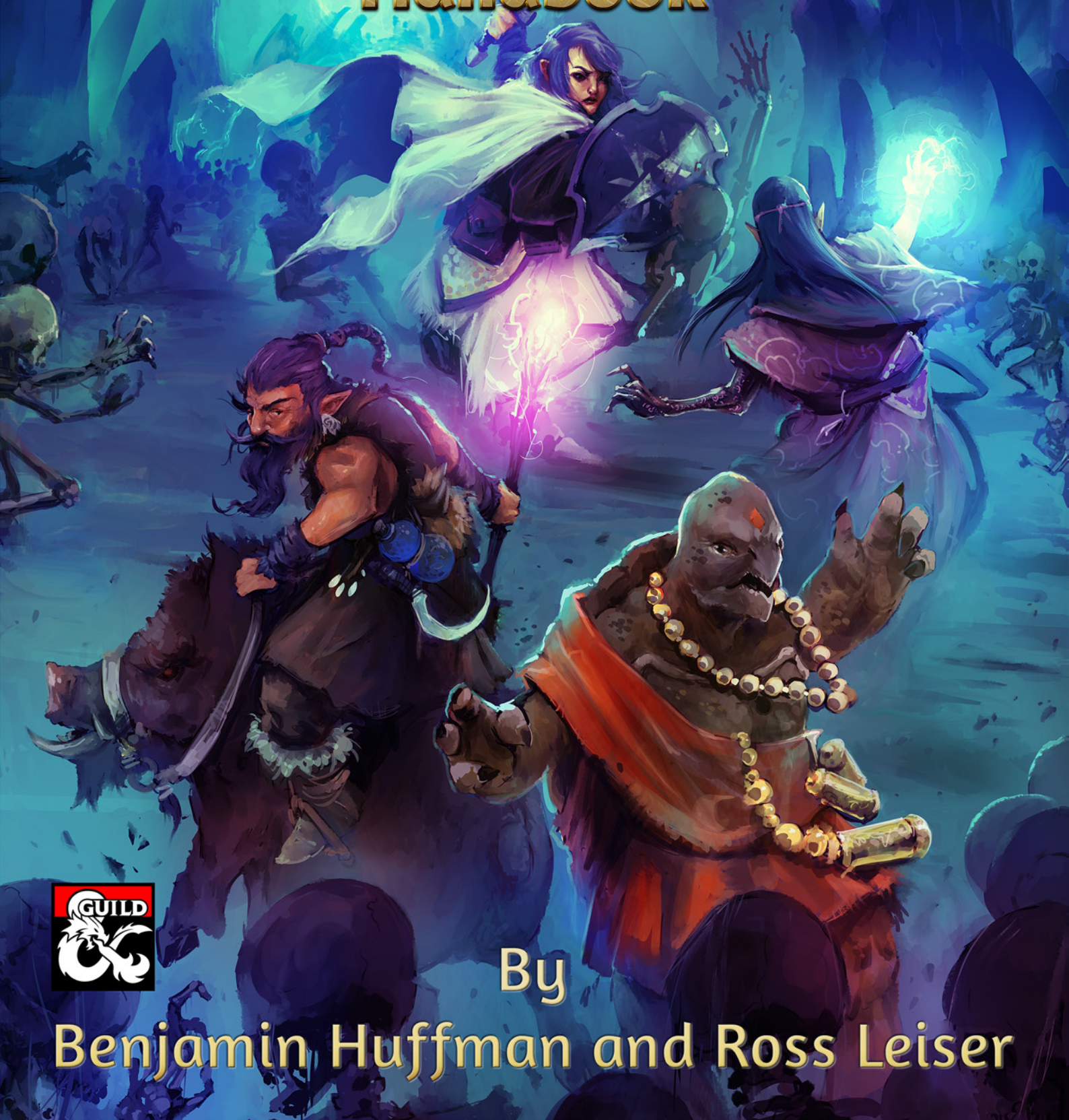


The Complete DEVOUT Handbook



By

Benjamin Huffman and Ross Leiser

CONTENTS

CHAPTER 1: DEVOUT ARCHETYPES 3

CLERIC.....	3
Commerce Domain.....	3
Darkness Domain.....	4
Love Domain.....	5
Prophecy Domain.....	5
DRUID.....	6
Circle of the Bond.....	6
Circle of the Branch.....	7
Circle of Cataclysm.....	8
Circle of Spirit.....	9
MONK.....	10
Way of Internal Alchemy.....	10
Way of Kabuki.....	10
Way of the Peaceful Warrior.....	12
Way of the Tattooed Temple.....	12
PALADIN.....	13
Oath of Ancestors.....	13
Oath of the Planes.....	14
Oath of Rebellion.....	16
Oath of Vigilance.....	17

CHAPTER 2: SPELLS 18

SPELL LISTS.....	18
Cleric.....	18
Druid.....	18
Paladin.....	18

CHAPTER 3: MAGICAL ITEMS 28

CREDITS

Product Lead: [Benjamin Huffman](#)

Writing & Game Design: Benjamin Huffman, Ross Leiser

Editing: [Alan Tucker](#)

Layout & Graphic Design: [Nathanaël Roux](#)

Cover Illustrator: [Daniel Comerci](#)

Interior Illustrators: [Bob Greyvenstein of Elite Design Elements](#) © [Rising Phoenix Games](#), Dean Spencer, Daniel Comerci – [danielcomerci.com](#), Dean Hoyt, Forrest Imel, Gary Dupuis, Jacob Blackmon, Jonathan Reincke, Matt Bulhao, Nathanaël Roux, Peter Temesi, Tamás Baranya. Some artwork by [www.critical-hit.biz](#). Some artwork (C) Cobalt Sages Creations, used with permission. All rights reserved. Daniele Ariuolo and Mantas Butkus. Some artwork © 2015 Dean Spencer, used with permission. All rights reserved. Some artwork © 2018 Eric Lofgren, used with permission. All rights reserved. Some artwork by Publisher's Choice Quality Stock Art © Rick Hershey / Fat Goblin Games. Some art provided by Wizards of the Coast for DM's Guild use. Used with permission.

Disclaimer: The authors of this book cannot be held liable for the consequences of readers praying to dark powers, channeling animistic spirits, commissioning tattoos with the expectation they'll spring to life and produce magical effects, or inciting violent rebellion against oppressive regimes. Always stand at least 61 feet away from the chosen point when you cast weapon of god and never, under any circumstances, put on the crown of the forest king.

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, Ravenloft, Eberron, the dragon ampersand, Ravnica and all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries. This work contains material that is copyright Wizards of the Coast and/or other authors. Such material is used with permission under the Community Content Agreement for Dungeon Masters Guild. All other original material in this work is copyright 2016-2019 by Benjamin Huffman and Ross Leiser and published under the Community Content Agreement for Dungeon Masters Guild.

INTRODUCTION



THE COMPLETE DEVOUT HANDBOOK WAS written to expand the options available to you in your DUNGEONS & DRAGONS campaigns. It includes original archetypes for the cleric, druid, monk, and paladin classes. These new archetypes broaden the fiction of each of these classes, letting

you play everything from a cleric who finds divine inspiration in the invisible hand of the market to a paladin communing with the spirits of their ancestors. We hope these archetypes help you play character concepts you've always wanted to or dream up all new ideas!

In addition to the new archetypes, *The Complete Devout Handbook* also introduces new spells and magic items. These original spells focus on channeling the divine or unleashing the power of the natural world. There are spells that will aid your character in combat and spells that help you minister to the common folk of the world. The chapter on magic items introduces dozens of new pieces of loot for your hero to chase after on their quests.

Ross and I are proud to present *The Complete Devout Handbook*. We hope the archetypes, spells, and items found within make for exciting fodder for your campaign. Thanks for picking up *The Complete Devout Handbook*. Have fun with it!

—Benjamin Huffman

Enjoying *The Complete Devout Handbook*? Don't miss the first book in the series, [The Complete Martialist Handbook](#), including 4 new archetypes each for barbarian, fighter, ranger, and rogue plus 17 new weapons, 18 new feats, and 36 new magic items!

JOIN US ON SOCIAL MEDIA!

Benjamin Huffman

[Patreon](#)

[Twitter](#)

[Facebook](#)

[Reddit](#)

Ross Leiser

[Patreon](#)

[Twitter](#)

[Facebook](#)

[Reddit](#)

Nathanaël Roux

[Patreon](#)

[Twitter](#)

CHAPTER 1: DEVOUT ARCHETYPES

The *Complete Devout Handbook* begins with a focus on the kinds of heroes it was written for: clerics, druids, monks, and paladins. Here you'll find new archetypes for those classes that broaden the scope of available character options in your D&D campaigns.

CLERIC

At 1st level, a cleric gains the Divine Domain feature. The following options are available to a cleric, in addition to those offered in the *Player's Handbook*: the Commerce Domain, the Darkness Domain, the Love Domain, and the Prophecy Domain.

COMMERCE DOMAIN

The Commerce domain values trade, proper management of resources, and entrepreneurship above all else, believing a healthy economy is the best path to create a more perfect world. Gods of commerce and trade – including Gond, Kol Korran, and Waukeen – promote enterprise and the development of marketable crafts and skills. Some clerics of this domain, however, eschew the worship of gods to instead focus their faith on the almighty coin, believing that wealth is the best resource for enacting lasting change and living long, happy, and healthy lives.

Regardless of what gods, or lack thereof, clerics of this domain worship, they are always on the hunt for the best deal, and travel the planes marketing their talents as healers and appraisers. In larger cities, temples of Commerce are often found offering a variety of services: from the standard spellcasting services of healing and revival, to the exchange of goods and coin, to the selling of magical tinctures, to high-risk venture capitalist groups in which others can invest their money.

COMMERCE DOMAIN SPELLS

Cleric Level	Spells
1st	<i>comprehend languages, identify</i>
3rd	<i>locate object, zone of truth</i>
5th	<i>remove curse, tongues</i>
7th	<i>Leomund's secret chest, locate creature</i>
9th	<i>greater restoration, raise dead</i>



BLESSINGS OF COMMERCE

When you choose this domain at 1st level, you gain the *mending* cantrip if you don't already know it, and you can use a money pouch or coin purse as a holy symbol.

INSTANT GRATIFICATION

Also starting at 1st level, you can bypass the lengthy process of haggling for mundane items and wealth by converting goods to coins and vice versa. As an action, you can use this feature for one of the following effects:

- You magically transform a nonmagical object you're touching into its monetary worth in coins. For example, a mundane longsword you transform this way becomes 15 gp.
- You magically transform a number of coins you're touching into a nonmagical object worth an amount equal to or less than the net value of the coins you transform. For example, you can transform 2 or more cp into an ink pen, or at least 1,500 gp into a set of plate mail.

This feature has no effect on objects or coins belonging to an unwilling creature.

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

CHANNEL DIVINITY: IRREFUSABLE OFFER

Beginning at 2nd level, you can use your Channel Divinity to bribe a creature into changing the way it attacks. When a hostile creature you can see within 30 feet of you makes an attack against you or one of your allies, you can use your reaction to cause 5 gp to appear at the creature's feet. If the creature can see the gold, it changes the target of the attack to another target of your choice within range of the attack, other than itself. If there are no other valid targets within range, the creature loses the attack.

This feature has no effect on creatures that are immune to the charmed condition, or that place no value in gold or money, such as creatures of Intelligence 4 or lower.

LIQUID ASSETS

Once you reach 6th level, whenever you cast a spell requiring a specific material component with an indicated cost, you can expend a number of coins you possess with net worth equal to half the indicated cost, instead of presenting the component.

POTENT SPELLCASTING

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

ADVENTURE CAPITALIST

Beginning at 17th level, you can use your Instant Gratification an unlimited number of times.

Additionally, as an action, you can magically transform a number of coins you're touching into a potion you've tasted worth an amount equal to or less than the net worth of the coins you transform. You use the minimum values in the Magic Item Rarity table in Chapter 7 of the *Dungeon Master's Guide* to determine how much a potion of a given rarity is worth. For example, you can transform 101 or more gp into a potion of uncommon rarity, such as a *potion of greater healing*.

This feature has no effect on objects or coins belonging to an unwilling creature.

The number of existing potions you created with this feature cannot exceed your Wisdom modifier (minimum 1). If you create a potion beyond this number, another potion of your choice that you created this way expires and becomes inert.

DARKNESS DOMAIN

Gods of darkness and shadow - such as Set, Shar, and the Raven Queen - are not often depicted in the best light, being associated with terror, desolation, and unending night. Dwelling in their gloomy, often lightless realms, these deities don't tend to attract many followers. So when a cleric chooses to devote their life to the service of one of these gods, they are imbued with great power over the shadows, becoming able to cause fear in the hearts of mortals. These gods teach their followers to think like the forces of evil in order to slay and conquer them, countering dark powers with their own black gifts.

While some clerics of the Darkness Domain are evil fearmongers, most instead make it their mission to rehabilitate the image of their deity through acts of heroism using their shadowy powers, becoming dark champions that bring comfort to innocents in the darkest of nights.

DARKNESS DOMAIN SPELLS

Cleric Level	Spells
1st	<i>arms of Hadar, cause fear</i> ^{XGE}
3rd	<i>darkness, shadow blade</i> ^{XGE}
5th	<i>fear, hunger of Hadar</i>
7th	<i>Evard's black tentacles, shadow of Moil</i> ^{XGE}
9th	<i>creation, enervation</i> ^{XGE}

UMBRAL VISION

When you choose this domain at 1st level, you gain darkvision out to a range of 60 feet. If you already have darkvision, the range of your darkvision instead increases by 30 feet.

