creature has disadvantage on Dexterity saving throws and can't use reactions for 1 minute.

VESTRAADI SPELLS

The following spell is available to all vestraadi spellcasters.

CHARMING PULSE

1st-level enchantment

Casting Time: 1 reaction, which you take in response to being damaged by a creature you perceived via a *Discerning Pulse* in the previous round.

Range: Your *Discerning Pulse* range.

Components: V, S

Duration: 1 hour

You use your insight into a humanoid within range to charm it with a specialized pulse. It must make a Wisdom saving throw and does so with advantage if you or your companions are fighting it. If it fails the saving throw, it is charmed by you until the spell ends or until you or your companions do anything harmful to it. The charmed creature regards you as a friendly acquaintance. When the spell ends, the creature knows it was charmed by you.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st. The creatures must be within 30 feet of each other when you target them and you must have affected all with the same *Discerning Pulse*.

Vestraadi Clerics, Wizards, Warlocks and Sorcerers may know this spell.

DOMINATING PULSE

5th-level enchantment

Casting Time: 1 reaction, which you take in response to being damaged by a creature you perceived via a *Discerning Pulse* in the previous round.

Range: Your *Discerning Pulse* range.

Components: V, S

Duration: Concentration, up to 1 minute

You use your insight into a humanoid within range to control it with a specialized pulse. It must succeed on a Wisdom saving throw or be charmed by you for the duration. If you or creatures that are friendly to you are fighting it, the humanoid has advantage on the saving throw. While the target is charmed, you have a telepathic link with it as long as the two of you are on the same plane of existence. You can use this telepathic

link to issue commands to the creature while you are conscious (no action required), which it does its best to obey. You can specify a simple and general course of action, such as "Attack that creature," "Run over there," or "Fetch that object." If the creature completes the order and doesn't receive further direction from you, it defends and preserves itself to the best of its ability. You can use your action to take total and precise control of the target. Until the end of your next turn, the creature takes only the actions you choose, and doesn't do anything that you don't allow it to do. During this time you can also cause the creature to use a reaction, but this requires you to use your own reaction as well. Each time the target takes damage, it makes a new Wisdom saving throw against the spell. If the saving throw succeeds, the spell ends.

At Higher Levels. When you cast this spell using a 6th-level spell slot, the duration is concentration, up to 10 minutes. When you use a 7th-level spell slot, the duration is concentration, up to 1 hour. When you use a spell slot of 8th level or higher, the duration is concentration, up to 8 hours.

Vestraadi druids may learn the following spell:

PRESSURE OF THE FOREVER DEEP

5th-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (1 ounce of water from the Forever Deep)

Duration: Concentration, up to 1 minute

You call forth the pressures of the Forever Deep, temporarily subjecting a 20-foot-radius, 40-foot-high cylinder centered on a point within range to the immense forces of the Underworld's deepest seas. Each creature in the cylinder must make a Dexterity saving throw. A creature takes 4d8 bludgeoning damage and 2d6 cold damage on a failed save, half as much on a successful one. Creatures that fail to save also halve their speed for the duration. Flying creatures that fail their save crash to the ground and may not fly while within the cylinder.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the bludgeoning damage increases by 1d8 for each slot level above 5th.



ZWERC

Long ago these mystical dwarves coped with the dangers of the Underworld by steeping themselves in the understanding of magic. While the dvergr withdrew as a people, the zwerch did so as individuals, hiding themselves deep below Aventyr as their studies of the arcane and divine progressed. The few enclaves that survived have developed into truly magical beings able to focus their supernatural energies to devastating effect. Shunned by other dwarves, the zwerch are seen as aloof intellectual superiors by both their kin and themselves. They have always been nomads in Upperworld, and are persecuted by their dwarven brethren throughout the Underworld.

HISTORY

After the Forging of the Dvergr, each of the different races of dwarves lived in tenuous peace deep below the surface of Aventyr. War would surely have erupted

between the three great clans (dweorg, dvergr and zwerch) were it not for the arrival of the Great Sculpting. Before their very eyes, the cities of each fell to draconic claws and magics as quickly as the forces they could muster to their defense. Unwilling to forge an alliance, each struck their own path through the Underworld, leaving their shattered homes behind them. The passage of the zwerch through the Underworld is by and far the strangest of all their kin. Once unified by their devotion to the study of magic, these dwarves used divination spells to guide their journey away from the tumultuous seismic effects the Great Sculpting wrought throughout the caves. After only a few months of travel they struck a strange, magically imbued vein of orange stone unlike any known to mortals. Only a limited amount of mining was required to break through it—and the hollow channels they found were perfectly sized for the zwerch to travel freely through.

Dubbed the Amber Roads, they have proven to be these enchanted stout folk's chief defense against the myriad dangers of the Underworld. The magical byways did not, however, lead farther into the reaches of Aventyr. Instead—to the delight of the magically talented dwarves—it split off into numerous tunnels that led to limited demiplanes tethered to the Material Realm but based in the Elemental Plane of Earth. Each clan of zwerch set off down a different channel, building settlements to rule over within their very own worlds. These enclaves focus on schools and pathways of magic, but their line of rulers are always



ZWERC AND THE BASTIONS OF THE AMBER ROADS

stonespeakers; dwarves with a mystical connection to the earth far beyond that of normal magics.

The stonespeakers, devout holy men, and high mages of the zwerc thought they came to fully understand the Amber Roads. They crafted their own quasi-magical routes out of the orange rock, connecting outposts of like-minded settlements and cities that shared areas of research. Unfortunately for the enchanted dwarves, the assumption that they understood the mystical tunnels was incorrect; over time their meddling degraded the Amber Roads substantially (and while they still don't know it, the svirfneblin are also partly to blame). Many of the channels collapsed entirely during The Confluence for reasons still unknown to the zwerc, and only the first true veins of the magical mineral retain any dependable strength.

Traveling through the Amber Roads quickly became a dangerous and undependable endeavor, rarely taken willingly. The insular zwerc grew even more distant from one another and esoteric in their studies, though now each ruler insured that there were a minimum of magical practitioners able to perform any spells required for smoothly running their isolated enclaves. As the decades and centuries passed, each demiplane developed unique and strange customs scarcely understood by outsiders; some only ate magically crafted foods, others came to live in cities grown out of gigantic mushrooms, and rumors persist of an entire demiplane where they eschew clothing of all kinds, instead wearing magically-lightened jewelry that (sometimes) covers their entire bodies.

Very little is similar between one zwerc enclave and the next, but two things seem to be universally true; all zwerc citizens must serve a function in the settlement, and travel on the Amber Roads leading to or from the settlement is never to be impeded or sabotaged. While the entire race was once fastidiously scholastic, the numberless different research experiments they all engaged in have led to wildly different customs and cultures. Were it not for the need to be self-sufficient in their demiplane, most of the zwerc enclaves would surely have fallen in on themselves long ago. Particularly astute travelers that succeed on an Intelligence (Arcana) check DC 20 can reasonably predict the sorts of taboos bound to be present in a particular bastion on the Amber Roads. Some of the most common infractions include wearing the color purple, smelling of onions, and openly carrying a weapon that deals piercing damage. Entering or exiting these mystical realms requires finding a byway of the Amber Roads, which is dependent on a Wisdom (Survival) check that varies in difficulty by region, as determined by the GM (typically DC 20).

PHYSICAL DESCRIPTION

The zwerc are physically similar to the dweorg; standing between four and five feet tall, they are stocky, but not as powerful in form as their distant kin. Their hair—always a color between blue and black but typically a shade of turquoise—floats away from their bodies, distended by the potent magical energies each of the enchanted dwarves carries within them. Centuries of travel through the Amber Roads and habitation in demiplanes connected to the Elemental Plane of Earth has changed

the hue of their skin to brown and orange tones. Zwerc equipment, clothing and individual characteristics are widely varied, each developed in isolation from dwarven culture as a whole; some proudly wear tattoos that cover their entire bodies, others fashion armors made from mystical stone and some wield simple weapons crafted from crystals otherwise unseen in Aventyr.

SOCIETY

While traditions between zwerc outposts can be extremely different (indeed, many of the social taboos most consider natural are eschewed by the nudist enclave) they all have a number of similarities. Chief amongst them is the pursuit of knowledge, specifically of the mystical variety. Foreigners are rare and depending on what sort of value they have to the zwerc—bards and oracles are particularly sought, but spellcasters of all varieties interest them—they may be treated as prized guests or with open disdain. The classes of society in the enchanted dwarven demiplanes are rigid but not restrictive; one merely has to serve a function and they are encouraged to choose their own. While the menial laborers, merchants and guards aren't treated very well, they still receive a certain amount of respect for their place in the structure of zwerc culture. The art of their cultures are particularly interesting, and each of the settlements boasts an expertise in a discipline fitting to their focus of research.

RELATIONS

While ostracized outside of their enclaves, zwerc still retain a stubborn curiosity that often sets them at odds with others. Their enchanted natures can be off-putting as well, but immediately command the attention of people that encounter them and sometimes engenders respect or abject fear. Still, their unwillingness to relent can often overcome the apprehensions their exotic appearance causes and once befriended, they prove to be extremely resourceful allies.

ALIGNMENT AND RELIGION

The ingrained drive to learn make the zwerc predominantly Neutral. They worship the natural force of earth, but pay respect to all gods of knowledge. The predominance of spellcasters among the enchanted dwarves has led to temples in all of the enclaves devoted to every deity that champions information.

ADVENTURERS

Zwerc that are cut-off from returning to their home demiplane via the Amber Roads are often left to find a new path through the world of Aventyr, which suits them just fine. They fastidiously catalog all of the new information they come across, compiling great tomes of their experiences, some of which make it back to the settlements from which they hail. While there are fighters and other warrior zwerc, they are uncommon—the vast majority of the enchanted dwarves become spellcasters of one type or another, or learn the ways of the stonespeaker.

NAMES

Male Names: boldr, eldur, erde, magz, rok, terra

Female Names: aqua, ignis, flo, liqui, scori, zrak

Zwerc traditionally name their children after elemental lords. Their names are never capitalized — scholars of dwarven lore believe the regression (though some call it evolution) from traditional dwarven society has given rise to a new way of dwarven thinking. The zwerc capitalize Us and We to show their admiration for solidarity and community, leaving the first person pronoun “i” (as well as first names) lowercase to denote a lesser importance as an individual apart from the rest of the clan or family.

AGE

The vast majority of zwerc enclaves require their citizens to travel the world at some point to research new ways of manipulating magic or esoteric arcane mysteries. They leave their wondrous pocket dimensions to travel across distant and breathtaking vistas, ancient ruins, and locations of great magic. Their reverence and deep connection with nature, lives steeped with mysticism, and exposure to clean air and water increase the lifespan of the zwerc considerably.

AMBER ROADS

These veins of strange translucent orange crystals are permeable to living creatures, changing how quickly and safely one may travel through Aventyr's Underworld. What's more, these pathways are planar, and certain branches lead directly to pockets of demiplanes connected to the Elemental Plane of Earth. To the uninitiated and unwary, they can be deadly,

but for those who know the Amber Roads, there's no better means to journey. Finding an entryway to the Amber Roads typically requires a DC 20 Intelligence (Nature) or Wisdom (Survival) check (Subject to GM's discretion.) Amber Roads generally tend to have the following features:

Restricted Space. The vast majority of passages that make up the Amber Roads are rarely taller than 10 feet across.