Once you reach 6th level in this class, magical darkness no longer impedes your darkvision.

TENDRIL OF DARKNESS

Also at 1st level, you gain the ability to use your shadow as a weapon, channeling fear and despair into those you strike with it. This shadow whip counts as a simple melee weapon, though only you can use it. It has the finesse and light properties, as well as 15 feet of reach. It deals 1d8 psychic damage on a hit, including your Strength or Dexterity modifier as normal. You must have a free hand to make attacks using your shadow whip.

When you hit a Large or smaller creature with an attack using your shadow whip, you can attempt to drag the target toward you. The creature must succeed on a Strength saving throw against your spell save DC or be pulled to the nearest unoccupied space to you.

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

CHANNEL DIVINITY: GRASPING SHADOWS

Starting at 2nd level, you can summon shadow energies that constrict a creature, using your Channel Divinity. As an action, choose a creature you can see within 60 feet. That creature must succeed on a Strength saving throw or become restrained for 1 minute. The target makes the initial saving throw with disadvantage if it's within an area of dim light or darkness. As an action during

each of its turns, an affected creature can repeat the saving throw, freeing itself on a successful save.

CHANNEL DIVINITY: TORRENT OF GLOOM

Starting at 6th level, you can use your Channel Divinity to dim the world around you.

As a bonus action, you present your holy symbol, coating a 30-foot radius sphere centered on you with shadow for 1 minute. The sphere stays centered on you as you move. Within the sphere, areas of normally bright light become dim light, areas of normally dim light become darkness, and areas of normally darkness become magical darkness.

You can dismiss the sphere early by using a bonus action on your turn.

DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with the trauma of the void: the existential dread of being alone and lost in the dark. 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 psychic damage to the target. When you reach 14th level, the extra damage increases to 2d8.

CHAMPION OF THE VOID

At 17th level, *maddening darkness*^{XGE} is added to the cleric spell list for you, and surrounding shadows twist and quiver around you, creating a terrifying visage for your enemies to behold. When a creature other than one of your allies starts its turn within 5 feet of you, it must succeed on a Wisdom saving throw against your spell save DC or become frightened of you until the end of its turn. A creature has disadvantage on this saving throw if you're within an area of dim light or darkness.

A creature that succeeds on this saving throw is immune to this feature for 24 hours.





LOVE DOMAIN

Gods of love represent the concept in all its varied forms; altruism, family, fertility, passion, and romance. Some gods, such as Chauntea, Eldath, Arawai, and Dionysus place an emphasis on one of these facets over others. Other gods, including Lliira, Sune, Boldrei, Aphrodite, and Hathor, give all of these concepts equal importance. Followers of these gods serve as matchmakers and midwives for their communities. Some are called to serve as diplomats or peacekeepers, believing that love really can conquer all. It is rare for the clergy of gods of love to take vows of celibacy as part of their initiation.

LOVE DOMAIN SPELLS

Cleric Level	Spells
1st	<i>charm person, cure wounds</i>
3rd	<i>calm emotions, enthrall</i>
5th	<i>sending, tongues</i>
7th	<i>compulsion, locate creature</i>
9th	<i>dream, rary's telepathic bond</i>

BLESSINGS OF LOVE

When you choose this domain at 1st level, you become proficient in your choice of two of the following skills: Insight, Performance, or Persuasion. Your proficiency bonus is doubled for any ability check you make that uses either of those skills.

In addition, you gain the *friends* cantrip if you don't already have it. This cantrip does not count against your cantrips known.

CHANNEL DIVINITY: AMOROUS ARMOR

Starting at 2nd level, you can use your Channel Divinity to exude an aura of goodwill and love.

As an action, you project respect and admiration for 1 minute. All creatures within 30 feet of you who can see and hear you have disadvantage on attack rolls against you. A creature is not subject to this effect if it is immune to being charmed. This effect ends early on a creature if you make an attack against it, deal it damage, or force it to make an ability check or saving throw.

CHANNEL DIVINITY: CHANGE OF HEART

Starting at 6th level, you can use your Channel Divinity to woo others even when it seems your charms are failing. It can be used in two circumstances.

When a creature succeeds on a saving throw against a charm effect caused by you, you can use your reaction to force the creature to reroll the saving throw and use the second result.

Alternatively, when you make a Charisma ability check you can use your reaction to reroll the ability check. You may wait until after the DM declares whether the original result was a success or not and you must use the second result, even if it is lower.

POTENT SPELLCASTING

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

SERMON OF LOVE

At 17th level, you can channel pure passion when you speak. As an action, you can command each creature within 60 feet who can hear you and shares any language with you to treat others kindly. When you do, each target must succeed on a Wisdom saving throw or be charmed by you and all other creatures targeted by this ability. This charmed effect lasts for 8 hours or until the creature takes damage from you or any of your allies.

PROPHECY DOMAIN

Clerics of the prophecy domain may worship any god or no god at all. Their oracular burden isn't tied to the portfolio of a specific deity. Instead their faith in the divine order of the universe manifests as prophetic vision. This blessing is intertwined with a curse. All oracles and prophets labor under an affliction that debilitates them physically in some way even as it empowers them spiritually.

PROPHECY DOMAIN SPELLS

Cleric Level	Spells
1st	<i>embrace destiny</i> ^{CDH} , <i>guiding bolt</i>
3rd	<i>detect thoughts, see invisibility</i>
5th	<i>bestow curse, clairvoyance</i>
7th	<i>arcane eye, divination</i>
9th	<i>commune, dream</i>

BONUS CANTRIP

When you choose this domain at 1st level, you gain the *guidance* cantrip if you don't already know it.

ORACLE'S BURDEN

Starting at 1st level, you gain one of the following burdens.

Clouded Eyes. Your eyes are clouded and milky. You are permanently blind, but have blindsight to a distance of 30 feet. At 11th level, the distance of your blindsight increases to 60 feet.

Venerable. Your oracular visions only came with advanced old age. Your hit point maximum decreases by 1 and decreases by 1 again whenever you gain a level in this class. Your spell save DC and spell attack modifier for cleric spells each increase by 1.

Withered Hand. You have a withered hand. You have disadvantage on any weapon attacks made with that hand and cannot carry a shield with it. When you roll a 1 on a damage die for a spell attack with a cleric spell, you can reroll the die. You must use the new roll, even if the new roll is a 1.

CHANNEL DIVINITY: PROPHECIC VISION

Starting at 2nd level, you can use your Channel Divinity to look into the near future and see the shape of things to come. As a bonus action, you roll a d20 and record the result. Within the next hour, you can replace any attack roll, saving throw, or ability check made by you or a creature that you can see with this foretold roll. You must choose to do this before the affected roll is made. Once the foretold roll is used, it is lost.

CRYPTIC ADVICE

Starting at 6th level, as a bonus action you can give a piece of cryptic advice to a creature you share a language with. Once within the next hour, after that creature makes an attack roll, ability check, or saving throw, they can recall your cryptic advice to reroll the die, using the second result instead. They must choose to do this after they roll but before the DM declares whether the result is a success or a failure. You can use this feature a number of times equal to your Wisdom modifier (minimum 1), and you regain all of your expended uses when you finish a long rest.

POTENT SPELLCASTING

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

SOOTHSAYING

Starting at 17th level, when you cast the *guidance* cantrip, the casting time is 1 bonus action and the range is 30 feet.

DRUID

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

CIRCLE OF THE BOND

Druids of the Circle of the Bond feel a greater connection to beasts than they do other sapient life. Many wish to eschew the complexities and complications of living within a society and interacting with humanoids for the quiet simplicity offered by beasts, while others have experienced tragedy or betrayal at the hands of their peers, and seek comfort in an animal companion. Regardless of the reasons you joined this circle, you have formed a magical partnership with a beast, a deep bond that interlocks your minds and souls.

ANIMAL COMPANION

At 2nd level, you learn to use your magic to create a powerful bond with a creature of the natural world.

With 8 hours of work and the expenditure of 50 gp worth of rare herbs and fine food, you call forth an animal from the wilderness to serve as your faithful companion. You normally select your companion from among the following animals: an **ape**, a **black bear**, a **boar**, a **giant badger**, a **giant weasel**, a **mule**, a **panther**, or a **wolf**. However, your DM might pick one of these animals for you, based on the surrounding terrain and on what types of creatures would logically be present in the area.

At the end of the 8 hours, your animal companion appears and gains all the benefits of your Companion's Bond (described below). You can have only one animal companion at a time.

If your animal companion is ever slain, the magical bond you share allows you to return it to life. With 8 hours of work and the expenditure of 25 gp worth of rare herbs and fine food, you call forth your companion's spirit and use your magic to create a new body for it. You can return an animal companion to life in this manner even if you do not possess any part of its body.

If you use this ability to return a former animal companion to life while you have a current animal companion, your current animal companion leaves you and is replaced by the restored companion.

COMPANION'S BOND

Starting at 2nd level, your animal companion changes in the following ways while it is linked to you.

The companion loses its Multiattack action, if it has one.

The companion obeys your commands as best it can. You determine your animal companion's actions, decisions, attitudes, and so on. It takes its turn on your initiative, though it doesn't act unless you command it to. On your turn, you can telepathically command the beast where to move (no action required by you). You can use your action to telepathically command it to take the Attack or Help action, or your bonus action to telepathically command it to take the Dash, Disengage, or Dodge action. If you are incapacitated or absent, your companion acts on its own, prioritizing defending itself and you from hostile creatures. Additionally, your animal companion has its own reaction independent from yours, which it can use in the normal ways.



If your animal companion has an effect that causes a target to make a saving throw, the effect uses your spell save DC, unless the beast's DC was already higher.

If your animal companion is large enough, you can use it as an independent mount, though you still determine its actions (the Mounted Combat rules appear in Chapter 9 of the *Player's Handbook*).

Your animal companion has abilities and game statistics determined in part by your level. Your companion uses your proficiency bonus rather than its own. In addition to the areas where it normally uses its proficiency bonus, an animal companion also adds its proficiency bonus to its AC and to its damage rolls.

Your animal companion gains proficiency in two skills of your choice. It also becomes proficient in your choice of Dexterity, Constitution, or Wisdom saving throws, and your choice of Strength, Intelligence, or Charisma saving throws.

For each level after 2nd, your animal companion gains an additional hit die and increases its hit points accordingly.

Whenever you gain the Ability Score Improvement class feature, your companion's abilities also improve. Your companion can increase one ability score of your choice by 2, or two ability scores of your choice by 1. As normal, your companion can't increase an ability score above 20 using this feature unless its description says otherwise.

KEEPING TRACK OF PROFICIENCY

When you gain your animal companion at 2nd level, its proficiency bonus matches yours at +2. As you gain levels and increase your proficiency bonus, remember that your companion's proficiency bonus improves as well, and is applied to the following areas: Armor Class and damage rolls, as well as to any skills, saving throws, and attacks it's proficient with.

PRIMAL CONNECTION

Starting at 6th level, magic flows freely through the bond you share with your animal companion. Your animal companion's attacks count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Additionally, you gain the ability to use the magic of your Wild Shape to affect your animal companion. As a bonus action, you can expend a use of your Wild Shape for one of the following effects. You can end the effect on your turn as a bonus action.

Enlarge. Your animal companion's size increases by one category for a number of hours up to half your druid level, rounded down. For example, if it was Medium, it becomes Large. It has advantage on Strength ability checks and saving throws for the duration.

Heal. Your animal companion can immediately expend any number of its hit dice. For each Hit Die expended this way, you roll the die and add your animal companion's Constitution modifier to it. It regains hit points equal to the total.

Morph. You transform your animal companion into an **ape**, a **black bear**, a **boar**, a **giant badger**, a **giant weasel**, a **mule**, a **panther**, or a **wolf** for a number of hours up to half your druid level, rounded down. When you do, it retains its ability scores, hit points, hit dice, and personality, and is still subject to all of the rules and benefits of Companion's Bond.

COORDINATED ASSAULT

Beginning at 10th level, when you use your action to cast a cantrip, take an action as part of a spell you



already cast, or take the Attack action, you can use your bonus action to telepathically command your animal companion to take the Attack or Help action this turn.

WILD EVOLUTION

Starting at 14th level, when you use your Primal Connection, you can instead expend two uses of your Wild Shape for the following effect. You can end the effect on your turn as a bonus action.

Evolve. You transform your animal companion into a beast you've seen before with a challenge rating as high as your druid level divided by 3 for a number of hours up to half your druid level, rounded down. When you do, the transformation follows the rules of your Wild Shape (you ignore the Max. CR column of the Beast Shapes table), though your animal companion is still subject to the rules and benefits of Companion's Bond.

CIRCLE OF THE BRANCH

The Circle of the Branch is made up of sages and warriors who believe that the greatest wisdom is found in the stillness of plants, especially long-lived trees. Seeking to achieve a modicum of their groves' enlightenment, these druids magically fuse bark from sacred trees into their flesh, assuming arboreal forms that they use to protect and learn from the ancient forests of the multiverse. Often referred to as Barksleeves, these defenders emphasize violence only in defense of self or of primeval giant, preferring the stillness of peace and mutual growth to the tragedy of cutting down something of great potential.

SYLVAN WARRIOR

When you join this circle at 2nd level, you learn the *shillelagh* cantrip. If you already know it, you instead learn a different druid cantrip of your choice.

Additionally, as a bonus action, you can grow thick bark on your forearms and shins. While you have this bark, your Armor Class can't be less than 13 + your Dexterity modifier, and you can use your bark-covered limbs as a natural weapon. You are proficient with this natural weapon, which is a melee weapon that deals 1d4 bludgeoning damage. Your natural weapon is a valid target for the *shillelagh* cantrip. You can revert your forearms and shins to their normal forms as an action on your turn.

PRIMEVAL GUARDIAN

Starting at 2nd level, you can root yourself into the ground and assume a tree warrior form. As part of casting *shillelagh* targeting your natural weapon, you can expend a use of your Wild Shape to magically assume this form, which lasts for a number of minutes equal to half your druid level. You then revert to your normal form unless you expend another use of your Wild Shape. The duration ends early, causing you to automatically revert, if you fall unconscious, drop to 0 hit points, die, or use your bonus action to end it.

You undergo the following changes while in your tree warrior form; otherwise, all of your statistics remain the same:

- Your size becomes Large, unless it was already larger.
- Any speed you have becomes 5 feet, unless the speed was lower.
- Your reach increases to 15 feet.
- Your natural weapon attacks deal an extra 1d6 damage.
- You gain temporary hit points at the start of each of your turns equal to half your druid level. When you revert to your normal form, you lose any temporary hit points you have from it.

GREENSPEAKER

At 6th level, you gain the ability to converse with plants. Plants can understand your speech, and you gain the ability to decipher their rustles and various pollen and oil excretions. Most plants lack the intelligence to

convey or understand sophisticated concepts, but a friendly plant can relay what has happened near it recently, or where any edible fruits and vegetables could possibly be found within 1 mile of it. This ability doesn't grant you friendship with plants, though you can combine this ability with gifts or favors as you would any nonplayer character to encourage friendliness.

EXTRA ATTACK

Also starting at 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

IRONWOOD WARRIOR

At 10th level, the bark you grow on your limbs becomes thicker and more resilient. While you have bark from your Sylvan Warrior, your Armor Class can't be less than 15 + your Dexterity modifier, and bludgeoning, piercing, and slashing damage that you take from nonmagical weapons is reduced by 3.



PRIMEVAL CHAMPION

At 14th level, you can spend two uses of your Wild Shape when assuming your tree warrior form to flood it with primordial power. If you do, you gain the following additional benefits while in your tree warrior form for the duration:

- Your size becomes Huge, unless it was already larger. If there isn't enough room to accommodate the full size of your form, you become the maximum size possible in the space available.
- Your reach increases to 30 feet.
- Your natural weapon attacks deal a further 1d6 damage, to a total of 2d6 extra damage.
- When an ally starts its turn within 30 feet of you, it gains temporary hit points equal to half your druid level. A creature other than you must be below half its hit point maximum to benefit from this ability, and this ability has no effect on undead and constructs.
- The ground within 30 feet of you is difficult terrain for your enemies.
- Your weapon attacks deal double damage to objects and structures.

CIRCLE OF CATACLYSM

Druids in the Circle of Cataclysm embody the most destructive manifestations of nature's power. Channeling the untamed might of natural catastrophes such as earthquakes, tsunamis, and volcanoes, these spellcasters destroy their enemies with none of the subtlety typical of druids. Members of this circle see themselves as agents of the end times, heralds of ruination, and deliverers of nature's judgment.

CATACLYSMIC FONT

When you choose this circle at 2nd level, you are infused with the terrible strength of nature. You are a font of destructive energy waiting to be unleashed. You have a pool of cataclysmic energy represented by a number of d4s equal to your druid level.

When you cast a druid spell that deals damage, you can spend a number of these dice up to the level of the spell slot you expended casting the spell. When you do, roll the spent dice and add them to the initial damage dealt by the spell.

You regain all of the expended dice when you finish a long rest.

RUBBLE AND RUIN

Starting at 6th level, damage from your druid spells is doubled against inanimate objects and structures.

POTENT CANTRIP

At 10th level, your damaging cantrips affect even creatures that avoid the brunt of the effect. When a creature succeeds on a saving throw against one of your



druid cantrips, the creature takes half the cantrip's damage (if any) but suffers no additional effect from the cantrip.

CATASTROPHIC DAMAGE

At 14th level, when you roll damage for a druid spell, you can use your reaction and expend a use of your Wild Shape to reroll a number of the damage dice up to your Wisdom modifier (minimum 1). You must use the new rolls.

CIRCLE OF SPIRIT

Druids of the Circle of Spirit are the shamans and spirit-talkers of the Old Faith. While other druids turn their focus to the emulation of the natural world or beasts, shamans learn to commune with the spirits and ethereal beings that remain hidden from mortal senses. Not satisfied by merely peering into the invisible realm, shamans learn to call spirits from it, channeling their power and using it as their own.

SHAMANIC VISION

Starting at 2nd level, you gain proficiency with the Perception skill if you don't already have it.

In addition, you can use an action to attune yourself to the invisible world. When you do so, you see invisible creatures and objects as if they were visible, and you can see into the Ethereal Plane. This shamanic sight remains for 1 minute. You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain any expended uses when you finish a long rest.

SPIRIT DOOR

Starting at 2nd level, you can use a bonus action and expend a use of your Wild Shape to channel a spirit of your choice for a number of hours equal to half your druid level (rounded down). While you channel the spirit, you gain its corresponding benefits and its spells count as druid spells for you based on your level.

Chieftain. You can add half your proficiency bonus, rounded down, to any Persuasion, Insight, and History ability checks you make that don't already include your proficiency bonus.

Warrior. You can add half your proficiency bonus, rounded down, to any Athletics, Acrobatics, and Intimidation ability checks you make that don't already include your proficiency bonus.

Trickster. You can add half your proficiency bonus, rounded down, to any Deception, Sleight of Hand, and Stealth ability checks you make that don't already include your proficiency bonus.

CHIEFTAIN SPIRIT'S SPELLS

Druid Level	Spells
2nd	<i>command, heroism</i>
3rd	<i>calm emotions, zone of truth</i>
5th	<i>spirit guardians, tongues</i>
7th	<i>aura of life, aura of purity</i>
9th	<i>dominate person, dream</i>

WARRIOR SPIRIT'S SPELLS

Druid Level	Spells
2nd	<i>ensnaring strike, wrathful smite</i>
3rd	<i>magic weapon, warding bond</i>
5th	<i>fear, elemental weapon</i>
7th	<i>death ward, staggering smite</i>
9th	<i>hold monster, steel wind strike</i> ^{XGE}

TRICKSTER SPIRIT'S SPELLS

Druid Level	Spells
2nd	<i>disguise self, tasha's hideous laughter</i>
3rd	<i>invisibility, suggestion</i>
5th	<i>major image, nondetection</i>
7th	<i>confusion, greater invisibility</i>
9th	<i>mislead, modify memory</i>

SPIRIT WALKS WITH YOU

Starting at 6th level, you can use a bonus action to use your Spirit Door feature without expending a use of your Wild Shape. When you do, you regain your highest level expended spell slot of 5th level or lower. Once you use this feature, you can't use it again until you finish long rest.

INVISIBLE WORLD ATTUNEMENT

Starting at 10th level, when you attack a creature you can't see, your inability to see it doesn't impose disadvantage on your attack rolls against it.

Additionally, when a creature attacks you, your inability to see it doesn't grant it advantage on the attack roll.

ETHEREAL BODY

Starting at 14th level, you can use your action to cast the *etherealness* spell without expending a spell slot. Once you use this feature, you can't use it again until you finish a long rest.



MONK

At 3rd level, a monk gains the Monastic Tradition feature. The following options are available to a monk, in addition to those offered in the *Player's Handbook*: the Way of Internal Alchemy, the Way of Kabuki, the Way of the Tattooed Temple, and the Way of the Peaceful Warrior.

WAY OF INTERNAL ALCHEMY

Monks following the Way of Internal Alchemy use a mystical practice to transmute their ki that mirrors traditional alchemy. Along with practicing traditional and internal alchemy, these monks subscribe to a life philosophy that emphasizes harmony and spontaneity. Some practitioners ingest alchemical reagents designed to extend their lives or enhance their mystical powers.

ALCHEMICAL CAULDRON-BODY

Starting when you choose this tradition at 3rd level, you learn a special meditative practice that allows you to refine your ki. When you regain your expended ki at the end of a short or long rest, divide your ki points into two pools: yang ki and yin ki. Unless a feature or ability specifies it requires a yin ki or a yang ki, you can spend either to activate the ability.

Additionally, some of your ki features gain additional benefits depending on the type of ki used to activate them.

Flurry of Blows. When you use yang ki to activate this feature and you miss with at least one of the attacks, you can make one additional unarmed strike as part of the same bonus action. When you use yin ki to activate this feature and you hit with both attacks, the creature cannot take reactions until the start of its next turn.

Patient Defense. When you use yin ki to activate this feature, you also roll your martial arts damage die and gain that many temporary hit points. You lose any remaining temporary hit points granted by this feature after one minute.

Step of the Wind. When you use yang ki to activate this feature, you can use a bonus action to take the Disengage and Dash action instead of having to choose just one.

BONUS PROFICIENCY

At 3rd level, you gain proficiency with alchemist's supplies.

IMBALANCE ENEMY

At 6th level, when you deal damage to a creature with an unarmed strike or monk weapon you can spend 1 ki point to afflict the creature with an energy imbalance for 1 minute.

If you spent yin ki, while the creature is imbalanced and uses any of its movement speed on its turn it has disadvantage on all ability checks and attack rolls it makes until the end of its turn.

If you spent yang ki, while the creature is imbalanced it has disadvantage on all ability checks and attack rolls it makes on its turn until it has used all of its movement speed.

The creature can use an action on its turn to end the energy imbalance early, taking 1d6 + half your monk level damage when it does so. This damage is necrotic if you spent yin ki or radiant if you spent yang ki.

BREATH MASTERY

At 11th level, your spiritual essence has been refined to the degree that you need only suspire the pure energy of the multiverse. While you have 1 or more ki points, you have a flying speed equal to your walking speed and you do not need to breathe.

PERFECT BALANCE

At 17th level, you have learned to temporarily enter a state of total alchemical balance. As a bonus action on your turn you can enter this state for one minute. While in a state of alchemical balance, the first time you spend ki each turn, you gain a ki. If you spend a yang ki, you gain a yin ki. If you spend a yin ki, you gain a yang ki. After you use this feature, you cannot use it again until you complete a long rest.

WAY OF KABUKI

The Way of Kabuki is not practiced or taught in a stationary monastery, but in traveling theater troupes that seek to delight, awe, and shock audiences with bizarre, over-the-top performances. Monks of this tradition wear gaudy, avant-garde costumes with mask-like face paint, and utilize exaggerated movements and sounds to put on dance-dramas featuring outlandish humor and often ribald scenarios. They use stage names, and many actor monks go through several over the span of their career, reinventing themselves as they see fit, or as offended nobles and politicians demand retribution for perceived insults.

Despite its appearance of irreverence and iconoclasm, the Way of Kabuki is rooted in a long tradition of honor and respect for the art and magic of showmanship and fellow actors. Performer monks too old to continue traveling, or wanting to use a new stage name, take on an apprentice and teach them the art of kabuki, eventually passing their moniker to the young performer in elaborate ceremonies called *shumei*. This young monk will then spend their life continuing the legacy of the name, and eventually pass it to an apprentice of their own.

THEATER TRAINING

When you choose this tradition at 3rd level, you gain proficiency in your choice of one of the following skills: Acrobatics, Insight, Performance, or Sleight of Hand. Alternatively you can choose to gain proficiency with disguise kits or an instrument of your choice.



SPELLCASTING

Also at 3rd level, you tap into the enthralling magic of performance, allowing you to cast spells. See Chapter 10 in the *Player's Handbook* for the general rules of spellcasting, and chapter 11 in the same for the bard spell list.

Cantrips. You learn two cantrips of your choice from the bard spell list. You learn another bard cantrip of your choice at 10th level.

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

Spells Known of 1st-Level and Higher. You know three 1st-level bard spells of your choice, two of which you must choose from the enchantment and illusion spells on the bard spell list.

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

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

Whenever you gain a level in this class, you can replace one bard spell you know with another spell from the bard spell list. The new spell must be of a level for which you have spell slots, and must be an enchantment or illusion spell, unless you're replacing the spell you gained at 8th, 14th, or 20th level.

Spellcasting Ability. Wisdom is your spellcasting ability for your bard spells, since the effectiveness of your magic depends on your ability to understand your audience's proclivities as you perform. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom when setting the saving throw DC for a bard spell you cast and when making an attack roll with one.

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

Spell attack modifier = your proficiency bonus + your Wisdom modifier

OUTLANDISH SHOWMAN

Starting at 6th level, you can use your ki to enliven your performances. You gain the following benefits.

Ki-Fueled Flourish. When you make a Charisma (Performance) check, you can spend 1 ki point to gain advantage on the roll.

Projection Specialist. You can spend 1 ki point as an action to make your voice boom up to three times as loud as normal for 10 minutes. You can end this effect at any time (no action required by you).

Distracting Defense. When you use your Patient Defense, you can spend an additional 1 ki point to engage in a distracting performance. If you do, until the beginning of your next turn, when an enemy makes an attack against a creature within 5 feet of you, it makes the attack roll with disadvantage if it can see or hear you. This ability has no effect on a creature that is immune to being charmed.