Heavy Gravity. All Athletics, Acrobatics and Stealth checks are made at disadvantage while in the Amber Roads. Additionally, ranged weapons have their range halved and all items are treated as though they weighed twice as much for carrying capacity purposes.

Finite Size. The Amber Roads are thought to have limitations, though efforts to map them in their entirety are not yet complete.

Enhanced Earth Magic. All spells that deal with earth, stones or the like (subject to GM's discretion) cast within the Amber Roads are cast as though they had been cast using a spell slot that is one higher than the spell slot used.

Fragile. The Amber Roads have suffered greatly from the doings of the svirfneblin, making them unreliable. There is a 5% chance per hour that an Amber Road tunnel that is traveled by larger groups suffers a cave-in. Excessive use of thunder damage causing magic or effects and loud noises similarly are known to cause cave-ins.

Refractions. Non-dwarves, non-gnomes and creatures not associated with the Elemental Plane of Earth are prone to being lost on the Amber Roads. Creatures of other races must succeed a DC 20 Intelligence (Nature) or Wisdom (Survival) check (subject to GM's discretion) every 8 hours to avoid being lost.

ZWERC TRAITS

Your zwerc character counts as a dwarf for purposes of race, but receives a different assortment of inborn abilities, gaining zwerc traits instead of dwarf traits.

Ability Score Increases. Your Constitution and Charisma scores increases by 1 and your Intelligence score increases by 2.

Age. Zwerc mature at the same rate as humans, but they're considered young until the age of 50. On average, they live about 300 years, though some prolong their

lives far beyond that via a mixture of their innate magical powers and adherence to strange, ascetic techniques.

Alignment. Most Zwerc are Neutral, believing in knowledge for knowledge's sake, no matter how it is acquired.

Size. Zwerc stand between 4 and 5 feet tall and average about 150 pounds. Your size is Medium.

Speed. Your base walking speed is 25 feet. Your speed is not reduced by wearing armor.

Darkvision. Accustomed to life in the reaches of the underworld, you have superior vision in dark and dim conditions. You can see in dim light within 60 ft. of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of a color of your own choosing—some zwerc see the world in shades of green, some in red or turquoise when using their darkvision.

Zwerc Magic. You know the *resistance* cantrip (self only). When you reach 3rd level, you can cast the *dispel magic* spell once per day. Intelligence is your spellcasting ability for these spells.

Wrath of the Earth (Recharges after a Short or Long Rest). You may use your reaction to being hit to point to a floor of rock, sand, or earth within 120 feet. You cause the ground to shake in a 20-foot-radius sphere centered on the designated point. Any non-zwerc creatures of size Large or smaller in the designated area must make a Strength saving throw with a DC = 8 + your proficiency bonus + your Intelligence or Constitution modifier (your choice). On a failed save, you knock the target prone. Starting at 3rd level, you may use this ability an additional time before resting and at 5th level, you may use it a third time before resting.

Sunlight Sensitivity. While in sunlight, you have disadvantage on attack rolls as well as on Wisdom (Perception) checks that rely on sight.

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

STONESPEAKER

SCIONS OF STONE

These (mostly) dwarven geomancers are venerated for their supernatural connection to the earth. Even the *dweorg*, *dvergr*, and *gitwerc* show them respect (and fear) for their divine abilities, knowing full well the terrible powers at their disposal. Their mastery of the terrain is unmatched and they are talented combatants regardless, but within a subterranean arena, their elemental control makes them supreme warriors.

CREATING A STONESPEAKER

As you create your stonemancer character, spend some time thinking about your culture and race and how it views your gifts and connections with the earth. How did your gift manifest? Was it a cause for celebration or fear? Is your power the result of deliberate study or being chosen by forces beyond your ken? How do you view your own power? As a gift or curse? Do you know why you have been bestowed with the powers of the stonemancer? Work with your GM to determine how big a part your potential obligations may have in your daily adventuring life and how you view upperworlders and the more common races of the underworld—do you, for example, fear the open sky? If so, then why? Do the stones literally speak to you in a voice only you can perceive or is your communion with the earth a more empathic, spiritual experience? Some stonemancers pray to deities, while others worship nature or are atheists—it all depends.

QUICK BUILD

You can make a stonemancer quickly by following these suggestions. First, Wisdom should be your highest ability score, followed by Constitution. Second, choose the acolyte (for pious stonemancers) or guild artisan or miner (for secular stonemancers) background. Third, choose the *resistance* and *acid splash* secrets of the stone.

CLASS FEATURES

As a stonemancer, you gain the following class features:

HIT POINTS

Hit Dice: 1d8 per stonemancer level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per stonemancer level after 1st.

PROFICIENCIES

Armor: Light armor, medium armor

Weapons: Simple weapons, martial weapons

Tools: Mason's tools

Saving Throws: Wisdom, Constitution

Skills: Choose two from Arcana, Animal Handling, History, Insight, Nature, Perception, Religion, Survival

EQUIPMENT

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

- **(a)** mace or **(b)** a warhammer (if proficient)
- **(a)** scale mail, **(b)** leather armor, or **(c)** chain mail (if proficient)
- **(a)** light crossbow and 20 bolts or **(b)** any simple weapon
- **(a)** priest's pack or **(b)** an explorer's pack

EXPLODING EARTH

Stonemancers have supreme command over the forces of the rocks and earth and can cause the ground to violently detonate. As an action, you can point at a 5-foot-square of earth, rock, or other solid material (wood and buildings qualify) you can see within 30 feet. Any creature within the square must succeed on a Dexterity saving throw against DC = 8 + your proficiency bonus + your Wisdom modifier. On a failed save, the explosion inflicts 1d6 + your proficiency bonus + your Wisdom modifier bludgeoning damage, half as much on a failed save. Creatures flying 5 feet or more above the square you designate are immune to exploding earth. You can expend two uses of exploding earth instead to add one of the following effects to your exploding earth:

THE STONESPEAKER

Level	Proficiency Bonus	Features	Secrets of the Stone	Exploding Earth
1st	+2	Exploding Earth, Stone Lore class feature, Secrets of the Stone	2 (cantrips)	–
2nd	+2	Stone Lore class feature, Tremorsense	2	–
3rd	+2	Stonestrider	2	1d6
4th	+2	Ability Score Improvement	3 (level 1)	1d6
5th	+3	Tough as Granite	3	2d6
6th	+3	Stone Lore Feature	3	2d6
7th	+3	—	4 (level 2)	3d6
8th	+3	Exploding Earth (60 ft.) Ability Score Improvement	4	3d6
9th	+4	Stone Lore Feature	4	4d6
10th	+4	Enforced by the Earth I	5 (level 3)	4d6
11th	+4	Siege Master	5	5d6
12th	+4	Ability Score Improvement	5	5d6
13th	+5	Earthen Path	6 (level 4)	6d6
14th	+5	Exploding Earth (100 ft.)	6	6d6
15th	+5	Monument to the Ages	6	7d6
16th	+5	Ability Score Improvement	7 (level 5)	7d6
17th	+6	Stone Lore Feature	7	8d6
18th	+6	Enforced by the Earth II	7	8d6
19th	+6	Ability Score Improvement	8 (level 6)	9d6
20th	+6	Exploding Earth (Sight), Eternal Monument	8	9d6

- Creatures that fail their save have their walking speed reduced by 10 feet until they regain at least 1 hit point.
- The square you targeted with exploding earth is considered to be difficult terrain thereafter.
- Creatures that fail their save are knocked prone.

The amount of damage exploding earth inflicts increases as you gain levels in this class, as shown in the exploding earth column of the Stonespeaker table. At 8th level, the range of this ability increases to 60 feet. At 14th level, it increases to 100 feet. At 20th level, you can use this ability on any creature you can see, no matter how far away it is. You can use this feature a number of times equal to your Wisdom modifier (a minimum of once) plus your class level. You regain expended uses when you finish a long rest. If you have no uses of exploding earth left and finish a short rest, you regain 1 use of this class feature.

STONE LORE

Different stonespeakers claim different origins for their mastery over earth and rock. Although many variations exist, most of these origins fall in one of three categories: A divine calling, innate power, or the Geomancer's bending of the earth to his whims.

DIVINE CALLING

Your mastery of stone and rock stems from being chosen by a deity or nature itself. Most often, stonespeakers with this stone lore are respected members of a tradition of chosen stewards and shepherds of subterranean communities, though exceptions exist—lone, grizzled survivors of the underworld have been known to exhibit stonespeaker powers after prolonged exposure to the magical geodes deep within the lightless depths, their powers stemming from an instinctual communion with nature itself.

WRATH OF THE EARTH

At 1st level, you can cause the very earth to rise up in defense of you, rebuking assailants. When a creature within 5 feet of you that you can see hits you with an attack, you can use your reaction to expend a use of exploding earth and cause the creature to make a Dexterity saving throw against exploding earth. On a failed save, the creature takes your exploding earth's damage and falls prone (without requiring you to expend an additional use of exploding earth), half as much damage and no falling prone on a successful save. Additionally, if a creature fails its save against this feature, you may Disengage as a bonus action on your next turn.

RIDDLE OF STONES

At 6th level, you can attune yourself to the eternal knowledge inherent in the earth itself by sitting in meditation and communing with the rocks. During a short rest, you can choose to expend a use of exploding earth to gain proficiency with a single tool or weapon. You lose this proficiency again when on your next short or long rest.

EMBRACE OF THE EARTH

At 9th level, you may use an action on your turn to talk to the earth to allow you to pass through stone, dirt, or almost any other sort of earth except worked stone and metal as easily as a fish swims through water. If properly protected against the heat, you can even swim through lava. While being embraced by the earth, you move through it at your base speed and can breathe as if the earth were air. You can see clearly up to 5 feet while embraced by the earth. Your transit leaves behind no tunnel or hole, nor does it create a ripple or sign of your presence. Using this feature expends one use of the exploding earth feature and its effects last for concentration, up to 10 minutes. If you are still inside solid earth when the effects of this ability end, you die. However, you may, at any time while being embraced by the earth, expend additional uses of exploding earth to reset the duration.

CHOSEN OF THE EARTH

At 17th level, you are a chosen of a higher elemental power or a deity associated with the earth. As an action, you can expend one use of exploding earth to reinforce this status. Earth elementals, subterranean beasts and creatures from the elemental planes or associated with them (subject to GM's discretion, as a guideline creatures that speak Terran as their native tongue) refuse to attack you and cease all hostility against you and your allies at the display of your might. Unless you or your allies resume hostilities, the creatures will not stand in your way, but neither are they obliged to help you. They do, however, suffer disadvantage on saves against spells and effects by you and your allies to inflict the charmed condition upon them.

INNATE POWER

Most common among the dwarven races, some stonespeakers draw their power from their own bodies, channeling the powers of the earth through their very beings. These stonespeakers sometimes belong to established martial traditions or orders, while other times, they are at a complete loss to explain their unique powers.

BONUS PROFICIENCY

When you choose this stone lore at 1st level, you gain proficiency with heavy armor.