KABUKI SPELLCASTING

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

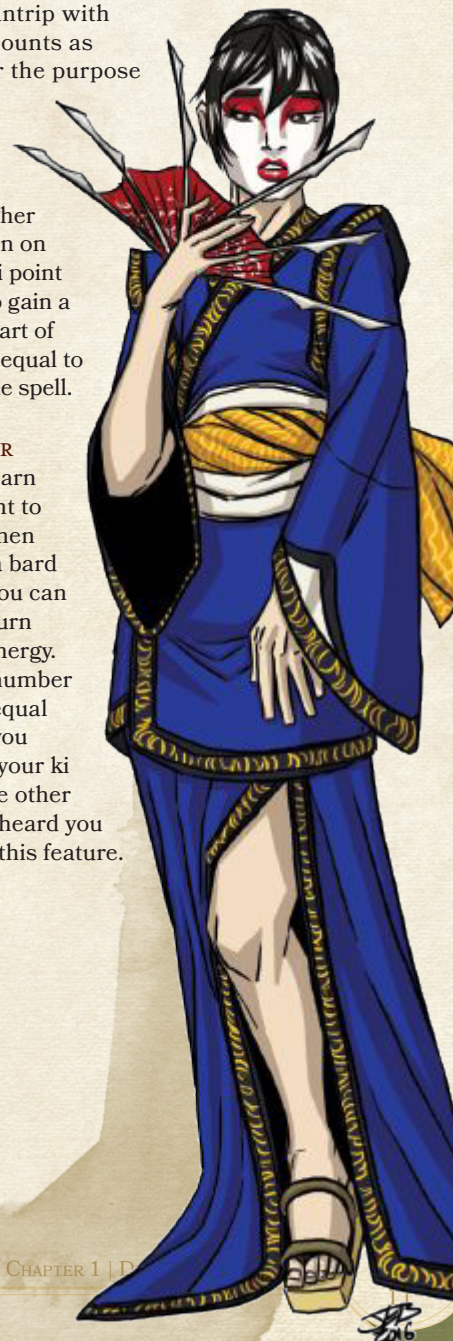
PERFORMANCE ARTS

At 11th level, you gain the ability to combine your magic with your martial skills, creating a grander show. Casting a cantrip with a casting time of 1 action counts as taking the Attack action for the purpose of your Martial Arts' bonus action attack and using your Flurry of Blows.

Additionally, when you cast a spell of 1st level or higher with a casting time of 1 action on your turn, you can spend 1 ki point and use your bonus action to gain a bonus to your AC until the start of your next turn. The bonus is equal to the level at which you cast the spell.

CONSUMMATE PERFORMER

Starting at 17th level, you learn to use your audience's delight to fuel your spiritual power. When you use your action to cast a bard spell of 1st level or higher, you can use your bonus action this turn to bask in your audience's energy. When you do, you regain a number of your expended ki points equal to the level of the spell slot you used to cast the spell, up to your ki point maximum. At least one other creature must have seen or heard you cast the spell for you to use this feature.



WAY OF THE PEACEFUL WARRIOR

Monks of the Way of the Peaceful Warrior understand that violence is sometimes necessary to accomplish objectives, but far prefer to disarm their opponents than maim or kill them. They believe in mercy and redemption, and will always try to guide those they meet to a better path, to a higher road. These monks excel at diffusing tense situations and resolving conflicts with the fewest possible injuries and casualties.

GIVE PEACE A CHANCE

Starting when you choose this tradition at 3rd level, you can use your ki points for a variety of effects:

- You can spend 2 ki points to cast *calm emotions*. Wisdom is your spellcasting ability for the spell.
- When you hit a creature with a melee attack using a monk weapon or an unarmed strike, you can spend 1 ki point to attempt to disarm the target. The target must succeed on a Strength saving throw or drop an object of your choice that it's holding.
- When you end your turn in combat without having made an attack roll or dealt damage, you can spend 1 ki point to gain temporary hit points equal to your monk level.

Additionally, when you hit a creature with a monk weapon or unarmed strike, you can choose to have the attack deal no damage.



FIST OF MERCY

Beginning at 6th level, when you would reduce a hostile creature to 0 hit points with a monk weapon or unarmed strike, you can choose to reduce it to 1 hit point instead. If you do, the creature becomes charmed by you for 10 minutes. While it is charmed this way, it can't make attacks or cast harmful spells, and you have advantage on Wisdom (Insight) checks you make involving the creature.

This effect ends early if it is harmed by you or your companions in any way. When the charmed condition ends, the creature chooses whether to remain friendly to you based on how you and your companions treated it while it was charmed. Once you use this feature, you must finish a short or long rest before you can use it again.

PACIFIST'S REBUKE

Starting at 11th level, you can use your reaction to deflect or parry the blow when you are hit by a melee attack. The damage you take from the attack is reduced by 1d10 + your Dexterity modifier + your monk level.

If you reduce the damage to 0, and the attacker is within your reach, you can spend 2 ki points to quickly strike the attacker's pressure points as part of the same reaction. If you do, the attacker must succeed on a Constitution saving throw or have disadvantage on attack rolls for 1 minute. As an action, the creature can repeat the saving throw, ending the effect on a successful save.

AURA OF TRANQUILITY

Beginning at 17th level, you learn to manifest your will for peace as an aura around yourself. As an action, you can spend 3 ki points to create this 30-foot radius aura centered on you. The aura stays centered on you as you move. You and each other creature inside the aura has disadvantage on attack rolls and resistance to all damage.

The aura lasts for 1 minute. It ends early if you cause a creature to take damage or if you choose to end it on your turn as a bonus action.

WAY OF THE TATTOOED TEMPLE

Some monks treat their bodies as temples and adorn them with vivid art honoring their values. Practitioners of the Way of the Tattooed Temple ink their bodies as they reach milestones in their personal journey, infusing some of these tattoos with mystical energy that evokes magical properties from the ink. Although some look askance at the appearance of these monks, none doubt their supernatural power.

INKED

Starting at 3rd level, you gain proficiency with tattooist's tools. In addition, choose one mystical tattoo and gain it. Choose and gain another mystical tattoo at 6th and 11th level.

When you gain a level in this class, you can choose one of your mystical tattoos and replace it with another mystical tattoo.

MYSTICAL TATTOOS

When you gain a mystical tattoo, you tattoo yourself or instruct another to tattoo you. Activating your own enlightened potential with the pain and creativity of the tattooing, the ink is imbued with magical powers and becomes a mystical tattoo.

Crane. You can fly as part of your movement on your turn. At the end of each of your turns, if you are not on the ground you fall to the ground taking damage as



normal. You can use a reaction when you are falling and spend 1 ki point to cast the *feather fall* spell without material components.

Eye. You have advantage on saving throws against illusion effects. As a bonus action, you can spend 2 ki points to gain blindsight to a range of 30 feet for 1 minute.

Mandala. Your ki point maximum is increased by 1. At 11th level this bonus increases to 2. When you are reduced to 0 hit points, you can spend 1 ki point to automatically stabilize yourself before falling unconscious.

Mask. You can spend 2 ki points to cast *disguise self*. When you use this feature to cast the spell, its duration becomes 8 hours.

Monkey. When you are grappling, you can add your Dexterity modifier, instead of your Strength modifier, to your Athletics ability check. When you take the Attack action, you can spend 1 ki point to make an additional attack as part of that action. This additional attack can only be used to grapple.

Mountain. You gain a +1 bonus to AC when you are unarmed, unarmored, and have no shield. When you take bludgeoning, piercing, or slashing damage, you can use your reaction and spend 1 ki point to gain resistance against the triggering damage.

Snake. You gain resistance to poison damage. When you deal damage with an unarmed strike, you can spend 1 ki point to deal an additional 1d8 poison damage.

Spider. You have a climbing speed of 30 feet. You can spend 3 ki points to cast the *web* spell without material components.

Sun. You gain resistance to radiant damage. Additionally, when you take damage, you can use your reaction and spend 1 ki point to cause light to erupt from your body. When you do, each creature within 5 feet of you must succeed on a Constitution saving throw or be blinded until the end of your next turn.

Tiger. You can choose to deal slashing damage, instead of bludgeoning damage, with your unarmed strikes. When you deal slashing damage with your unarmed strike, you can spend 1 ki point to deal an extra 1d10 damage.

Tree. You have advantage on saving throws against being knocked prone or being moved against your will. You can spend 2 ki points to cast the *entangle* spell.

Tsunami. You can breathe air and water and gain a swimming speed of 30 feet. Additionally, when you hit a creature with an unarmed strike, you can spend 1 ki point to attempt to knock the creature down. When you do, the creature must succeed on a Strength saving throw or fall prone.

LIVING CANVAS

Starting at 17th level, when you complete a long rest you can choose a mystical tattoo. You have this tattoo until you use this feature again.

TATTOOIST'S TOOLS

Tattooist's tools are artisan tools that can be purchased for 3 gp and weigh 3 lbs. Tattooist's tools include a set of needles, a pen, and a set of inks good for a dozen tattoos and are used to make permanent ink tattoos. If you have proficiency with tattooist's tools you are capable of using the tools and have some amount of artistic talent regarding tattooing. You can purchase enough ink for a dozen tattoos for 1 sp.

PALADIN

At 3rd level, a paladin gains the Sacred Oath feature. The following options are available to a paladin, in addition to those offered in the *Player's Handbook*: the Oath of Ancestors, Oath of the Planes, Oath of Rebellion, and Oath of Vigilance.

OATH OF ANCESTORS

The Oath of Ancestors is a commitment to those who came before you to carry their legacies into the future. Dwarven paladins who take this oath do so to honor the founders of their clan while elven paladins channel their grief for those who passed on. When communities abandon long held traditions, paladins who've sworn this oath remind them of the examples their honorable ancestors left behind. Sometimes called spectral knights, tomb guardians, or sin-eaters, paladins who swear this oath commune with their ancestors and pursue their ancestors' ideals in the material realm.

TENETS OF THE ANCESTORS

The exact tenets of the Ancestors changes based on the ancestors being honored but all who swear the oath abide by these core principles.

Remember the Dead. Remember those who have gone before you and passed on. Carry their memory in your mind and let those memories guide you.

Respect the Dead. Show deference to the resting places of the dead and follow the wishes of the departed.

Honor the Dead. Honor the dead with your actions. Let your righteousness be a reminder to others of their virtue and strength.

Death is Peace. The undead are an affront to the serenity of true death. Show the undead the mercy of ushering them into the next world as quickly as possible.

OATH SPELLS

You gain Oath spells at the paladin levels listed.

OATH OF THE ANCESTORS SPELLS

Paladin Level	Spells
3rd	<i>unseen servant, false life</i>
5th	<i>gentle repose, see invisibility</i>
9th	<i>reaping smite</i> ^{CDH} , <i>speaking with dead</i>
13th	<i>revivify, death ward</i>
17th	<i>contact other plane, raise dead</i>

CHANNEL DIVINITY

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

Ancestral Guidance. As a bonus action, you open your heart to the wisdom of your ancestors, using your Channel Divinity. Once within the next hour, you can heed the advice of your ancestors, adding a bonus to an ability check, attack roll, or saving throw. This bonus equals your Charisma modifier (minimum 1). You may choose to wait until after you roll the d20 to gain this benefit, but must decide before the DM says whether the roll succeeds or fails.

Peace with the Dead. As an action, you can call out to the undead and the dying and plead with your ancestors to bring them peace, using your Channel Divinity. Every creature with 0 hit points within 30 feet of you is automatically stabilized, and each undead that can see or hear you within 30 feet must make a Wisdom saving throw. If the creature fails its saving throw, it is pacified for 1 minute or until it takes damage.

While pacified, the undead can't take reactions and will only take its action to Help (if it has 3 or less Intelligence) or Dodge (if it has Intelligence 4 or more). While pacified, the undead see you as a friend and will seek to interpose themselves between your foes and you or, in the case of the less intelligent undead, spend their turn aiding you in whatever way they can. If an undead who would normally attempt to take the Help action cannot reach you to do so, it instead takes the Dodge action.

AURA OF QUIETUS

Starting at 7th level, you project an aura of finality. You know the current hit points of all creatures within 10 feet of you. Additionally, you and friendly creatures within this range have resistance to necrotic damage.

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

PEACEFUL PASSAGE

At 15th level, when a creature within your Aura of Quietus is reduced to 0 hit points, you can use your reaction to usher its spirit into the next world. That creature cannot be raised as undead. Additionally, choose a creature within the aura and roll a d10. Add your Charisma modifier to the result, and the chosen creature regains that many hit points.

GHOSTWALKER

At 20th level you can spend your action to call your ancestors to manifest in your presence. For the next minute the spirits of you and your allies' ancestors heed the call, appearing around you and joining you in battle. While they do you gain the following benefits:

- Your flesh turns to spirit. You gain resistance to bludgeoning, piercing, and slashing damage, and can move through objects and creatures. If you end your movement inside an object or creature, you take 1d8 force damage and are pushed to the nearest unoccupied space.
- Enemy creatures within 30 feet of you count all terrain as difficult terrain, as spectres clutch at them from the beyond.
- You deal an additional 1d6 necrotic damage when you deal damage to the enemy with the least remaining hit points within 30 feet of you.

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

OATH OF THE PLANES

The Oath of the Planes binds a paladin to the fragile balance of good and evil in the multiverse. Unlike many Sacred Oaths, which commit paladins to narrow, unflinching ideals, this Oath implores them to view the greater tapestry. These paladins see that, just like the concept that light cannot exist without darkness, neither can the forces of good exist without the forces of evil; without the proper balance, the entirety of existence would unravel. To ensure this never occurs, these paladins — often called planeswalkers, gray knights, or portal knights — travel the planes of the multiverse, immersing themselves in dimensional magics and the boundaries of reality to maintain balance.