ARMOR OF STONE

Also at 1st level, you can enhance your armor by calling forth rocks or earth to further enhance your armor. After completing a long rest, you may meditate for 1 minute and expend a use of exploding earth to fashion armor from the earth or enhance your existing armor. You can upgrade your armor by 4 steps, up to the equivalent of plate mail. The stone-enhanced armor behaves as the armor the ability emulates. Alternatively, the stones can also emulate less powerful armors, up to 4 steps. For example, a stonespeaker not wearing any armor could duplicate padded, leather, studded leather or hide armor. Emulating padded armor would result in the stonespeaker treating the armor of stone as light armor as well as suffering from disadvantage on Stealth checks and provide an AC of 11 + Dexterity modifier. Emulating hide armor would count as wearing medium armor and provide

the equivalent of an AC of 12 + Dexterity modifier (maximum 2). A stonemancer must meet the Strength requirements for heavy armors to use this ability to upgrade an existing armor to heavy armor. Armor of Stone is treated as stone, not as metal for the purpose of interaction with features, spells such as *heat metal*, etc. Magical properties of armor you wear are not changed by this ability.

SHARD GROWTH

At 6th level, as a reaction to being hit with a melee attack, you can expend one use of exploding earth to cause sharp spikes of stones to grow from your body and pierce nearby foes. Creatures within 5 feet of you when you use this feature must make a Dexterity saving throw against your exploding earth DC or be impaled upon those stone spikes, taking exploding earth's damage as piercing damage. Additionally, the area affected is considered difficult terrain for all creatures apart from you until the end of your next turn.

STONE SPIKES

At 9th level, you gain the ability to infuse your weapon strikes with razor sharp stone shards. 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 bludgeoning or piercing damage (your choice, chosen every turn) to the target. When you reach 14th level, the extra damage increases to 2d8. Additionally, as a bonus action, you may expend one use of exploding earth to make this ability's effects apply to all your attacks for 1 minute.

STONE BARRIER

At 17th level, you learn to conjure forth devastating barriers of churning stones. As an action, you can expend 3 uses of exploding earth to create a variant of *blade barrier* that deals bludgeoning instead of slashing damage, with a save DC equal to your exploding earth feature's DC.

GEOMANCER

You have studied arcane theorems related to stone and earth and learned to utilize it as a lethal force against your foes. Most geomancers are either scholars or people who have studied in one of the underworld's academies and arcane schools to become a stonemancer.

GRASP OF THE EARTH

Starting at 1st level, you can petition the earth to hold the fools that dare challenge you. As an action, you can expend a use of exploding earth to cause each creature in a 10-foot cube originating from you to make a Constitution or Strength saving throw (your choice) against your exploding earth save DC. The creatures that fail their saving throws are all grappled or prone until the end of your next turn.

EXPLODING PEBBLE

At 6th level, you can expend a use of exploding earth as part of a ranged attack, throw a pebble infused with your exploding earth. The pebble behaves like a dart, but a target hit takes damage as though you successfully affected it with exploding earth. The target hit does not receive a saving throw to halve the damage, but may save against additional effects granted by exploding earth.

STONE TELEKINESIS

At 9th level, you learn to feel stone as it literally shifts to your whim. You may, as an action on your turn, duplicate the effects of *telekinesis* by expending 3 uses of your exploding earth. The save DC is equal to your exploding earth's save DC. Stone telekinesis can only manipulate objects and creatures made of stone or earth. Additionally, you gain additional uses of exploding earth equal to your proficiency bonus.

GEOMANCER'S STORM

At 17th level, you can manipulate the very earth around you to create a churning maelstrom of deadly earth and rock, crushing your foes while leaving your allies unharmed. You can expend 5 uses of your exploding earth as an action to turn the earth in a radius of 60 feet around you into a rumbling, churning zone of destruction. All creatures within the area are subject to your exploding earth ability and also are subjected to all three additional base effects you can generate by expending an additional use of exploding earth (see exploding earth, above). Creatures affected by this ability, even those that successfully save, treat the area as difficult terrain until the end of your next turn. Additionally, you may exempt up to your Wisdom modifier creatures from the effects of this feature.

TREMORSENSE

At 2nd level, a stonemaster can feel through the very rocks. You gain tremorsense 10 ft. Your tremorsense's range increases by +10 feet at 5th level, 8th level, 12th level, 15th level and 18th level.

STONESTRIDE

Starting at 3rd level, moving through unworked, nonmagical difficult terrain made of earth and rocks costs you no extra movement. You can also pass through unworked, nonmagical rock or earth obstacles without being slowed by them or taking damage from them, even if they are hazardous. In addition, you have advantage on saving throws against rocks or earthen material that is magically created or manipulated to impede movement.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

TOUGH AS GRANITE

Starting at 5th level, the rocks begin suffusing your being, imbuing you with their vitality. Your hit point maximum increases by 1, and it increases by 1 every time you gain a level above 5th.

ENFORCED BY THE EARTH I

Starting at 10th level, your body begins taking on qualities associated with the resilient stones of the underworld. Choose slashing, piercing, fire or acid damage. You gain resistance against the chosen damage type. You may select a damage type against which you are vulnerable, but you do not get the usual benefits. Instead, you lose vulnerability to the damage type chosen.

SIEGE MASTER

Like the scions of the earth, you are a powerful force to behold when assaulting the inanimate. Starting at 11th level, you deal double damage to objects and structures.

EARTHEN PATH

Starting at 13th level, you may, as a reaction to an enemy moving towards you or as an action, duplicate the effects of *dimension door*, with the restriction that both your current location and destination need to be in contact with earth or rocks. You can use this ability a number of times equal to your Wisdom modifier (with a minimum of once) before requiring a long rest to recharge.

MONUMENT TO THE AGES

Beginning at 15th level, your body is so suffused with the powers of the stones, you become nigh unbreakable. You gain resistance to bludgeoning damage and may expend one use of your exploding earth as a reaction to being hit to reduce the damage you take from the attack by 1d10 + your Constitution modifier + your stone speaker level. If you reduce the damage to 0 and it is inflicted by a nonmagical weapon or attack by a creature with a challenge equal to 15 or less, the weapon breaks upon ineffectually trying to injure you. If the attack thus negated was inflicted by a creature's natural attack, said creature suffers disadvantage to attacks made with it until it finishes a long rest.

ENFORCED BY THE EARTH II

At 18th level, you become immune against the damage type chosen with your enforced by the earth I feature. If you used enforced by the earth I to eliminate a vulnerability, you gain resistance to the chosen damage type instead.

ETERNAL MONUMENT

At 20th level, you are one with the earth and every rock and just as enduring—You gain additional uses of exploding earth equal to your stonemaster class level.

SECRETS OF THE STONE

Stonemasters do not prepare or cast spells as other wielders of magic do. Instead, you possess a repertoire of abilities known as secrets of the stone that require you to focus the earthen energies suffusing you. You can use each secret of the stone you know 3 times before requiring a long rest to recharge your uses for that particular secret of the stone. The secrets of the

stone column in the stonemaker table shows the maximum level of secret of the stone you can learn. At 7th level, for example, a stonemaker knows 2 secret of the stone cantrips, one 1st-level secret of the stones and one 2nd-level secret of the stones. Secrets of the stones behave like spells otherwise, with one notable difference—if a given secret of the stone has an “At Higher Levels” line, a stonemaker may not use the secret of the stone’s higher level version, unless he learned the secret at that level as well. Uses of the same secret of the stone learned at different levels are tracked independently from one another.

SPELLCASTING ABILITY

Wisdom is your spellcasting ability for your secrets of the stone, since your power stems from insight into the foundations of the world. You use your Wisdom whenever a secret of the stone refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a secret of the stone you cast and when making an attack roll with one.

Secret of the Stone save DC = 8 + your proficiency bonus + your Wisdom modifier

Spell attack modifier = your proficiency bonus + your Wisdom modifier.

SPELLCASTING FOCUS

You can use a druidic focus, an arcane focus or a holy symbol as a spellcasting focus for your stonemaker secrets of the stone. Once chosen, this choice cannot be reversed.

SECRETS OF THE STONE SPELLS

Cantrips (0 level)

acid splash, resistance, dancing lights, light, mending, message, prestidigitation

1st Level

entangle, expeditious retreat, false life, feather fall, identify, longstrider, shield

2nd level

blur, enlarge/reduce, find traps, locate object, pass without trace

3rd level

blink, earthen crush, meld into stone, protection from energy, slow, water walk

4th level

conjure minor elementals, freedom of movement, polymorph (earth elemental only), stone shape, stoneskin

5th level

animate objects, commune with nature, conjure elemental, mislead, passwall, wall of stone

6th level

find the path, flesh to stone, move earth, transport via plants (uses rocks instead of plants), true seeing

ZWERC FEATS

AMBER WAYFARER

You are a veteran of traversing the Amber Road. You gain the following benefits:

- When using an Amberized Lodestone in conjunction with an Amber Attenuator, you are automatically cognizant of interfering resonance without requiring *detect magic*.
- You decrease the chance of incurring a mishap when using an Amber Road while subject to multiple resonances or using a broken lodestone to 01–10 on a d%, with 11–50 depositing you in a similar area and 51–100 putting you on target.
- You can cast *seek earthly transit* as a 1st-level spell at will. Intelligence is your spellcasting ability for this spell.

EXTRA SECRET OF THE STONE

You have listened to the stones and they have taught you to tap more often into your power to create magical effects. You gain the following benefit:

- You gain 3 additional uses of secrets of the stone that you can freely distribute among your individual uses of known secrets of the stone when taking a long rest. You could, for example grant one secret of the stone +3 uses, or grant one +1 use and another +2 uses.

NATURAL MAGICIAN

You are infused with the magical nature of the zwerc. You gain the following benefit:

- You can cast *detect magic*, *comprehend languages* and *silent image* as 1st-level spells at will. Intelligence is your spellcasting ability for these spells.

SCION OF THE EARTH

The earth seems to be particularly protective of you, infusing you with power. You gain the following benefits:

- Increase your Strength or Constitution score by 1, to a maximum of 20.
- You may use Wrath of the Earth an additional 3 times before needing to rest.

ZWERC KNIGHT

While your brethren have honed their magical talents, you have learned to temporarily adapt to lethal energies thrown against you. You gain the following benefit:

- Whenever you take either acid, cold, fire, force, thunder or lightning damage equal to or greater than twice your level from a single source, you gain resistance to that damage type for 1 round.

ZWERC EQUIPMENT

AMBER ATTENUATOR

Price: 1200 gp; **Weight:** 5 lbs.

These strange compasses with massive, fist-sized slots are made of lead, tin, silver, copper, titanium and a host of other metals. Attuned to the Amber Road, these devices greatly facilitate finding an entry to the Amber Road. Using an Amber Attenuator reduces the Wisdom (Survival) check's DC required to find a byway of the Amber Roads by 10. An Amber Attenuator is also required to properly use Amberized Lodestones.

AMBERIZED LODESTONE

Price: 2000 gp (typically); **Weight:** 3 lbs.

This mottled, fist-sized piece of orange stone is suffused with the precise magical energy of a specific zwerc enclave. By inserting one of these stones into an Amber Attenuator and concentrating on it, a magical resonance is generated in a 30-ft-sphere surrounding the attenuator, clinging to the creatures for 1 minute before

vanishing. Any creatures attuned with this resonance that enter the Amber Road are immediately transported to the zwerc enclave keyed to the lodestone. *Detect Magic* can perceive resonance as a faint, amber aura. If two different resonances overlap, the interference becomes problematic: You roll a d%: On a 01–50, you incur a teleportation mishap and all teleported creatures (or objects) take 3d10 force damage and reroll. Multiple mishaps can occur thanks to the damage done to the Amber Road. On a 51–100, you arrive at a similar area.

ZWERC PET STONE

Price: —; **Weight:** 1/2 lbs.

Some zwerc take the “defender of the earth” aspect one step further than just learning the Zwerc Knight feat and adopt a pet rock. They carry around this rock, convinced that failing at their task is letting down their pet rock. This conviction enhances the Zwerc Knight feat and enhances the duration of its benefits by 1 round per activation. Zwerc pet rocks can be any rock, but a zwerc needs to carry one rock around, talking to it and becoming accustomed to its weight and feel for at least one week to gain benefits. Other than that, loss of a pet rock just means that a zwerc has to choose a new rock and “get used to it” once again.



ZWERC SPELLS

The following spells are available for all Zwerc spellcasters.

AMBER SHORTCUT

3rd-level conjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (a topaz)

Duration: Instantaneous

As part of casting this spell, you and any creatures touching you walk directly into and through a stone wall, as you temporarily pass through up to 500 feet of stone with a passage of the Amber Roads, instantaneously reappearing on the other side of the stone on the closest vertical surface, provided there is one. If there is no eligible vertical surface, you instead reappear on a non-vertical surface. If there is no place where you could reappear, the Amber Road violently expels you and all passengers at the point where you cast the spell, dealing 6d6 bludgeoning damage to you and all creatures touching you.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you may pass an additional 500 feet or rock per level, but also increase the damage you take, should you be violently expelled by +1d6.

SEEK EARTHLY TRANSIT

1st-level divination (ritual)

Casting Time: 1 action

Range: Self

Components: V, S, M (piece of silver)

Duration: Concentration, up to 10 minutes

When this spell is cast, a pulse of magical energies travels outward, creating a trail of cyan light visible only to the caster towards the closest entry to the Amber Roads. If there is no entry within 1 mile of the place where the spell was cast, it instead leads to the closest route to the entry to an Amber Road.

The following spell is available to zwerc druids, warlocks, and wizards.

AMBER ROAD DISJUNCTION

5th-level conjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a piece of amber)

Duration: Concentration, up to 1 minute

You teleport a part of the Amber Road into the material realm and around a creature or object. Objects immediately take 4d8 bludgeoning damage, as the amber encasing starts crushing them. Creatures targeted must make a Strength saving throw. The creature takes 4d8 bludgeoning damage on a failed save, half as much damage on a successful one. Succeeding at this initial save also immediately ends the spell. Additionally, on a failed save, the creature is encased in amber and immediately begins suffocating. Creatures encased in amber may use their action to try to burst free by succeeding a Strength saving throw. Allied creatures can try to break the amber casing by attacking from the outside. The amber encasing has 40 hit points and has resistance to radiant, piercing and slashing damage, immunity to necrotic and poison damage and is vulnerable to bludgeoning damage.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d8 for each slot level above 5th. Additionally, the amber encasing's hit points increase by +10 per spell slot level above 5th.

The following spell is usually only available as a Secret of the Stone, but at the GM's discretion, it may also be available for other classes.

EARTHEN CRUSH

3rd-level transmutation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a handful of stones)

Duration: Concentration, up to 1 minute

You create a 20-foot-radius animated spherical cloud of earth and rocks, originating from an unoccupied space that you can see within range. The space of origin must feature rocks or earth or the spell fails. The cloud lasts for the spell's duration and it moves at your command, mimicking the movements of your

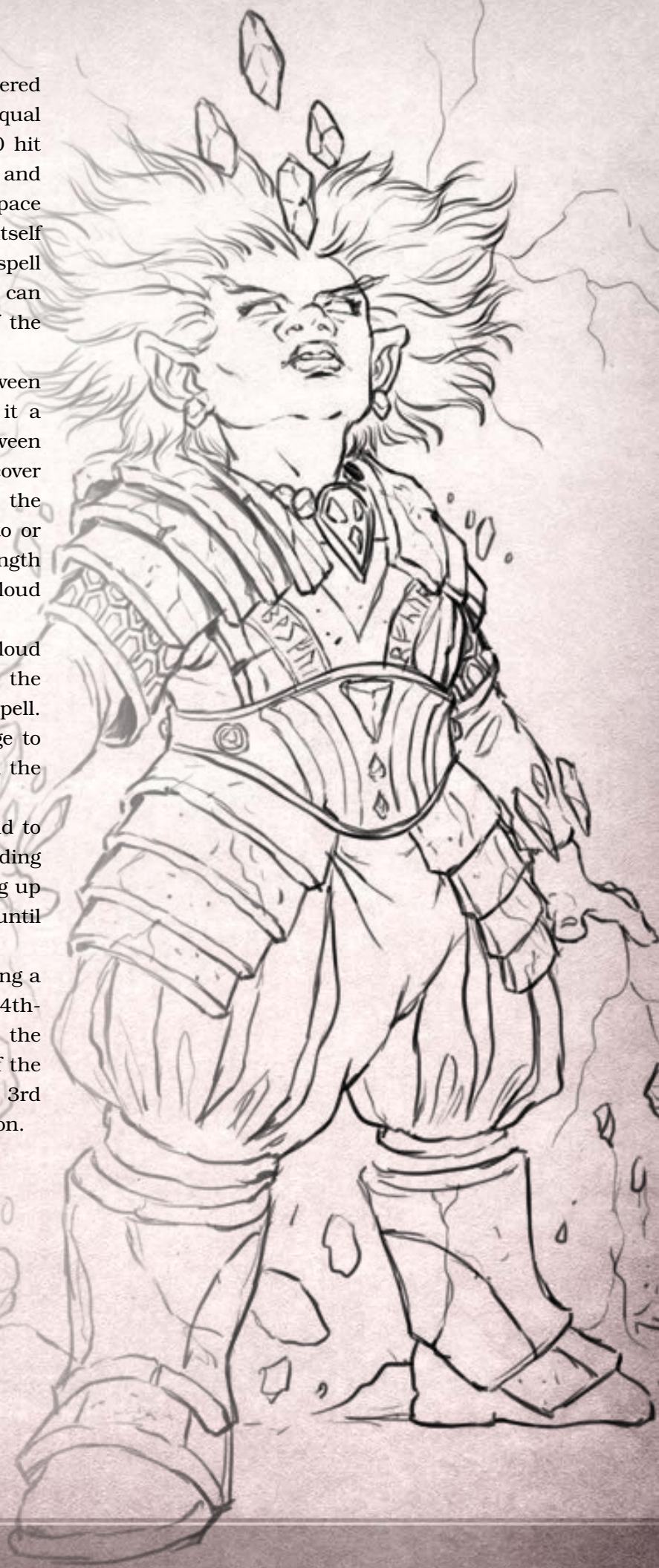
hand (or other appendage). The cloud is considered to be an object that has AC 16 and hit points equal to 1/2 your hit point maximum. If it drops to 0 hit points, the spell ends. It has a Strength of 16 (+3) and a Dexterity of 10 (+0). The cloud doesn't fill its space and can move through all creatures smaller than itself since it is partially immaterial. When you cast the spell and as a bonus action on subsequent turns, you can move the cloud up to 30 feet and cause one of the following effects.

Barrier Cloud. The cloud forms a barrier between you and a creature you choose until you give it a different command. The cloud moves to stay between you and the target, providing you with half cover against the target. The target can move through the cloud unimpeded if its Strength score is equal to or greater than that of the cloud. If the target's Strength score is less than that of the cloud, it treats the cloud as difficult terrain.

Churning Cloud. You can command the cloud to expend its magic, enhancing the potency of the exploding earth class feature and ending the spell. Creatures within the cloud suffer disadvantage to their saving throws against exploding earth until the end of your next turn.

Propelling Cloud. You can command the cloud to expend its magic, enhancing the range of the exploding earth class feature. You can affect creatures flying up to 15 feet above the cloud with exploding earth until the end of your next turn.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher (or learn this as a 4th-level or higher secret of the stone), you may use the churning cloud and propelling cloud functions of the spell each an additional time per spell slot above 3rd before the spell's magic dissipates from the exertion.





UNDERWORLD WEAPONS TABLE

Name	Cost	Weapons		
		Damage	Weight	Properties
Martial Melee Weapons				
Ahooling Macuahuitl	5 gp	1d8 slashing	8 lbs.	Heavy, Versatile (1d10)
Draaki Tail Spurs	10 gp	1d6 slashing	2 lbs.	Light
Gitwerc Red Tape	25 gp	2d4 slashing	8 lbs.	Heavy, reach
Hoyrall Capblade	10 gp	1d6 slashing	1 lb.	Light, finesse
Hoyrall Shellcracker	1600 gp	3d10 slashing	75 lbs.	Heavy, four-handed
Siktauryi	850 gp	1d6 acid	8 lbs.	Ammunition (40/160), Special, Two-handed
Vestraadi Katana- Eku	55 gp	1d8 slashing or bludgeoning	8 lbs.	Finesse, versatile (1d10)
Ranged Martial Weapons				
Svirfneblin Multicrossbow	+200 gp per additional crossbow	1d10 piercing per crossbow	5 lbs. + combined weight	Ammunition (range 100/400), heavy, loading, two- handed

BESTIARY

AHOOL

Medium humanoid, neutral evil

This creature is easily the size and stock of a strong man or orc, corded with thick muscles that belie a nearly elven litherness. Sharp talons extend from its hands and feet and its ears dwarf the creature's head in their impressive size. The resemblance to a bat is uncanny, made concrete by the massive leathery wings that sprout from its back. Mottled brown fur covers its skin and accentuate the tone of fitness apparent in the creature.

Armor Class 15 (natural armor)

Hit Points 112 (15d8 +45)

Speed 30 ft, fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	16 (+3)	14 (+3)	16 (+3)	14 (+2)

Damage Vulnerabilities radiant

Damage Immunities thunder

Damage Resistances cold

Senses blindsight 30 ft., darkvision 120 ft.

Languages Ahoon, abyssal, telepathy

Challenge 5 (1800 XP)

Carry Off. A single ahoon can carry away prey up to 50 lbs or a single rider under that weight. A group working in conjunction can carry an additional +50 lbs per participating ahoon. A maximum of 4 ahoon can try to carry off a single Medium or smaller creature.

Flyby. The ahoon doesn't provoke an opportunity attack when it flies out of an enemy's reach.

Innate Spellcasting. The ahoon's innate spellcasting ability is Wisdom (spell save DC 13). It can innately cast the following spells, requiring no material components: **2/day:** fog cloud

ACTIONS

Multiattack. An ahoon makes one bite attack and two claw attacks. It may substitute a weapon attack for the bite attack, if it has a weapon.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+4) piercing damage. The



target's hit point maximum is reduced by an amount equal to the piercing damage taken, and the ahoon regains hit points equal to that amount. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) slashing damage. If the target is a Medium or smaller creature and is hit by both claws in a given round, it is grappled (escape DC 14). Until this grapple ends, the target is restrained and the ahoon can't bite another target. When the ahoon moves, any target it is grappling moves with it.