TENETS OF THE PLANES

The tenets of the Oath of the Planes are often difficult for individuals to uphold. Despite the necessity, many paladins find it difficult to remain impartial, and even



more difficult to leave the ones they love when they feel themselves shirking their duties. It can also be tragic for these paladins to actively support certain evils, and actively destroy certain good, in order to keep the universe in balance; it is far easier for them when evil threatens to overwhelm good. Due to the harshness of the tenets, most paladins who take this oath are lawful neutral in alignment.

No Good without Evil. Without evil, good cannot exist. Some forces of evil must be allowed, while some forces of good must be struck down if they threaten to overwhelm evil.

Travel the Planes. To understand the greater scope of the multiverse's balance, I travel the worlds within it. Remaining in one location causes me to lose perspective.

Objectivity. I remain impartial, placing the balance of the multiverse, and thereby everyone in it, over any individual attachment or life.

OATH SPELLS

You gain oath spells at the paladin levels listed.

OATH OF THE PLANES SPELLS

Paladin Level	Spells
3rd	<i>alarm, detect evil and good</i>
5th	<i>misty step, rope trick</i>
9th	<i>blink, sending</i>
13th	<i>banishment, dimension door</i>
17th	<i>dispel evil and good, teleportation circle</i>

CHANNEL DIVINITY

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

Extradimensional Detention. You can use your Channel Divinity to temporarily trap a foe in an extradimensional space. As an action, you open a portal behind a hostile creature within 5 feet of you that is Large or smaller and attempt to push the creature into it. The target must succeed on a Strength saving throw or be trapped in the extradimensional space for 1 minute, or until you lose concentration (as though concentrating on a spell). During that time, it still takes its turns as normal, but it is unaffected by and can't affect events in the plane from which it was banished. At the end of each of the creature's turns, it can make a Charisma saving throw, escaping the extradimensional space on a success. When the creature escapes or the duration ends, the portal reopens on the space the creature previously occupied and the creature is expelled into the nearest unoccupied space.

Portal Strike. As an action, you can imbue one melee weapon you're holding with the ability to rip through dimensional boundaries, using your Channel Divinity. For 1 minute, your reach with the weapon increases to 30 feet, creating portals through which to strike the target as you attack. The portals close immediately following the attack. As long as you can see the target, attacks you make using the weapon ignore half and three-quarters cover.

AURA OF DIMENSIONALITY

Starting at 7th level, you can exert a modicum of influence on the dimensional barriers within 10 feet of you. As a bonus action on your turn, you can use this influence for one of the following abilities:

Passageway. You open linked teleportation portals that remain open until the start of your next turn. Choose two unoccupied spaces on the ground that



you can see within the aura. A circular portal, 5 feet in diameter, opens in each space. The portals are two-dimensional, glowing rings that float a few inches in the air and are perpendicular to the ground. A ring is visible from only one side (your choice), which is the side that functions as a portal. Any Medium or smaller creature or object entering the portal exits from the other portal as if the two spaces were adjacent to each other; passing through a portal from the nonportal side has no effect, and Large and larger creatures can't fit through the portal. Ranged attacks can also pass through the portals.

Redirection. You prepare yourself to quickly open and then close smaller portals. When a creature you can see within your aura becomes the target of an attack, you can use your reaction to open two portals for the attack to pass through, potentially guiding the attack off target. Make a spell attack roll contested by the result of the triggering attack's roll. If you succeed, you choose a new target for the attack, which must also be within your aura, redirecting the attack through linked portals; you can cause a creature to attack itself this way if it is within your aura. Alternatively if you succeed, you can cause the attack to miss, redirecting it into empty space.

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

GATE GUARDIAN

Beginning at 15th level, when an attack, creature, or object you can see would pass through a portal created by the Passageway ability of your Aura of Dimensionality, you can use your reaction to close the portals, preventing the attack, creature, or object from passing through. An attack you prevent from passing through this way automatically misses.

PHASE SHIFT

At 20th level, as an action, you can put yourself out of phase with reality, allowing you to open extradimensional portals with ease. For 1 minute, you gain the following benefits:

- Instead of moving normally on your turn, you can teleport to an unoccupied space you can see within 60 feet of you. If there is a willing creature within 5 feet of you that is your size or smaller, you can bring the creature with you when you teleport this way.
- A creature native to a different plane of existence than the one it currently occupies has disadvantage on attack rolls it makes against you.
- Once per turn when you hit a creature with a melee weapon attack, that creature must succeed on a Charisma saving throw against your spell save DC or be banished, as if under the effect of the *banishment* spell, until the start of your next turn.

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

OATH OF REBELLION

The Oath of Rebellion is a righteous commitment to stamp out all tyranny, to uphold the ideals of liberty and free will. Sometimes called torchbearers, mob knights, or riot knights, paladins who swear this oath are champions of the common man, and scourges of all those who would oppress them. They believe that, if it is in the name of ending a dictator's rule, they can engage in any deception, treachery, and violence, proclaiming that freedom for all is worth any stain on their soul.

TENETS OF REBELLION

Though specific tenets of the Oath of Rebellion can vary by paladin, the basic intents are the same. Due to the flagrant disregard for societal law and the demand for self-sacrifice in these tenets, most paladins of the Oath of Rebellion are chaotic good in alignment.

Suffer no Tyranny. I recognize tyranny in all its forms, and tolerate none of it. Dictatorship, hypocrisy, and corruption all must be expunged.

Ignite the Fire. No single ember can burn a castle to the ground, but many embers combine to create an

inferno powerful enough to raze any fortress. I inspire the oppressed to join me in the fight for their freedom.

Never Back Down. No matter my own personal suffering or tragedy, I continue forward. I refuse to be struck down without accomplishing my mission.

Ends Justify Means. I will engage in murder, deceit, and treachery if it means that innocents can be free. I eat these sins in the name of liberty.

OATH SPELLS

You gain oath spells at the paladin levels listed.

OATH OF REBELLION SPELLS

Paladin Level	Spells
3rd	<i>disguise self, heroism</i>
5th	<i>enhance ability, pass without trace</i>
9th	<i>mass healing word, nondetection</i>
13th	<i>freedom of movement, Mordenkainen's private sanctum</i>
17th	<i>passwall, seeming</i>

CHANNEL DIVINITY

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

Incite Rebellion. As an action, you ignite a fire in creatures surrounding you, using your Channel Divinity. Choose any number of other creatures within 30 feet of you that can see or hear you; each target gains temporary hit points equal to your Charisma modifier (minimum 1). Until a target loses all of its temporary hit points, it is immune to being frightened, and you have advantage on Charisma checks you make to incite it to action against a tyrant, oppressive state, or similar circumstance.

Unbreakable Spirit. When a creature you can see within 30 feet of you is reduced to 0 hit points, you can use your reaction to bolster that creature, using your Channel Divinity. The creature is instead reduced to 1 hit point. It then gains temporary hit points equal to your paladin level, and can rise to its feet if it was prone.

AURA OF TENACITY

Starting at 7th level, when you or a friendly creature within 10 feet of you starts its turn with no more than half its hit points left, it gains temporary hit points equal to your Charisma modifier (minimum 1).

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

VIVE LA RÉSISTANCE

Beginning at 15th level, when a creature other than you within 30 feet that you can see takes damage, you can use your reaction and expend hit points from your Lay on Hands pool to prevent some or all of the damage. When you do, you prevent an amount of damage equal to the number of hit points you spent from the pool. If you spend 10 or more hit points from the pool this way, the creature can use its reaction to make a weapon attack.

AVATAR OF REBELLION

At 20th level, as an action, you can become a conduit for the outrage of oppressed peoples throughout the multiverse, gaining the following benefits for 1 minute:

- You can't be grappled, incapacitated, or restrained, nor can you have your movement reduced in any way, other than by becoming unconscious due to having 0 hit points. If you are subject to one or more of these conditions when you use this feature, the condition immediately ends on you.



- Once, when you are reduced to 0 hit points, you can choose to be reduced to 1 hit point instead. You regain the use of this ability at the start of your next turn.
- When a creature casts a spell or uses an ability that would frighten or charm you or one of your allies within 30 feet of you, you gain advantage on attack rolls against that creature until the end of your next turn.

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

OATH OF VIGILANCE

Paladins who swear the Oath of Vigilance believe their highest calling is in service to others. Those who swear the Oath of Vigilance devote their lives to finding those worthy of protection and ensuring no harm comes to them. These paladins have as strict a moral code as any other but prize obedience to a righteous master above everything else. To them, any untoward actions taken in protecting their ward is justified.

TENETS OF HONOR

The tenets of the Oath of Vigilance vary by paladin, but all tenets revolve around protecting and honoring those the paladin deems worthy of his protection. Paladins who uphold these tenets are willing to sacrifice themselves for the sake of that which they safeguard, even abandoning their own dignity if it ultimately protects the name of their ward.

Defend the Greater Good. I place my life in the hands of someone greater than myself. I will defend those I deem morally greater than me to the death.

Absolved by Obedience. My own ability to comprehend is lesser than those I protect. I am absolved of my flaws by strict obedience to their directions.

Honor by Association. I am honored by my relationship with those I protect and, in turn, I must honor them by acting with integrity and respect.

Humility. When I find someone worthy of protecting I will make their will and life my priority. Through the advancement of their goals will I improve the world and be personally fulfilled.

OATH SPELLS

You gain Oath spells at the paladin levels listed.

OATH OF VIGILANCE SPELLS

Paladin Level	Spells
3rd	<i>compelled duel, shield of faith</i>
5th	<i>aid, warding bond</i>
9th	<i>glyph of warding, life transference</i> ^{XGE}
13th	<i>guardian of faith, stoneskin</i>
17th	<i>hallow, wall of force</i>

CHANNEL DIVINITY

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

Safeguard Companion. As an action, you present your holy symbol and speak a prayer of warding, using your Channel Divinity. Choose one creature within 60 feet of you that you can see. That creature gains temporary hit points equal to your Charisma modifier + your paladin level. The creature loses any remaining temporary hit points after 10 minutes. While the creature has temporary hit points from this ability, it gains a +2 bonus to its AC.

Vow of Protection. As a bonus action, you can make a promise to safeguard a creature within 10 feet of you,

using your Channel Divinity. For 1 minute, all attack rolls against that creature have disadvantage while you remain within 10 feet of it. This effect ends if you drop to 0 hit points or fall unconscious.

TIRELESS SENTINEL

Starting at 7th level, your dedication to protection dissuades your foes from ignoring you. When you hit a creature with an opportunity attack, that creature has disadvantage on attack rolls against creatures other than you until the end of its turn.

SOUL OF VIGILANCE

Starting at 15th level, your guardianship of those under your Vow of Protection becomes nearly absolute. When you see a creature within 10 feet under your Vow of Protection take damage, you can use your reaction to move to any unoccupied space within 5 feet of the target of your vow and parry the brunt of the attack. When you do, the damage the creature takes is reduced by 1d10 + your Strength modifier + your paladin level.

UNFLINCHING GUARDIAN

Starting at 20th level, you can assume responsibility for the protection of all your companions. Using your action, you exude a protective aura and focus your will against your enemies for 1 minute.

- When a friendly creature within 30 feet of you takes damage, that damage is reduced by your Charisma modifier (minimum 1).
- Whenever a creature under your Vow of Protection moves, you can choose to move an equal distance as long as you end the movement within 10 feet of the creature.
- You gain a special reaction you can use on each of your turns which you can take to use your Soul of Vigilance feature. You cannot use your reaction and this special reaction on the same turn.

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



CHAPTER 2: SPELLS

Most of the character classes covered in the *Complete Devout Handbook* are spellcasters. This chapter provides new spells available to these classes or their archetypes. The Dungeon Master decides which of these spells are available in a campaign and how they might be learned.

SPELL LISTS

CLERIC

CANTRIPS (0 LEVEL)

Fortify (abjuration)
Give life (transmutation)
Righteous reproach
(evocation)
Speak true (divination)

1ST LEVEL

Fertility rites
(abjuration, ritual)
Last rites (evocation, ritual)
Oath-sealing covenant
(divination, ritual)

2ND LEVEL

Holy hymnal (evocation)
Ward against spells
(abjuration)
Ward against weapons
(abjuration)

3RD LEVEL

Bestow blessing (evocation)
Weave necrosis (necromancy)

4TH LEVEL

Duel of destiny (abjuration)
Sticks to snakes
(transmutation)

5TH LEVEL

Dusk (necromancy)

6TH LEVEL

Divine conduit
(transmutation)
Investiture of darkness
(transmutation)
Investiture of light
(transmutation)

7TH LEVEL

Prayer of aid (divination)

8TH LEVEL

Divine avenger (conjuration)

9TH LEVEL

Epidemic (necromancy)
Weapon of god (evocation)

DRUID

CANTRIPS (0 LEVEL)

Fortify (abjuration)
Give life (transmutation)
Root snare (conjuration)
Speak true (divination)

1ST LEVEL

Contaminate food and drink
(transmutation)
Fertility rites
(abjuration, ritual)
Make camp
(abjuration, ritual)
Nocturnal transformation
(transmutation)
Subdue beast (enchantment)

2ND LEVEL

Corrode metal
(transmutation)
Elemental spike (evocation)
Ward against weapons
(abjuration)

3RD LEVEL

Create bog (transmutation)

4TH LEVEL

Sticks to snakes
(transmutation)

5TH LEVEL

Flaming vortex (evocation)

6TH LEVEL

Eruption (evocation)
Verdant ward (conjuration)

7TH LEVEL

Elemental ruination
(transmutation)

8TH LEVEL

Coldsnap / heatwave
(transmutation)

9TH LEVEL

Epidemic (necromancy)
Mass awaken
(transmutation)

PALADIN

1ST LEVEL

Last rites (evocation, ritual)
Oath-sealing covenant
(divination, ritual)

2ND LEVEL

Vengeful smite (evocation)
Ward against weapons
(abjuration)

3RD LEVEL

Dispelling smite (abjuration)
Reaping smite (evocation)

4TH LEVEL

Duel of destiny (abjuration)
Sundering smite (evocation)

5TH LEVEL

Warding smite (abjuration)

SPELL DESCRIPTIONS

The spells are presented in alphabetical order.