Disruptive Echo (Recharge 3–6). *Ranged Spell attack:* +5 to hit, range 60 ft., one target. *Hit:* 7 (2d6) thunder damage.

Ahoon are terrifying creatures that soar through the endless caverns of the Underworld of Aventyr. They are primordial hunters that strike swiftly and without warning, carrying subdued prey away to a moss cavern for eating later.

The average ahoon is 7 feet tall and weighs 300 pounds or so (despite its slender form and ability to fly).

ANGHENFIL

Gargantuan beast, unaligned

Whipping antennae sprout from what must be the elongated neck of this long, serpentine vermin carried along by dozens of small, skittering legs. Its one eye blinks between the snapping pincers around its huge maw as it sees you and tilts its head curiously.

Armor Class 14 (natural armor)

Hit Points 150 (10d20 +40)

Speed 50 ft., climb 50 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	14 (+2)	19 (+4)	1 (-5)	12 (+1)	2 (-4)

Damage Resistances bludgeoning damage from nonmagical weapons that aren't adamantite

Damage Immunities acid, psychic

Condition Immunities charmed, frightened, prone

Senses darkvision 120 ft.

Languages understands hoyrall, but can't speak it

Challenge 6 (2300 XP)

Unkind Pheromones. The segmented whips on the anghenfil's head slather creatures with invisible pheromones that most creatures find appallingly disgusting. Non-insectoid beasts and non-hoyrall touched by the anghenfil's antennae must succeed a DC 17 Constitution saving throw or be so disgusted by the stench that any action not devoted to scrubbing the stench off is at disadvantage. Using an action to scrub off the pheromones gets rid of them, as does more than 5 points of fire damage or submersion in water. Immunity to the poisoned condition renders immunity against the pheromones as well.

ACTIONS

Multiattack. The anghenfil makes 2 whipping antennae attacks and one bite attack.

Whipping Antennae. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* Affected by unkind pheromones feature and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained. The anghenfil has two antennae, each of which can grapple one target.



Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 19 (2d10+8) piercing damage. If the target is a Large or smaller creature grappled by the anghenfil, that creature is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the anghenfil, and it takes 25 (6d6+4) acid damage at the start of each of the anghenfil's turns. If the anghenfil takes more than 30 damage on a single turn from a creature inside it, the anghenfil must succeed on a DC 23 Constitution saving throw at the end of the turn or regurgitate all swallowed creatures, which all fall prone in a space within 10 feet of the anghenfil. If the anghenfil dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement, exiting prone.

A few decades after the hive mind shattered, many hoyrall devoted themselves to mending the destroyed connection to their homeworld—all of them ultimately failed but a few saw a measure of success, drawing baby anghenfil across the cosmos to Aventyr. On their native planet these durable creatures are made for war, but stripped of the connection to their riders, they are now little more than draft animals or gladiatorial combatants.

Anghenfil are 30 ft. long but taper to their end, so only 20 ft. of the creature is substantial enough to take up much space. They typically weigh between 4000 and 5000 pounds.

COLLIATUR MONSTROSITY

Gargantuan monstrosity, neutral

Though it is supremely rare, sometimes Udødelig's tailored bacteria don't help a creature defend against the colloid's extraterrestrial influence, exacerbating its touch instead. The afflicted victim transforms and mutates into a thing of crystal shards, growing massively in size to as its mind fractures into a thousand irretrievable pieces. Driven by an instinctive hunger, it destroys and absorbs all the life around it before disappearing into the stars above.

Armor Class 20 (natural armor)

Hit Points 310 (20d20 +100)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	20 (+5)	3 (-4)	10 (+0)	1 (-5)

Damage Vulnerabilities radiant

Damage Immunities piercing, poison, psychic, radiant, slashing, bludgeoning damage from nonmagical weapons that aren't adamantine

Damage Resistances necrotic

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, prone, stunned

Senses darkvision 120 ft., passive Perception 10

Languages understands the languages it knew before the transformation, but can't speak

Challenge 20 (25000 XP)

Absorb Magic. As a bonus action, the colliatur monstrosity targets any creature, object, or magical effect within 20 feet of it. The colliatur monstrosity chooses a spell already cast on the target. If the spell is of 3rd level or lower, the colliatur monstrosity absorbs the spell and it ends. If the spell is of 4th level or higher, the colliatur monstrosity must make a check with a +8 modifier. The DC equals 10 + the spell's level. On a successful check, the colliatur monstrosity absorbs the spell and it ends. The colliatur monstrosity's body emits scintillating patterns of light when it absorbs a spell, as if under the

effects of a *light* spell. A colliatur monstrosity can only hold one absorbed spell at a time.

Crystalline Armageddon. When the colliatur monstrosity dies, it detonates in a cascade of crystalline shrapnel and searing light. Each creature within 60 feet of it must make a DC 19 Dexterity saving throw, taking 35 (10d6) slashing and 35 (10d6) radiant damage on a failed save, or half as much damage on a successful one. For every 10 Hit Dice worth of souls a colliatur monstrosity has currently stored via its soul destruction feature, the damage of this explosion increases by 7 (2d6) slashing and 7 (2d6) radiance.

Immutable Form. The colliatur monstrosity is immune to any spell or effect that would alter its form.

Magic Resistance. The colliatur monstrosity has advantage on saving throws against spells and other magical effects.

Magnitude. The mere approach of a colliatur monstrosity reverberates through the earth. In any round a colliatur monstrosity has taken an action, all non-flying creatures within 120 feet of it must succeed a Dexterity saving throw (DC 19) or fall prone.

Mighty Frame. A colliatur monstrosity can carry and lift tremendous weights due to their dense, crystalline frames. A colliatur monstrosity can lift and manipulate twice as much weight as usual for its Strength.

Soul Destruction. Mindless hunger for the souls of the slain drive the colliatur monstrosity ever onwards. Creatures slain within 100 ft. of the colliatur monstrosity have their souls drawn into the refracting crystals of the beast. Only a *true resurrection* or direct divine intervention can bring the slain back to life. A colliatur monstrosity loses all stored souls after 24 hours or after completing a long rest, whichever comes first. Upon having consumed 200 Hit Dice of souls within a 24 hour period, the colliatur monstrosity gains a flying speed of 60 feet and may use this to travel even through the great beyond between the stars. The flying speed is lost after a long rest or upon entering a new planet's magosphere, whichever happens first.

ACTIONS

Multiattack. The colliatur monstrosity makes two melee attacks.

Slam. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 20 (3d8+7) bludgeoning damage.

Release Spell. The colliatur monstrosity can release an absorbed spell effect as a blast of prismatic energy, which blasts out as a sphere centered on the colliatur monstrosity with a radius of 10 feet per level of the absorbed spell. All creatures in the area of effect other than the colliatur monstrosity take 7 (2d6) radiant damage per level of the absorbed spell, or half damage with a successful DC 19 Dexterity saving throw. Creatures that fail the saving throw are also blinded until the end of the colliatur monstrosity's next turn. Colliatur are immune to the harmful effects of this ability.



GØGELID

Medium undead, unaligned

Bluish mist forms into the shape of a purple-fleshed dog. Its long red tongue loll out of a viciously fanged mouth beneath two blank, ovoid eyes.

Armor Class 12

Hit Points 39 (6d8 +12)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	6 (-2)	14 (+2)	10 (+0)

Skills Perception +5, Survival +4

Damage Vulnerabilities radiant; bludgeoning

Damage Resistances necrotic, piercing, slashing

Damage Immunity poison

Condition Immunities petrified, poisoned

Senses darkvision 120 ft., passive Perception 15

Languages —

Challenge 1 (200 XP)

Ethereal Hop. The gøgelid may use its action to enter the Ethereal Plane from the Material Plane. It is visible on the Material Plane while it is in the Border Ethereal, yet it can't affect or be affected by anything on the other plane. The gøgelid may spend 1d4+1 consecutive rounds in the Ethereal Plane, before it is shunted back to the material plane. The gøgelid may return to the Material Plane as a bonus action.

Ethereal Jaws. The gøgelid's bite attack is suffused with the substance of ether. It is treated as a magical attack.

Undead Tracker. The gøgelid may track creatures like ghosts even while they are in the Ethereal Plane as though they were moving on the Material Plane.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) piercing damage.

Gøgelid are typically found with or near dødelig, usually coexisting peacefully and helping the undead halflings find their buried kin in the Underworld of Aventyr. Where the gøgelid originally come from remains unknown. Though intelligent and sometimes quite talkative, the animated canines never speak of more than the name of their home dimension: Preokret. This has never diminished their relationship with dødelig, who happily accept the four-legged creatures into their families. Once part of a home, gøgelid are fiercely territorial of both the building and its inhabitants, but otherwise they are generally quite friendly and curious.

A gøgelid is roughly the size of a very large dog, standing on its hind legs at a height of about 5 ft., and weighs as much as 110 pounds.



HONDRA

Large monstrosity, unaligned

Plated blue scales and bright purple spines extend off of this ursine creature as it lopes toward you on powerful hind legs and forelimbs that resemble that of a bear, though its massive, open-faced jaw is certainly not like its forest dwelling cousin.

Armor Class 14 (natural armor)

Hit Points 76 (8d10 +40)

Speed 40 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	20 (+5)	2 (-4)	14 (+2)	9 (-1)

Saving Throws Dex +5, Con +8

Skills Perception +5

Damage Resistances bludgeoning, piercing and slashing from nonmagical weapons

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 15

Languages Draconic

Challenge 6 (2300 XP)

Mighty Swing. When the hondra attacks without moving during its turn, it makes its claw attack with advantage.

Draaki Attunement. The hondra was bred by the draaki and instinctively attunes to the closest draaki it shares a space with for 24 hours. Its breath weapon can deal the same damage as that of the draaki to which it is attuned. Determine the energy of the breath randomly for the hondra if it is not currently attuned to a draaki.

ACTIONS

Multiattack. The hondra makes one bite attack and one claw attack. When its hondra breath is available, it can use the breath in place of its claw.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 18 (2d12 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 23 (4d8+5) slashing damage.

Hondra Breath (Recharge 6). The hondra can exhale energy as determined by its draaki attunement feature in a 15-foot cone. It may freely

choose the energy type among the energy types available to its attuned draaki. Each creature in the area must make a DC 15 Dexterity saving throw, taking 31 (7d8) damage of the attuned type on a failed save, half as much on a successful one.

One of the draaki's few keepsakes from the distant past, these strange beasts are a reminder of the time long ago when they ruled over the Underworld with unmatched arcane power. Impressed with the physical prowess and durability of Aventyr's northern tundra bears, they used magic to breed draconic traits into the beasts from the surface. The resulting creation has all the rage of an ursine and many of the defenses of a dragon, but remains quite stupid and easy for the draaki to control. Domesticated not to attack their minders, the scavengers of the Underworld generally encourage these creatures to wander near their settlements as an impromptu and low-maintenance natural defense.



KORKCITURA

Large monstrosity, neutral evil

Hardened purple plates cover the body of this strange creature and it seems to gather itself as it flexes its backward bent limbs, whipping its long tail and wicked stinger through the air,

Armor Class 14 (natural armor)

Hit Points 26 (4d10 +4)

Speed 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	22 (+6)	13 (+1)	3 (-4)	13 (+1)	5 (-3)

Saving Throws Dex +8, Con +8

Damage Resistances necrotic

Condition Immunities frightened

Senses darkvision 120 ft., passive Perception 11

Languages –

Challenge 4 (1100 XP)

Pounce. If the korkcitura moves at least 20 feet straight toward a creature and then hits it with a bite or sting attack on the same turn, the target must succeed on a DC 16 Strength saving throw or be knocked prone. If the target is prone, the korkcitura can make either one bite or one sting attack against it as a bonus action. The korkcitura must use the attack that was not used to render the creature prone. A korkcitura pouncing with



the sting could bite the prone target, but not attack it again with the sting.

Swampstrider. The korkcitura can move through bogs, quicksand, and all non-magical swampy terrain without the terrain costing extra movement. It may move through obstacles in such terrain without being slowed or taking damage from it. The korkcitura has advantage on saving throws prompted by magic duplicating such terrain or its effects.

ACTIONS

Multiattack. The korkcitura makes one bite attack and one sting attack.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d10 + 2) piercing damage.

Sting. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 23 (2d8+2) piercing damage, and the target must make a DC 12 Constitution saving throw, taking 22 (4d10) poison damage on a failed save, or half as much on a successful one.

The origins of korkcitura are quite simple—they were once next in line to be the apex predator among the Underworld beasts, second only to the kraydil. When kraidyl rose from the muck empowered with profane energies, they started to wipe out these creatures but quickly found them to be utterly indigestible; rather than kill all of the korkcitura, they subjugated and ultimately domesticated the strange magical animals. Now korkcitura are reduced to scavengers that follow kraidyl around the Underworld, feeding off the scant bits of meat left behind after a successful hunt or, if particularly lucky, made into a mount.

Korkcitura stand at about 5 to 6 feet in height and weigh between 1400 and 1600 pounds.

MUSHROOM GOLEM

Large construct, unaligned

This enormous creature stalks forward on huge fibrous legs, a purplish glow emanating from its eyes and face that illuminates the underside of the large mushroom forming out of the top of its head.

Armor Class 18 (natural armor)

Hit Points 76 (8d10 + 40)

Speed 40 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (−1)	18 (+4)	2 (−4)	11 (+0)	1 (−5)

Saving Throws Dex +5, Con +8

Skills Athletics +9

Damage Vulnerabilities fire

Damage Immunities acid, cold, lightning, radiant, poison, psychic, thunder, bludgeoning, piercing and slashing from nonmagical weapons

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 120 ft., passive Perception 10

Languages understands the language of its creator, but cannot speak

Challenge 10 (5900 XP)

ABILITIES

Immutable Form. The mushroom golem is immune to any spell or effect that would alter its form.

Magic Resistance. The mushroom golem has advantage on saving throws against spells and other magical effects.

Magic Weapons. The mushroom golem's weapon attacks are magical.

ACTIONS

Multiattack. The mushroom golem makes two slam attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 28 (5d8 + 6) bludgeoning damage and the target must make a successful DC 17 Constitution saving throw or gain one level of exhaustion, as mushrooms start growing on them.

These mushroom wither upon taking a short rest or when subjected to any form of magical healing.

Spore Release. Any time the mushroom golem is hit in combat, it releases a cloud of voracious, acidic spores. All creatures within 5 ft. of the mushroom golem must succeed a DC 17 Dexterity saving throw or take 13 (2d12) poison or acid damage (mushroom golem's choice) as the spores burrow into their flesh. If the mushroom golem chooses poisonous spores, the targets are poisoned until the start of the mushroom golem's next turn and take 6 (1d12) poison damage. If the mushroom golem chooses acid damage, it reduces the damage threshold of any objects

affected by the damage inflicted until the end of the mushroom golem's next turn. Anyone who fails the saving throw is covered with small mushrooms. These mushroom wither upon taking a short rest or when subjected to any form of magical healing.

REACTIONS

Fungal Bloom. As a reaction to killing an enemy covered with mushrooms, the mushroom golem may take its reaction to command the mushrooms to bloom, immediately reducing the target to mulch. A target thus destroyed can only be returned to life via *true resurrection* or direct divine intervention.

Mushroom golems have vaguely humanoid bodies made from a single enormous green-spored parasol mushroom. They have no possessions, relying on their own abilities. A mushroom golem cannot make any vocal noise, but can convey levels of danger to plants through a series of swaying gestures. It walks and moves with a flowing, steady gait, as if a breeze constantly blows about it. It does not utilize its full speed unless threatened.

Mushroom golems stand 15 ft. tall and are 12 ft. wide at the shoulders, with the rest of their bodies between 4 and 5 feet wide for most of the trunk, widening to 10 feet at the base. They have two 10 ft long arms and 2 7.5 ft legs. A mushroom golem weighs at least 2000 pounds.

PHOSO

Large aberration, neutral

A giant skitters toward you on six clumping hooves, the four arms jutting out of the top of its torso menacingly gripping and unclenching as its beady yellow eyes fix on your arms.

Armor Class 15 (natural armor)

Hit Points 76 (8d10 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	13 (+1)	20 (+5)	4 (-3)	14 (+2)	10 (+0)

Damage Vulnerabilities radiant



Damage Resistances piercing, slashing, bludgeoning damage from nonmagical weapons that aren't adamantite

Damage Immunities necrotic

Condition Immunities exhaustion, frightened

Senses darkvision 120 ft.

Languages Drow

Challenge 6 (2300 XP)

Material Prisoner. The phoso can never become ethereal or leave the Material Plane. Any spell or effect that would teleport it or otherwise move it to another plane automatically fails.

ACTIONS

Multiattack. The phoso makes four slam attacks. It may use one necrotic ray instead of two of its slam attacks. It can fire up to two necrotic rays instead of making any slam attacks.

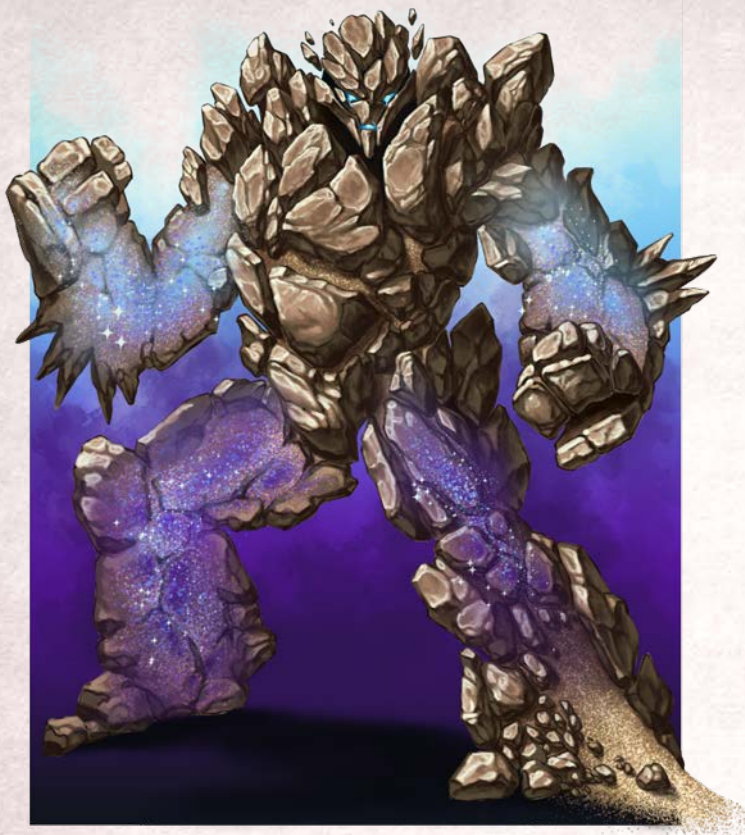
Detaching Slam. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 11 (1d10+6) bludgeoning damage and if the target is a medium or smaller creature and is hit by two or more slam attacks in one round, the phoso may impose the grappled condition (escape DC 17) on the target. Until the grapple ends, the target is restrained and the phoso can't execute any other attacks, as it focuses on pulling the limbs from the creature, dealing 49 (4d10+24) bludgeoning damage on any subsequent round. Additionally, a target suffering this damage must succeed on a DC 16 Constitution saving throw or take one level of exhaustion from the painful strain. Creatures without discernible limbs are immune to having their limbs pulled off.

Slam. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 11 (1d12+5) bludgeoning damage.

Necrotic Ray. The phoso may shoot up to two necrotic rays at one or two creatures it can see within 60 feet of it. The target must succeed on a DC 16 Constitution saving throw or it can't take reactions until the end of its next turn and takes 9 (3d4+2) necrotic damage. A successful save negates the effects of the ray.



The drow of the Underworld are keen to enslave every sentient (or nonsentient) that wanders into their lands, regardless of whether or not it is native to Aventyr. A sizable band of witchwyrd made the critical mistake of trusting the drow, failing to realize that the dark elves' hospitality was a dangerous ruse before it was far too late. Vastly outnumbered and grounded to the spot by mages, the otherworldly creatures entered the custody of the Endless Cave's enslavers, never to leave this Material Plane again. Once the drow garnered every bit of information they could from their captives, they began to explore other avenues of use. Dark elven alchemists quickly took to the task, using the witchwyrd prisoners for horrifying magical experimentation and forcing them to produce offspring broken by what was being done to their bodies. The resulting children were birthed as phoso, made into personal bodyguards and watch dogs that prowl the underkeeps of their oppressive, powerful Underworld mage masters.



RAKASA BATU

Huge elemental, neutral

Though at first this creature seems to be an earth elemental, you notice part of its body phase out of existence and back in again, as if it were made of interdimensional sand.

Armor Class 17 (natural armor)

Hit Points 184 (16d12 +80)

Speed 20 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	4 (−2)	20 (+5)	11 (+0)	9 (−1)	15 (+2)

Damage Vulnerabilities lightning, thunder

Damage Resistances cold, fire, necrotic, radiance, bludgeoning, piercing, slashing damage from magical or adamantite weapons

Damage Immunities acid, poison; bludgeoning, slashing, piercing damage from nonmagical weapons that aren't adamantite

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, poisoned, prone, stunned

Senses darkvision 120 ft., tremorsense 60 ft

Languages Terran

Challenge 10 (5900 XP)

Batu Solidity. The rakasa batu's body exists at the same time in the Material and the Ethereal plane, in a state of constant flux between the two. Due to this unique state of everlasting change between the planes, rakasa batu cannot grapple or be grappled and have advantage on all escape checks.

Earth Glide. The rakasa batu can burrow through nonmagical, unworked earth and stone. While doing so, the rakasa batu doesn't disturb the material it moves through.

Innate Spellcasting. The rakasa batu's innate spellcasting ability is Charisma (spell save DC 14). It can innately cast the following spells, requiring no material or somatic components.