BESTOW BLESSING

3rd-level evocation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a holy symbol)

Duration: 1 minute

You touch a willing creature and infuse it with a divine blessing. When you cast this spell, choose the nature of the blessing from the following options:

- Choose an ability score. While blessed, the target has advantage on ability checks and saving throws made with that ability score.
- While blessed, the first attack made against the target each turn is made with disadvantage.
- While blessed, whenever the target would regain hit points, it regains 1d8 additional hit points.

At the DM's option, you may choose an alternative blessing effect, but it should be no more powerful than those described above. The DM has final say on the blessing's effect.

At Higher Levels. If you cast this spell using a spell slot of 4th level, the duration is 10 minutes. If you use a spell slot of 5th or 6th level, the duration is 8 hours. If you use a spell slot of 7th or 8th level, the duration is 24 hours. If you use a 9th level spell slot, the spell lasts for 1 week.

COLDSNAP / HEATWAVE

8th-level transmutation

Casting Time: 1 action

Range: 500 feet

Components: V, S, M (an enclosed glass cylinder filled with liquid mercury)

Duration: Concentration, up to 1 minute

You create a wild temperature fluctuation at a point you can see within range. For the duration, you create a cylinder that is 300 feet tall with a 100-foot radius centered on the chosen point. Within this cylinder, the temperature becomes freezing cold or unbearably hot. When you cast this spell, choose whether you will create a coldsnap or a heatwave in the area.

Coldsnap. Creatures within the affected area have their movement speeds halved and have disadvantage on Dexterity ability checks and saving throws. When you



cast this spell, and again as an action on each of your turns until the spell ends, you can choose a point within the cylinder. Each creature within 10 feet of the chosen point must make a Constitution saving throw, taking 6d10 cold damage on a failed save, or half as much damage on a successful one.

Heatwave. Creatures within the affected area have disadvantage on attack rolls and on Wisdom ability checks and saving throws. When you cast this spell, and again as an action on each of your turns until the spell ends, you can choose a point within the cylinder. Each creature within 10 feet of the chosen point must make a Constitution saving throw, taking 6d10 fire damage on a failed save, or half as much damage on a successful one.

CONTAMINATE FOOD AND DRINK

1st-level transmutation

Casting Time: 1 minute

Range: 10 feet

Components: V, S, M (a pickled rat in a jar worth at least 50 gp, which this spell consumes)

Duration: 8 hours

All nonmagical food and drink within a 5-foot radius sphere centered on a point of your choice within range is contaminated with your choice of one of the following diseases or poisons: assassin's blood, cackle fever, sewer plague, sight rot, or truth serum. The food and drink remains contaminated for the duration of the spell, after which time it is no longer a vector for the chosen disease or poison. A creature who ingests food or drink contaminated in this way must succeed on a saving throw or become infected with the disease or afflicted by the poison. These diseases and poisons are detailed in Chapter 8 of the *Dungeon Master's Guide*.

At higher levels. When you cast this spell using certain higher-level spell slot, you can choose from additional poisons when choosing how to contaminate the food and drink. You can choose pale tincture if you use a 3rd-level or higher spell slot or midnight tears or torpor if you use a 5th-level or higher spell slot.

CORRODE METAL

2nd-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a vial of stomach acid)

Duration: Concentration, up to 1 minute

Choose a manufactured metal object such as a metal stove, a metal weapon, or a suit of heavy or medium metal armor that you can see within range. You cause the object to begin to rust and corrode. For the duration, the object is vulnerable to bludgeoning, piercing, and slashing damage. The spell has additional effects if the target was a metal weapon, a metal set of armor, or a metal shield.

Armor or Shield. The armor or shield receives a -1 penalty to the AC it offers. Nonmagical armor reduced to an AC of 10 or a nonmagical shield that drops to a +0 bonus is destroyed.

Weapon. The weapon receives a -1 penalty to its attack and damage rolls.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, and the target is a metal weapon, a metal set of armor, or a metal shield, the penalty increases by -1 for each slot level above 2nd. If a nonmagical weapon's penalty would be lower than -3, the weapon is destroyed instead.

CREATE BOG

3rd-level transmutation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a gob of mud and moss)

Duration: Concentration, up to 1 minute

The ground and any liquid within a 20-foot-radius sphere centered on a point you choose within range becomes an acidic swamp. Spaces on the ground or within liquid in the area count as difficult terrain for creatures other than you. Whenever a creature enters

the area for the first time on a turn or starts its turn there, it must make a Constitution saving throw. The creature takes 2d6 acid damage on a failed save, or half as much on a successful one.

At Higher Levels. When you cast the spell using a spell slot of 4th level or higher, the radius of the sphere increases by 10 feet for each slot level above 3rd. Additionally, the damage of the spell increases by 1d6 for every two slot levels above 3rd.

DISPELLING SMITE

3rd-level abjuration

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

The next time you hit a creature with a melee weapon attack before this spell ends, your weapon is surrounded by a shimmering aura of antimagic, and the attack deals an extra 3d8 force damage to the target. Additionally, if the target is concentrating on a spell of 3rd level or lower, the creature's spell ends. If it is concentrating on a spell of a higher level, it has disadvantage on the Constitution saving throw it makes to maintain concentration on the spell caused by taking damage from the attack. Either way, this spell then ends.

DIVINE AVENGER

8th-level conjuration

Casting Time: 1 action

Range: 30 feet

Components: V, M (a holy symbol)

Duration: 10 minutes

A Huge spectral avenger appears in an unoccupied space of your choice that you can see within range. The spell fails if the space you choose is not large enough to accommodate the avenger. The avenger appears angelic if you are good, fey if you are neutral, or fiendish if you are evil, and it has armor emblazoned with the symbol of your deity. It acts during your turn, is immune to all conditions and damage, and is unaffected by spells other than antimagic field or dispel magic. You can use a bonus action on your turn to verbally command the avenger to take a specific action from the following list:

Move. The avenger moves toward an unoccupied space of your choice that you can see by the most direct route, as though it has a flying speed of 60 feet.

Punish. Choose a point within 30 feet of the avenger that you can see. The avenger launches divine energy from its hand at the indicated spot, causing an explosion affecting each creature within 10 feet of the point.

Each creature other than you in the area must make a Constitution saving throw. A creature takes 6d6 damage on a failed save, or half as much on a successful one. The damage type of the explosion is determined by your alignment: radiant damage for good, force damage for neutral, or necrotic damage for evil.

Smite. Choose a creature that you can see. The avenger moves toward that creature by the most direct route, as though the avenger has a flying speed of 30 feet, then you make a melee spell attack against the target if it's within 5 feet of the avenger. If the attack hits, the target takes 8d8 damage. The damage type of the attack is determined by your alignment: radiant damage for good, force damage for neutral, or necrotic damage for evil.

If you don't issue a command to the avenger, it uses its Smite action against the hostile creature nearest to you if able, or its Move action to reach that creature if it isn't close enough to attack.

If you drop to 0 hit points or are killed, the avenger flares with divine energy until you regain at least 1 hit point or the spell ends. While in this state, it focuses on the creature that reduced you to 0 hit points or that killed you, ignoring all other creatures and using its Smite action targeting the creature if the creature is within range of the action's movement, or the Move action toward the closest unoccupied space to the creature if it isn't. When the avenger takes either of these actions while in this state, it moves toward the creature as though the action's flying speed were doubled. Additionally, when it uses its Smite action against the creature while in this state, you make two spell attacks against the target, as described in the action, instead of one. Once the creature is dead, the spell ends.

DIVINE CONDUIT

6th-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

When you cast this spell, you transform yourself into an open channel to the Positive Plane, shedding bright light in a 5-foot radius, and dim light for an additional 5 feet for the spell's duration. Until the spell ends, you gain the following benefits:

- You are immune to necrotic damage and have resistance to radiant damage.
- You can use your action to touch a willing creature, granting it temporary hit points equal to 4d8 + your spellcasting ability modifier. Alternatively, you can forgo the temporary hit points to cure the target of one disease or neutralize one poison affecting it. This benefit has no effect on undead or constructs.
- You can move across a liquid surface – such as water, acid, mud, snow, quicksand, or lava – as if it were harmless solid ground. You are not affected by the effects of such a liquid unless you choose to be affected by them, even if you are entirely submerged in them. This benefit does not magically grant you the ability to breathe in such liquids if you are entirely submerged in them.

DUEL OF DESTINY

4th-level abjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a holy symbol)

Duration: 1 minute

Divine energy extends from you to a creature you can see within range, locking you into a sacred duel. Until the spell ends, both you and the target shed bright light in a 10-foot radius and dim light for an additional 10 feet. You and the target are immune to the damage, spells, and effects of creatures outside the duel, and creatures outside the duel are immune to the damage, spells, and effects belonging to you or the target. You and the target are also incapable of moving farther than 60 feet apart.

For the duration, you gain 5 temporary hit points at the start of each of your turns, and when you hit the target with a melee weapon attack, the attack deals an additional 1d4 radiant damage.

The spell ends early if you end your turn without attacking the target or forcing it to make a saving throw, or if either you or the target drops to 0 hit points. You lose all of your remaining temporary hit points when the spell ends.

DUSK

5th-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a black gemstone worth at least 100 gp)

Duration: Concentration, up to 1 minute

The light dims in a location you specify within range, shadows consuming the light. Until the spell ends, a 30-foot-radius, 40-foot-high cylinder dulls the light within it. Within the cylinder, areas of normally bright light become dim light, areas of normally dim light become darkness, and areas of normally darkness become magical darkness.

When the cylinder appears, each undead creature within the cylinder gains 1d12 temporary hit points and each non-undead creature within the cylinder takes 1d12 necrotic damage. While a non-undead creature is in the cylinder, it takes an additional 1d12 necrotic damage the first time it takes damage each turn. Undead creatures who end their turn in the cylinder gain 1d12 temporary hit points.

If you're within 60 feet of the cylinder, you can move it up to 60 feet as a bonus action on your turn.

If the spell's area ever overlaps with the *area of a dawn*^{XGE} spell, both spells immediately end.

ELEMENTAL RUINATION

7th-level transmutation

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: Concentration, up to 1 minute

Choose one creature you can see within range, and choose one of the following damage types: acid, cold, fire, lightning, or thunder. The target must succeed on a Constitution saving throw or be affected by the spell for its duration. The creature loses any resistance or immunity it has to the chosen damage type, and gains vulnerability to it, until the spell ends.

ELEMENTAL SPIKE

2nd-level evocation

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: Instantaneous

You create a spike of energy from one of the elemental planes and send it careening at a target you can see within range. You choose Air, Earth, Fire, or Water as the plane from which you draw the energy, and then make a ranged spell attack against the target. If the attack hits, it has varying effects based on the plane you chose.

Air: The target takes 4d8 thunder damage and is pushed 10 feet away from you. Whether the attack hits

or misses, the spell emits a thunderous boom audible out to 300 feet.

Earth: The target takes 4d8 force damage and is knocked prone.

Fire: The target takes 4d8 fire damage, or half as much if you missed with the attack.

Water: The target takes 4d8 cold damage, and its speed is halved until the beginning of your next turn.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd. Alternatively, when you cast this spell using spell slots of certain levels, you can choose multiple elemental planes, dealing the damage and imposing the effects of each chosen plane. If you cast this spell using a spell slot of 5th or 6th level, you can choose two planes; if you cast this spell using a 7th- or 8th-level spell slot, you can choose three planes; and if you cast this spell using a 9th-level spell slot, the spell gains the benefits of all four planes.

EMBRACE DESTINY

1st-level divination

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

You look into the future and see a murky vision of things to come. When you cast this spell, roll a d20 and record the number rolled. Before the duration of this spell is over you can replace any attack roll, saving throw, or ability check made by you or a creature that you can see with the foretold roll. You must choose to do this before the affected roll is made. Once the foretold roll is used it is lost. You lose any foretold roll you have when this spell ends.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you roll and record an additional d20 for each slot level above 1st. When you replace a roll you can use any of the foretold rolls you have recorded and lose only the one you use.

EPIDEMIC

9th-level necromancy

Casting Time: 1 action

Range: Self (30-foot radius)

Components: V, S

Duration: 8 hours

You become an incubator for a magical disease.

Choose a disease of your choice from any of the ones described below. At the DM's option, you may choose an alternative disease effect, but it should be no more powerful than those described below. Until the spell ends, each creature other than you that starts its turn within 30 feet of you unknowingly becomes an infected carrier for the disease. While a creature is an infected carrier, each creature other than you that starts its turn within 30 feet of it unknowingly becomes an infected carrier as well. Symptoms of the disease don't begin to manifest until the spell ends.