At Will: *Speak with animals, spike growth, meld into stone, stone shape*

3/day: *Commune with nature, flesh to stone, wall of stone*

1/day: *earthquake*

Siege Monster. The rakasa batu deals double damage to objects and structures.

ACTIONS

Multiattack. The rakasa batu makes 2 slam attacks.

Slam. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 27 (4d8+9) bludgeoning damage. If the target is a creature of size Large or smaller, it must succeed on a DC 23 Strength saving throw or be knocked prone.

These mysterious entities first appeared along the Amber Roads shortly before the Confluence, blocking certain passages in an attempt to curb the destruction soon to wreak havoc across the interplanar transitway.

Their efforts were for naught, but the creatures found spiritual kinship with dwarves, in particular the zwerc—rakasa batu emissaries can now be found in virtually every one of their pocket demiplanes and, as time passes, more and more frequently in the endless caves of Aventyr. Encountering one of these creatures in the Underworld can be a dangerous proposition; they know much about the world around them and the veils between planes, but those who raise its ire can quickly find themselves buried underneath stone.

Rakasa batu are generally 13 feet tall or larger, but can weigh between 300 and 6000 pounds.

RUFIDIER

Large aberration, neutral

Unholy flames spread from the hooves, eyes, mane, and tail of this ebony stallion, flickering with an almost palpable evil and sense of dread.

Armor Class 14 (natural armor)

Hit Points 75 (10d10 +20)

Speed 40 ft., climb 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+1)	16 (+3)	15 (+2)	2 (-4)	13 (+1)	7 (-2)

Damage Vulnerabilities cold

Damage Immunities fire

Condition Immunities exhaustion

Senses darkvision 120 ft., passive Perception 11

Languages Rufidiers understand Infernal or Dwarven, but can't speak.

Challenge 4 (1100 XP)

Explosive Hump. When the rufidier dies and could currently make a flame gout attack, it may do so as a reaction. If it does, the explosion is more potent, dealing 21 (6d6) fire damage. Creatures succeeding a DC 13 Dexterity saving throw take half damage instead.

Lava Strider. The rufidier can freely move over and through magma and lava and does not treat it as difficult terrain.

Reinforced Skeleton. The rufidier was created as a draft animal and its body lends itself well to carrying or dragging heavy objects. For purposes of determining carrying capacity, a rufidier is treated as though its Strength score was 20.

ACTIONS

Multiattack. The rufidier makes two hoof attacks. Provided it has one available, it can instead fire a flame gout.

Hoof. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 +3) fire damage.

Flame Gout (Recharge 6). The rufidier can emit a burst of fire in a 10-foot radius, dealing 10 (3d6) fire damage. Creatures succeeding a DC 13 Dexterity saving throw take half damage instead.

There are many ways the gitwerc twist and transform the souls of creatures that aren't sent down into Hel. Each is a fate perhaps worse than what awaits below. One of the most common horrors wrought from the devil dwarves' foul practices are rufidier, humanoids stretched and reformed into fiery quadrupeds owned by gitwerc nobles and other elite members of their despicable society. Where on the surface you might find a prized steed or prestigious equine, in the lava-filled caverns of the gitwerc there are rufidier dragging barges across the molten rock, hauling materials up subterranean cliffsides, and serving as mounts for fierce warriors.

Rufidier stand 6 to 7 feet tall at the shoulder and weigh between 1200 and 1400 pounds.



SVIRF RIDING SLUG

Medium beast, unaligned

Neon green slime and goop slide off of this slithering mollusc's jellylike hide as it slinks towards you, acid frothing from what must be its mouth.

Armor Class 13 (natural armor)

Hit Points 22 (3d8+9)

Speed 15 ft., climb 15 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	16 (+3)	1 (-5)	7 (-2)	3 (-4)

Skills Stealth +4

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 8

Languages —

Challenge 1/2 (100 XP)

Bred for Convenience. While svirf riding slugs are notoriously stupid and also stubborn (more so than even mules!), they have been bred over generations to understand the commands of svirf riders.

Conveniently Sticky. Svirf riding slugs have been cultivated over the years to produce just the right amount of sticky slime. Riders of these creatures require no special saddle to ride a slug and do not fall from the slug, even when it is hanging upside down from the ceiling. A character riding a svirf riding slug can, as a bonus action, nudge a specific part of the riding slugs' flank to cause it to excrete a specific enzyme that renders the slime inert for 1 round and allows the rider to dismount sans any sticky residue.

Slimy Stealth. The slime excretion of svirf riding slugs can be controlled by the rider—the svirfneblin may have suffered a set-back with *svirfdozers*, but the notion of avoiding most of the underworld's threats is a sound one. If the slugs exert slime, they gain advantage on any Dexterity (Stealth) checks, but individuals tracking them via Wisdom (Survival) also gain advantage.

Weapon stalks. Generations of selective breeding have resulted in svirf riding slugs having a set of easily agitated mutation-capabilities. By rubbing

them with svirf slug mutator (see new equipment), a svirfneblin can cause the slug to grow up to one additional set of 2 stalks that exceed in length that of their eyestalks in one day. When a one-handed, non-heavy melee weapon is held in place while these rapidly forming stalks grow (a rather tedious process sans an appropriate harness), the stalk grows around this weapon, granting the snail a melee weapon attack at +3 to hit, with the appropriate damage and damage type. Some scholars believe that this is the origin of the infamous flail snail, but no one can be sure. Svirfneblin are currently experimenting with the formula and their slugs, trying to get slugs to dual-wield weapons or hold on to heavy or two-handed weapons, but so far to no avail. If a weapon stalk gets severed or if the weapon needs to be exchanged, a second application of svirf slug mutator causes the stalks to revert.



SVIRF SIEGE SLUG

Huge beast, unaligned

Armor Class 8

Hit Points 142 (15d12+45)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	6 (-2)	17 (+3)	1 (-5)	10 (+0)	6 (-2)

Damage Resistances bludgeoning

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 5 (1800 XP)

Bred for Convenience. While svirf siege slugs are notoriously stupid and foul-tempered, they have been bred over generations to understand and heed the commands of svirfneblin. Any attack the siege slug performs against a svirfneblin suffers from disadvantage, as something within the creature refuses to attack the beings it was bred to serve.

Mobile Siege Platform. Siege slugs have a stretch of skin on their back where they simply have no nerves—this section was specifically bred into the creature to allow svirfneblin not only to place whole regiments on their backs: The tissue is surprisingly sticky, allowing svirfneblin to erect siege platforms and weapons on the back of svirf siege slugs.

ACTIONS

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. Hit: 25 (3d12+6) bludgeoning damage, plus 17 (5d6) acid damage.

Spit Acid. *Ranged Weapon Attack:* +1 to hit, range 100 ft., one target. Hit: 28 (8d6) acid damage.

With the troubles of Svirfdozers indelibly marking the history of svirfneblin, there is a sensible aversion to the creation and use of mechanical vehicles. After the fall of the last network of Amber Roads during the Confluence, most undergnomes have taken to adapting the Underworld to their advantage and developed a pervading fondness for riding slugs. Virtually every svirfneblin enclave, regardless of its technological prowess, boasts stables and pens of mollusc mounts for traversing the endless caves of Aventyr.



SKILDPADDER

Gargantuan beast, unaligned

This enormous gray-green reptile trods forward on four mammoth legs, its back and head covered by a tortoise-like shell. It is easily one of the largest creatures you have ever seen, the size of a small fortress.

Armor Class 22 (natural armor)

Hit Points 296 (16d20 +128)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	10 (+0)	27 (+8)	3 (-4)	10 (+0)	9 (-1)

Saving Throws Dex +4, Con +12, Wis +4, Cha+3

Skills Perception +4

Senses darkvision 120 ft., passive Perception 14

Languages —

Challenge 11 (7200 XP)

Incredibly Tough. The skildpadder always has advantage on any Constitution checks and saving throws.

Squasher. The skildpadder can utterly destroy those unfortunates caught under its devastating stomps. When the skildpadder hits a prone target

with a stomp attack, the target takes maximum damage: 57 bludgeoning damage.

ACTIONS

Multiattack. The skildpadder makes three attacks: one with its bite and two with its stomps.

Bite. *Melee Weapon Attack:* +13 to hit, reach 20 ft., one target. *Hit:* 27 (4d8 +9) piercing damage.

Stomp. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target of size Large or smaller. *Hit:* 35 (4d12+9) bludgeoning damage. The target hit by a stomp attack must succeed on a DC 20 Strength or Constitution saving throw (target's choice) or be knocked prone.

Skildpadder are massive creatures bred as beasts of burden by the *dweorg* dwarves of the Underworld. They are able to carry four times their own weight upon their back and thus make perfect vessels for carrying ore. Stout folk build entire storage facilities and even homes upon the backs of these tortoise-like creatures; some are even known to live out their entire life riding atop and steering the great beasts. Those that do gain a great affinity for animal handling when riding a skildpadder and can command them to attack when needed.

It is a rule to never walk in front of a skildpadder unless one wishes to become a quick meal—they are ravenous eaters and can swallow Medium- or Small-sized creatures whole (and larger creatures may lose a limb or even a head). Although skildpadder gain the claws of their bulette ancestors, they are trained not to use them and these are typically trimmed back on a regular basis by their stout beastmasters. The dwarves do not wish the skildpadder to rear up lest they spill their cargo or harm any passengers riding along. These creatures are normally very aggressive when left to go feral; luckily, most the dwarves carefully breed giant tortoises and bulettes to achieve the desired result of a skildpadder and spend many years training them in the transport of cargo.

Skildpadder love to eat the vermin that live in dwarf villages and there is rarely a lack of food available for the favored beasts of burden. They are found near large underground lakes and other areas that are mostly dry with a clean source of water, though skildpadder are very poor swimmers and most drown when attempting to cross deep water. The average skildpadder is 60 feet in diameter, but they can grow to a diameter of 100 feet, and weigh in the dozens of tons (or more for the largest specimens).



VIDRE

Large elemental, neutral

Bright scintillating lights dance upon the cold walls of the cavern. Rounding the bend is a large humanoid made entirely of crystal. It points at your chest, and you hear its voice thunder within your head, “Your soul is mine.”

Armor Class 17 (natural armor)

Hit Points 135 (18d10 +36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	14 (+2)	14 (+2)	16 (+3)	14 (+2)

Damage Vulnerabilities thunder

Damage Resistances piercing, slashing, bludgeoning damage from nonmagical weapons that aren't adamantite

Damage Immunities poison, radiance

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, unconscious

Senses darkvision 120 ft., tremorsense 60 ft., crystal sense

Languages All, telepathy 120 ft.

Challenge 12 (8400 XP)

ABILITIES

Crystal Sense. The vidre automatically detects other creatures in touch with the same crystalline structure as it, as though it had blindsight 120 ft.

Crystalline Hibernation. The vidre may meld with any sufficiently large crystalline structure it touches. The crystal must be large enough to accommodate the physical form of the vidre. Dubbed so by the more common beings of the underworld, the name of this feature is a bit of a misnomer—the vidre remains completely cognizant of whatever happens in the vicinity of the crystal, though it does not consume souls while inside the crystal. The vidre may exit or enter a crystal at any time as its Action.