When you cast this spell, you can designate any number of creatures within 30 feet of you. Those creatures are immune to the chosen disease, and can't become infected by it, for 24 hours.

As an action, you can choose to end the spell early. Once the spell ends, each infected creature must make

a Constitution saving throw. A creature makes this saving throw with disadvantage if it's within 30 feet of you. On a failed save, the creature suffers the disease's effects for 24 hours, and must repeat the saving throw at the end of each 24-hour period until it's cured of the disease, extending the disease's effects for another 24 hours and gaining a level of exhaustion each time it fails. If a creature succeeds on its saving throw, it is cured of the disease.

While it suffers the disease, a creature gains no benefits from taking long rests, other than preventing itself from suffering further levels of exhaustion due to lack of sleep.

Since this spell creates magical disease, the chosen disease is much more difficult to cure than normal. A *heal* or *power word heal* cast on an affected creature instantly cures them of the disease. A creature can also cast *greater restoration* on an affected creature to attempt to cure it; the caster must make a spellcasting ability check against your spell save DC when it casts the spell, curing the target of the disease on a success.

Blinding Sickness. Pain grips the creature's mind, and its eyes turn milky white. The creature has disadvantage on Wisdom checks and Wisdom saving throws and is blinded.

Filth Fever. A raging fever sweeps through the creature's body. The creature has disadvantage on Strength checks, Strength saving throws, and attack rolls that use Strength.

Flesh Rot. The creature's flesh decays. The creature has disadvantage on Charisma checks and vulnerability to all damage.

Mindfire. The creature's mind becomes feverish. The creature has disadvantage on Intelligence checks and Intelligence saving throws, and the creature behaves as if under the effects of the *confusion* spell during combat.

Seizure. The creature is overcome with shaking. The creature has disadvantage on Dexterity checks, Dexterity saving throws, and attack rolls that use Dexterity.

Slimy Doom. The creature begins to bleed uncontrollably. The creature has disadvantage on Constitution checks and Constitution saving throws. In addition, whenever the creature takes damage, it is stunned until the end of its next turn.

ERUPTION

6th-level evocation

Casting Time: 1 action

Range: 150 feet

Components: V, S

Duration: Concentration, up to 1 minute

Magma bursts from the ground in a 20-foot radius, 40-foot-high cylinder centered on a point you can see within range. Each creature in the radius must make a Dexterity saving throw, taking 6d6 fire damage on a failed save, or half as much damage on a successful one. The ground in the area is considered difficult terrain for the duration.

Each round you maintain concentration on this spell, the eruption produces additional effects on your turn.

Round 2. Clumps of dirt and rock dislodged by the explosion fall from the sky. The area in the cylinder becomes lightly obscured. Each creature in the cylinder must make a Dexterity saving throw. On a failed save, a creature takes 3d6 bludgeoning damage and becomes restrained until the spell ends. On a successful save, it takes half as much damage and isn't restrained. A creature restrained this way can make a Strength

saving throw as an action on its turn, freeing itself on a successful save.

Round 3-5. Poisonous volcanic gas floods the area. The area in the cylinder becomes heavily obscured. Each creature in the cylinder must make a Constitution saving throw. On a failed save, a creature takes 2d6 poison damage and is poisoned for 1 minute. On a successful save, it takes half as much damage and isn't poisoned. If a creature enters the area for the first time in a turn while the gas persists, it becomes subject to the effect. A creature poisoned this way makes a Constitution saving throw at the end of each of its turns, ending the condition on a successful save.

Round 6-10. The same as *Round 3-5*, but the targets make their initial Constitution saving throw against the effect each round with advantage.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the radius and height of the cylinder each increase by 10 feet for each slot level above 6th.

FERTILITY RITES

1st-level abjuration (ritual)

Casting Time: 1 hour

Range: Touch

Components: V, S, M (medicinal herbs worth 10 gp or more, which the spell consumes)

Duration: Instantaneous

You perform a special rite to enhance fertility and bless the young. When you cast this spell, choose one of the following ceremonies, the target of which must be within 10 feet of you throughout the casting.

Fecundity. You touch two willing creatures, blessing their union. The next time they attempt to conceive an offspring together, and are capable of doing so, they succeed.

Good Health. You touch a humanoid who is no more than one year old and pray for its good health. The child has advantage on saving throws against disease until it is 1 year old.

Lineage. You touch a humanoid who is adolescent or younger and peer into their family history. You learn the identity of the creature's biological parents.

Midwifing. You touch a humanoid while it is in labor and bless the birth. The creature will not die as a result of childbirth.

Safe Keeping. You touch a pregnant humanoid and abjure their body against harm. The pregnancy cannot be terminated without that creature's consent.



FLAMING VORTEX
5th-level evocation

Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute

You create a swirling vortex of flame around yourself, which is powerful enough to take you aloft. For the duration, your base movement speed increases by 30 feet. You are able to move vertically, in addition to horizontally, on your turn, but not to a height greater than 60 feet above the ground.

While you are aloft, the vortex travels with you, creating a 5-foot radius cylinder with height equal to your current distance from the ground. As you move, each creature your vortex passes within 5 feet of must make a Dexterity saving throw. On a failed save, a creature takes 3d8 fire damage, or half as much on a successful save. A creature other than you that starts its turn within 5 feet of the cylinder, or passes within 5 feet of it for the first time during a turn, must also make this saving throw, taking damage as described above.

If a creature has taken damage from this spell since the beginning of your last turn, it can't take damage from the spell again until the beginning of your next turn.

At Higher Levels. When you cast the spell using a spell slot of 6th level or higher, the damage increases by 1d8 for each slot level above 5th.

FORTIFY
Abjuration cantrip

Casting Time: 1 action
Range: Self
Components: V, S
Duration: Instantaneous

You make a sign of protection in the air before you. When you do, you gain 1d6 temporary hit points. While you have any temporary hit points remaining from this spell, you lose 1 at the start of each of your turns.

The temporary hit points granted by this spell increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

GIVE LIFE
Transmutation cantrip

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Instantaneous

Placing your hand on another creature you can transfer your own life force to them. You spend and roll one of your hit dice, add your spellcasting modifier, and the creature regains that many hit points.

HOLY HYMNAL
2nd-level invocation

Casting Time: 1 action
Range: Self
Components: V, S, M (any musical instrument)
Duration: Concentration, up to 10 minutes

You play a soulful song of praise that emboldens your companions and rings like a cacophony in the ears of the unholy. When you cast this spell, you gain a number of spell song points equal to your spellcasting ability modifier. Before the duration of the spell elapses, you can expend spell song points (no action required) when certain conditions are met to weave your melodic magic into the action.

- When a creature you can see starts its turn within 30 feet of you, you can expend a spell song point to restore them. The creature regains hit points equal to 1d6. This has no effect on undead or constructs.
- When a creature deals damage to a fiend or undead within 30 feet of you, you can expend a spell song point to make the attack deal an additional 1d6 radiant damage.
- Before a creature within 30 feet of you makes a saving throw, you can expend a spell song point to roll 1d6 and add the result to the saving throw.

Until the spell ends, you can take a special action on your turn to gain up to your spellcasting modifier in spell song points. You can only take this special action twice each casting of this spell. You lose all remaining spell song points immediately when this spell ends.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can take the special action to gain spell song points an additional time per slot level above 2nd.

INVESTITURE OF DARKNESS
6th-level transmutation

Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 10 minutes

Until the spell ends, smoky shadows and crackling necrotic energy envelope you like a cloak and you gain the following benefits:

- You are immune to necrotic damage.
- Dim light and darkness, including magical darkness, don't impede your vision.
- While you're in an area of dim light or darkness, including another creature's shadow, you can use your bonus action to teleport to another area of dim light or darkness that you can see.
- You can use your action to create a 15-foot sphere of magical darkness centered on a point you can see within 30 feet of you. The darkness spreads around corners. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it. If a creature of a type other than undead dies within the darkness, it rises as a zombie under your control at the beginning of your next turn, as though the corpse were under the effects of the *danse macabre*^{XGE} spell. You roll initiative for each zombie created this way. The darkness lasts until the spell ends, or until you use your action this way again. When the spell ends, each zombie created by the spell becomes inanimate.

INVESTITURE OF LIGHT *6th-level transmutation*

Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 10 minutes

Until the spell ends, your body becomes wreathed in a corona of shining light, shedding bright light in a 30-foot radius and dim light for an additional 30 feet and you gain the following benefits:

- If the area of light shed by this spell overlaps an area of darkness created by a spell of 6th level or lower, the darkness is dispelled.
- When you or a friendly creature starts its turn within 30 feet of you, if it's below half its hit point maximum, it regains 1d6 hit points.
- You can use your reaction to create a flash of brilliant light in a 15-foot cone extending from you in a direction you choose. Each creature of your choice in the area must make a Constitution saving throw. A creature takes 3d8 radiant damage and is blinded until the end of its next turn on a failed save, or half as much damage and isn't blinded on a success.

LAST RITES *1st-level evocation (ritual)*

Casting Time: 10 minutes
Range: Touch
Components: V, S, M (powdered lead worth 10 gp or more, which the spell consumes)
Duration: Instantaneous

You perform a special rite to protect the sanctity of a deceased creature and usher its spirit into the next world. When you cast this spell, choose one of the following ceremonies, the target of which must be within 10 feet of you throughout the casting.

Cleanse Corpse. You touch a diseased or poisoned corpse and that corpse can no longer transmit disease or poison.

Determine Cause. You touch a corpse who died of unknown circumstances and learn the general nature of the death (starvation, poisoning, disease, etc.).

Peaceful Passing. You touch a willing creature who then dies painlessly and immediately. It cannot be returned to life unless it wishes to by any means short of a *wish* spell.

Marked Grave. You touch a corpse of unknown identity and learn the name of the creature, if it had one.

Sanctify Body. You touch a corpse during a funeral ceremony and it cannot become undead by means short of a *wish* spell for the next 7 days.

MAKE CAMP *1st-level abjuration (ritual)*

Casting Time: 1 minute
Range: Touch
Components: V, S, M (a tent)
Duration: 8 hours

When you cast this spell while setting up camp, the area within 20 feet of where you cast this spell gains the following benefits until the spell ends.

- Nonmagical weather and climate effects will not harm anyone within the area.
- Beasts will not enter the area unless magically compelled to do so.
- Creatures outside the area have disadvantage on ability checks to perceive or find the camp, unless you choose otherwise.
- Creatures who complete a long rest in the area gain 1d6 temporary hit points at the end of the long rest.

MASS AWAKEN *9th-level transmutation*

Casting Time: 24 hours
Range: 1 mile
Components: V, S, M (any number of agate worth a total of at least 12,000 gp, which this spell consumes)
Duration: Instantaneous

After spending the casting time meditating on consciousness, choose any number of beasts and plants within range. Chosen creatures must have either no Intelligence score or an Intelligence of 3 or less. Each creature gains an Intelligence of 12. The affected creatures also gain the ability to speak one language you know and proficiency in two skills of their choice. Any affected plants gain the ability to move their limbs, roots, vines, creepers, and so forth, and gain senses similar to a human's. Your DM chooses statistics appropriate for any plant awakened with this spell, such as the statistics for the awakened shrub or the awakened tree.

Each creature awakened by this spell is charmed by you for 30 days or until you or your companions do anything harmful to them. When the charmed condition ends, each awakened creature chooses whether to remain friendly to you, based on how you treated it while it was charmed.

NOCTURNAL TRANSFORMATION *1st-level transmutation*

Casting Time: 1 action
Range: Touch
Components: V, S, M (seeds of a flower that blooms only at night)
Duration: 24 hours

When you touch a willing creature and cast this spell, that creature gains darkvision out to a range of 120 feet. Additionally, that creature has disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when they, the target of their attack, or whatever they are trying to perceive is in direct sunlight. These effects end when the spell's duration is up.



OATH-SEALING COVENANT
1st-level divination (ritual)

Casting Time: 1 minute
Range: Touch
Components: V, S, M (two rings)
Duration: Indefinite

When two creatures make a promise to one another you seal it with magic and a prayer. If either creature breaks the promise they made the other immediately knows the promise has been broken and this spell ends. If this spell ends as the result of another spell, both creatures become aware of that fact.

PRAYER OF AID
7th-level divination

Casting Time: 10 minutes
Range: Self
Components: V
Duration: Instantaneous

You entreat your deity for aid, opening yourself as a conduit for its divine power. Immediately after you finish the prayer, you cast any cleric spell of your choice of 6th level or lower without expending an additional spell slot. If you have a Divine Domain, you can choose the spell from among your domain spells, instead of the cleric spell list. You ignore the spell's casting time, casting it as though you spent a 7th-level spell slot if it is a spell of 1st level or higher.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, its casting time decreases to 1 minute for an 8th-level spell slot, and to 1 action for a 9th-level spell slot.

REAPING SMITE
3rd-level evocation

Casting Time: 1 bonus action
Range: Self
Components: V
Duration: Concentration, up to 1 minute

The next time you hit a creature with a melee weapon attack during this spell's duration, your weapon digs deep into the enemy and a sense of impending doom washes over them. The attack deals an extra 3d12 necrotic damage to the target. Additionally, if this damage reduces the target to 0 hit points it cannot be restored to life or raised as undead by any spell other than *wish*.