Soul Growth. Every foe slain by the vidre or absorbed by its soul crystal increases its power. For every 100 Hit Dice worth of souls, the vidre's



maximum Hit Dice increase by 1. After absorbing a total of 1000 Hit Dice worth of souls, the vidre turns into a being of pure energy and seemingly vanishes, becoming a new, unknown entity. The vidre consumes 1 Hit Die worth of soul energy per day of prolonged activity, which is why the vidre spends a lot of its time in crystalline hibernation.

ACTIONS

Multiattack. The vidre can use its crystalline gore attack or two slam attacks or use its soul searing ray and use its gore attack or use its soul searing ray and one slam attack.

Gore. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 11 (1d12+5) piercing damage and

the target loses 5 hit points from bleeding at the start of each of its turns for 5 rounds unless it receives magical healing. Bleeding damage is cumulative; the target loses 5 hit points per round for each bleeding wound it's taken from the vidre.

Slam. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 11 (1d12+5) bludgeoning damage.

Soul Searing Ray (Recharge 5–6). The vidre emits a beam at one target within 60 feet. The target is knocked 20 feet back and must succeed on a DC 15 Dexterity saving throw or be knocked prone. A portion of the soul of the creature stays in the space the target originally was in, and acts as an undead shadow under the command of the vidre. Unlike a regular shadow, this soul echo is a being of light. Exchange all reference to necrotic and radiant damage in the soul echo's stats. The creature also does not suffer from sunlight weakness. If the creature hit with the soul searing ray flees the encounter, it feels hollow and gains 1 level of exhaustion that cannot be mitigated for 1d12 days before the soul echo fades. The soul echo steals the body of the creature of origin if that creature is killed during the encounter; in that case, the creature's alignment shifts to neutral and it falls under the command of the vidre. The original creature immediately loses its level of exhaustion if the soul echo is slain. A creature can only have its soul seared by this ability once per day, even if hit by multiple rays of two different vidre, but the creature can be knocked back multiple times.

Vidre do not generally engage in combat unless they are in a period of "soul growth" in which case they require a steady supply of humanoid souls to maintain and increase their power. Vidre drain souls at the rate of 1 per day of regular activity, but if completely motionless it only expends 1 soul per week. When 10 or more vidre bond together using meld into crystal they freeze their consumption of souls and slow the rate to a degradation of 1 soul per month. Being entirely powered by souls and lacking any of their own, a vidre's existence ends when it dies.

Soul Crystals or "Vidrefacte"

Soul Crystals allow the vidre to cheat their way to attaining energy ascendance. Soul crystals may be bound to a group, house, family, or other organization tied to a symbol. All who wear that symbol upon dying give their soul to the crystal. The power created may be used by powerful priests, wizards, or sorcerers but the part of the deal the leaders of the devious and power hungry organizations are not aware of are as follows: vidre are always bound to their soul crystal and may drain half of the souls obtained by it at any time. When full, a soul crystal is often physically retrieved by a vidre seeking all of the souls. There are very few ways to sever such an agreement with the vidre, but there are ways. A soul crystal may be created by a vidre which has reached its halfway mark to energy ascendance (500 souls) at the cost of 100 souls.

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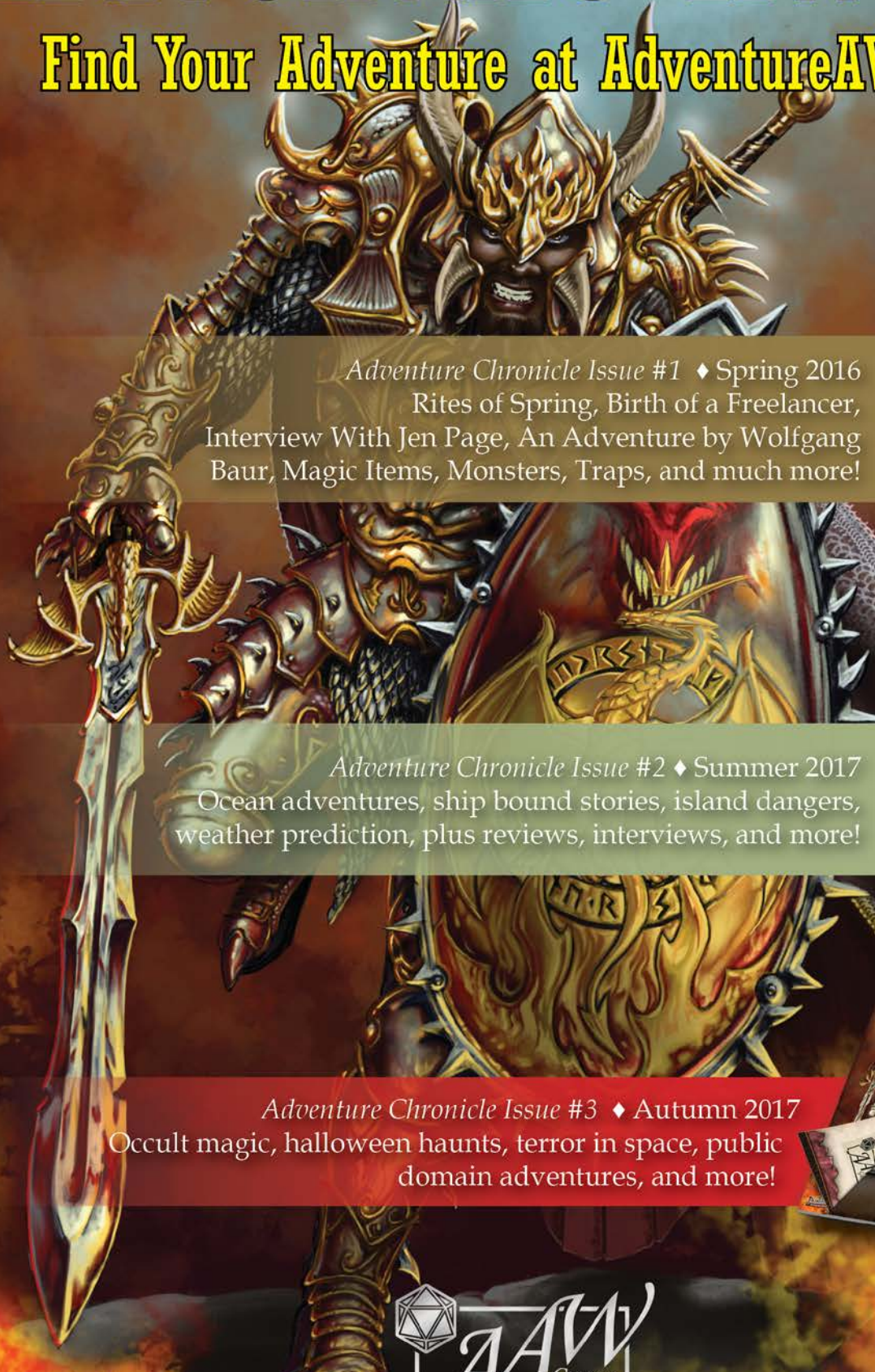
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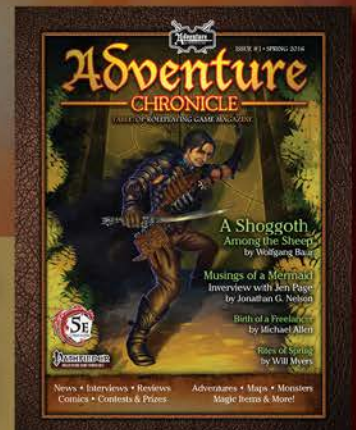
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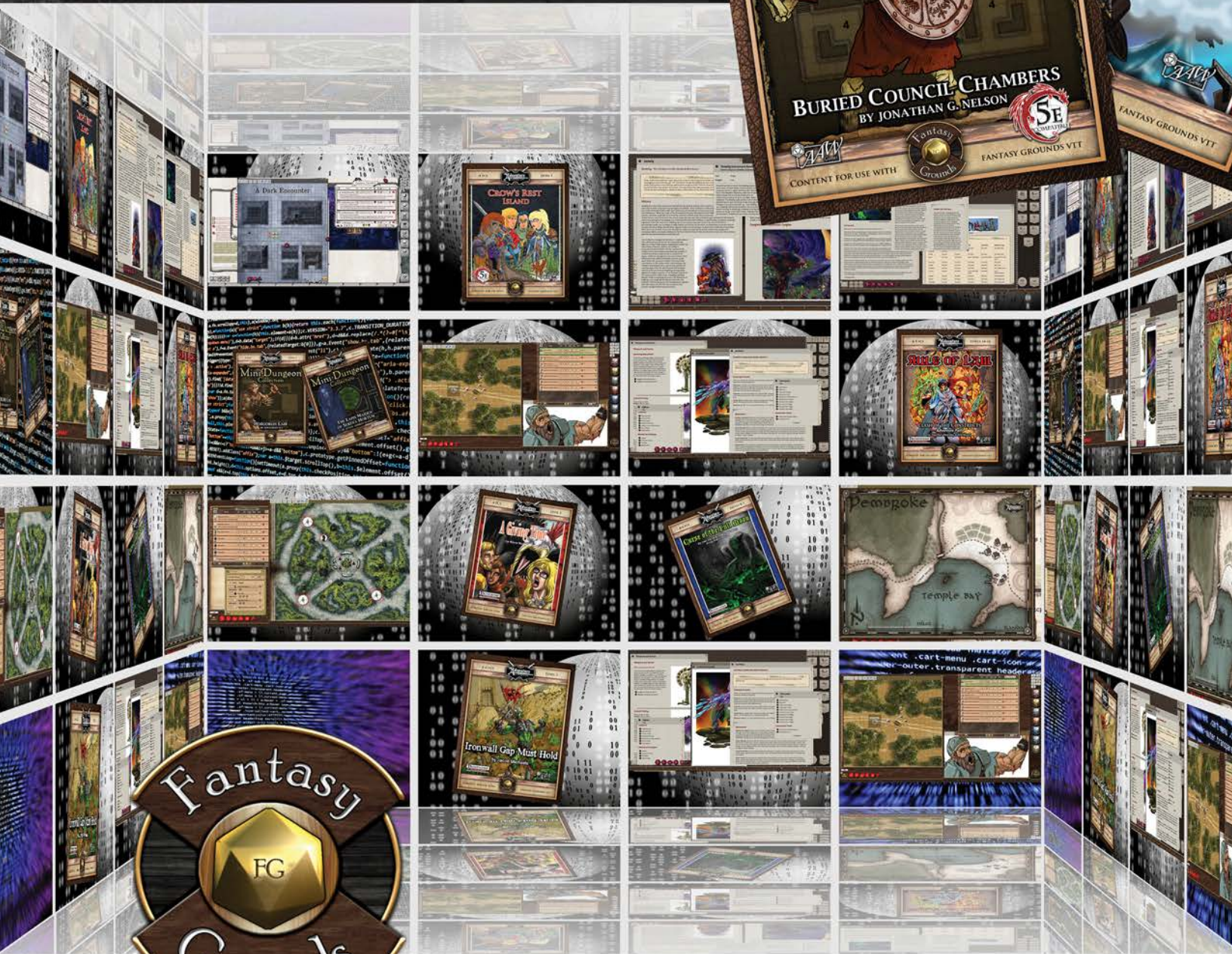


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