RIGHTEOUS REPROACH
Evocation cantrip

Casting Time: 1 action
Range: 5 feet
Components: V, S, M (a holy symbol)
Duration: Instantaneous

You present your holy symbol, summoning divine power, and make a melee spell attack against a creature within 5 feet of you. If the target is an undead or fiend, the attack roll scores a critical hit on a roll of 19 or 20 on the d20. On a hit, the target takes 1d8 radiant damage, and the creature has disadvantage on the first attack roll it makes against you before the start of your next turn.

The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8). Once you reach 17th level, if the target is an undead or fiend, the attack roll scores a critical on a roll of 18-20 on the d20.

ROOT SNARE
Conjuration cantrip

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: 1 round

Grasping roots sprout in each unoccupied space on the ground surrounding a target within range. Until the start of your next turn, if a creature other than you willingly moves into one of the spaces, the creature must succeed on a Dexterity saving throw or take 1d4 piercing damage and have its speed reduced to 0 until the start of its next turn.

The spell's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

SPEAK TRUE
Divination cantrip

Casting Time: 1 bonus action
Range: Self
Components: V, S
Duration: 1 minute

When you cast this spell, your honest intentions become clearer to those around you. When a creature makes a Wisdom (Insight) ability check to determine whether or not you are telling the truth before the duration of this spell ends, they add your spellcasting ability modifier to their roll.

STICKS TO SNAKES
4th-level transmutation

Casting Time: 1 action
Range: 30 feet
Components: S, M (a staff or bundle of sticks worth at least 1 cp)
Duration: Concentration, up to 1 minute

You transform a staff or bundle of sticks into serpents. When you do, choose an unoccupied space within 30 feet to throw the staff or bundle of sticks. The effect of this spell varies based on the material component used to cast it.

When you throw a staff, it transforms into a **giant constrictor snake**. When you throw a bundle of sticks, it transforms into a **swarm of poisonous snakes**. The creature's current and maximum hit points increase by 2d8 when it is created.

The created snake or swarm is friendly to you and your companions. Roll initiative for the creature. It obeys any verbal commands you issue it (no action required by you). If you don't issue any commands to it, it defends itself from hostile creatures, but otherwise takes no actions. If the snake or swarm has an effect that causes a target to make a saving throw, the effect uses your spell save DC, unless the snake or swarm's DC was already higher.

At the end of the spell, or if the snake or swarm is reduced to 0 hit points, it turns into a broken staff or snapped bundle of sticks, respectively.

At Higher Levels. When you cast this spell using certain higher-level spell slots, more creatures appear: twice as many with a 6th- or 7th-level slot and three times as many with an 8th- or 9th-level slot.

SUBDUED BEAST
1st-level enchantment

Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a whip)
Duration: Concentration, up to 8 hours

Choose a beast you can see within range and roll 5d8. If the total result of those dice is equal to or greater than the current hit points of the chosen beast, the beast becomes docile. A docile beast will use the Dodge action on each of its turns and nothing else, unless commanded otherwise by you. Commanding a docile beast to take an action requires you to use your reaction on the beast's turn to give it a verbal command. This spell ends if you or a creature friendly to you deals damage to the docile beast.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, roll an additional 2d8 for each slot level above 1st.

SUNDERING SMITE
4th-level evocation

Casting Time: 1 bonus action
Range: Self
Components: V
Duration: Concentration, up to 1 minute

The next time you hit with a melee weapon attack during the spell's duration, your weapon thrums with destructive power, and the attack deals an extra 4d6 fire damage to the target. Objects and structures take double damage from the attack.

If the target was a creature, it must make a Dexterity saving throw. On a failure, the spell destroys a nonmagical object of your choice that the creature is carrying.



VENGEFUL SMITE
2nd-level evocation

Casting Time: 1 bonus action
Range: Self
Components: V
Duration: Concentration, up to 1 minute

The next time you make a melee weapon attack against a creature during the spell's duration, you have advantage on the attack roll if it dealt you damage since the end of your last turn. The next time you hit with a melee weapon attack during the spell's duration, your weapon hums with necrotic energy, and the attack deals an additional 2d8 necrotic damage, or 2d12 necrotic damage if the creature dealt you damage since the end of your last turn.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd, or by 1d12 for each slot level above 2nd if you took damage from or failed a saving throw caused by that creature since the end of your last turn.

VERDANT WARD
6th-level conjuration

Casting Time: 1 action
Range: Self
Components: V, S
Duration: 10 minutes

Until the spell ends, vines and other plant material rise from your feet to your head, encasing you in a protective armor. You increase in size by one category and gain 50 temporary hit points.

While you have temporary hit points granted by this spell, you gain the following benefits:

- You automatically succeed on Constitution saving throws to maintain concentration on spells as a result of taking damage.
- When a creature on the ground moves within 30 feet of you, you can use your reaction to call on vines and foliage to restrain them. The creature must succeed on a Strength saving throw against your spell DC or be restrained until the start of its next turn.
- When your turn starts and you have not taken damage since the end of your last turn, you gain 5 temporary hit points. These are added to temporary hit points you already have rather than replacing them, to a maximum of 50 temporary hit points.

This spell ends early if you start your turn with no temporary hit points. You lose any remaining temporary hit points when this spell ends.

WARD AGAINST SPELLS
2nd-level abjuration

Casting Time: 1 action
Range: Touch
Components: V, S, M (a handheld mirror)
Duration: 1 minute

One willing creature you touch gains 4d6 temporary hit points. While the creature has any temporary hit points granted by this spell, it has resistance to damage dealt by spells. The creature loses any temporary hit points it has remaining from this spell at the end of 1 minute.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the temporary hit points gained increases by 1d6 for each slot level above 2nd.

WARD AGAINST WEAPONS
2nd-level abjuration

Casting Time: 1 action
Range: Touch
Components: V, S, M (a turtle shell)
Duration: 1 minute

One willing creature you touch gains 4d6 temporary hit points. While the creature has any temporary hit points granted by this spell, it has resistance to damage dealt by weapons. The creature loses any temporary hit points it has remaining from this spell at the end of 1 minute.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the temporary hit points gained increases by 1d6 for each slot level above 2nd.

WARDING SMITE
5th-level evocation

Casting Time: 1 bonus action
Range: Self
Components: V
Duration: Concentration, up to 1 minute

The next time you hit a creature with a weapon attack before this spell ends, your weapon flashes with celestial power before enveloping you in a protective aegis. The attack deals an extra 5d8 radiant damage and you gain a number of temporary hit points equal to the extra damage you dealt. While you have temporary hit points from this spell, you have resistance to all damage. You lose all remaining temporary hit points from this spell when this spell ends.

WEAPON OF GOD
9th-level evocation

Casting Time: 1 action
Range: Sight
Components: V, S, M (a holy symbol)
Duration: Instantaneous

A titanic celestial force, such as a colossal fist or weapon, appears at a point you can see in the air and slams down onto the ground in a 60-foot radius cylinder with a height as high as you can see. Each creature, object, and structure within the cylinder takes 100 damage. The damage type depends on the alignment of the deity you worship: radiant for good, force for neutral or a pantheon spanning multiple alignments, or necrotic for evil. If your deity is associated with a particular damage type (as Hephaestus is with fire damage or Thor with lightning), your DM can choose for this spell to deal that damage type instead. Damage from this spell can't be reduced or prevented in any way.

The force can take whatever form you choose. Clerics of deities who are associated with a particular weapon (as St. Cuthbert is known for his mace and Thor for his hammer) make this spell's effect resemble that weapon.

The spell fails if you can't see a point in the air at least 100 feet above the ground that could accommodate the celestial force (for example, if you are in a room with a ceiling lower than 100 feet).

WEAVE NECROSIS
3rd-level necromancy

Casting Time: 1 bonus action
Range: Touch
Components: V, S
Duration: Concentration, up to 1 minute

You pull on the necrotic energy of the outer planes, weaving it into your spells intended to heal. Whenever a spell you cast would cause a creature to regain hit points, it instead loses that many hit points if it is any creature type other than construct or undead. If the target is undead, it regains hit points, rather than losing them.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, its duration increases. Its duration becomes 10 minutes when cast using a 4th-level spell slot, 1 hour when cast using a 5th-level spell slot, 8 hours when cast using a 6th-level spell slot, 24 hours when cast using a 7th-level spell slot, 7 days when cast using an 8th-level spell slot, and until dispelled when cast using a 9th-level spell slot. Additionally, if you cast the spell using a 9th-level spell slot, the spell no longer requires concentration to maintain, and you can end the spell as a bonus action on your turn.



CHAPTER 3: MAGICAL ITEMS

Adventurers in the worlds of D&D have been known to acquire magical items in their travels. Presented in this chapter are a variety of magical items that can be used by any character but may be of particular interest to cleric, druid, monk, and paladin adventurers.

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

AMBROSIA

Potion, very rare

This golden-hued effervescent beverage is the legendary nectar of the gods. Mortals are rarely lucky enough to discover a supply of the divine drink but a generous celestial might gift it to an adventurer for completing a quest. The first time you consume ambrosia, you gain the following benefits:

- You gain all the benefits of completing a long rest.
- For every 2 years that pass, your body ages only 1 year.
- Roll 1d6 twice and consult the chart below. Each time the ability score indicated increases by 1, to a maximum of 22.

d6 Ability Score

1	Strength
2	Dexterity
3	Constitution
4	Intelligence
5	Wisdom
6	Charisma

ARMOR OF THE HOLY CRUSADE

Armor (medium or heavy), rare (requires attunement)

While you wear this golden armor, it sheds dim light in a 5-foot radius around you. If you are within 60 feet of a fiend or undead, the armor instead sheds bright light in a 30-foot radius, and dim light for an additional 30 feet, and you gain a +2 bonus to your AC. The bright light shed by this armor is sunlight.

BLESSED HOLY SYMBOL

Wondrous item, very rare

This holy symbol emanates an invisible but palpable aura of divine radiance. You gain a +1 to your spell save DC and spell attack modifier while using this holy symbol as your spellcasting focus.

In addition, this magic item holds 7 charges. Whenever you use a feature that would allow you to expend a use of your Channel Divinity, you can expend a charge from this magic item instead. On the last day of each week, the holy symbol regains 1d6 + 1 charge.

BLINDFOLD OF SEEING

Wondrous item, rare

While you have this blindfold covering your eyes, you suffer the blinded condition. The blindfold can't be removed unless you are attuned to it or dead.

Transcend Sight (Requires Attunement). While you are attuned to and wearing this blindfold, you gain blindsight to a range of 60 feet. This blindsight doesn't require you to be able to hear or smell.

BRANCH OF THE PLANAR GROVE

Staff, legendary (requires attunement by a druid)

This staff, a fallen branch of a tree of the Planar Grove, can be wielded as a magic quarterstaff that grants a +2 bonus to attack and damage rolls made with it. While using it as a spellcasting focus, you have a +2 bonus to spell attack rolls and your spell save DC.

The staff has 50 charges for the following properties. It regains 4d6 + 2 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 20, the staff regains 1d12 + 1 charges.

Conjuration Absorption. While holding the staff, when a creature you can see within 30 feet of you casts a conjuration spell, you can use your reaction to attempt to absorb the spell's magic into the staff. Make a spellcasting ability check with a +2 bonus against a DC equal to 10 + the level at which the spell is being cast. If you succeed, you cancel the spell's effect and the staff gains a number of charges equal to the level at which the spell was being cast. However, if doing so brings the staff's total number of charges above 50, the staff plants itself into the ground, becoming a fledgling Planar Tree. You lose your attunement to it, and it is no longer a magic item. It will mature in 1000 years, becoming a portal that connects to all other trees of the Planar Grove.

Shape of the Infinite Wilds. When you use your Wild Shape while holding the staff, you can assume the shape of a creature of a type other than beast. The creature can be of any type other than undead or construct that you've seen before, and must follow the restrictions listed in the Max. CR and Limitations column of the Beast Shapes table for a druid of your level. When you assume such a creature's form, you don't magically gain any armor (other than natural armor) or weapon listed in the creature's stat block, nor can you use such a creature's Innate Spellcasting or Spellcasting traits. Additionally, you get a +2 bonus to the attack and damage rolls of your Wild Shape's natural weapons.

When you have no uses remaining of your Wild Shape, you can use your bonus action and expend 4 charges from the staff to regain one use of and immediately use your Wild Shape.

Spells. While holding the staff, you can use an action to expend some of its charges to cast one of the

BRANCH OF THE PLANAR GROVE

following spells from it, using your spell save DC and spellcasting ability: *call lightning* (7th-level version, 7 charges), *conjure animals* (7th-level version, 7 charges), *conjure elemental* (7 charges), *conjure woodland beings* (4 charges), *dust devil* ^{XGE} (2 charges), *earthbind* ^{XGE} (2 charges), *grasping vine* (3 charges), *lesser restoration* (2 charges), *plane shift* (7 charges), *plant growth* (3 charges, or 9 charges for the 8-hour version), *protection from poison* (2 charges), *transport via plants* (6 charges), or *wall of thorns* (6 charges).

You can also use an action to cast one of the following spells from the staff without using any charges: *barkskin*, *detect poison and disease*, *entangle*, *pass without trace*, *shillelagh*, or *thorn whip*.

CELESTIAL FEATHER

Wondrous item, uncommon (300 gp), rare (500 gp), very rare (1,000 gp)

This phoenix feather counts as a diamond worth an amount of gold determined by its rarity for the purposes of the *revivify*, *raise dead*, and *resurrection* spells. When you use it as the material component to cast one of these spells, roll a d20. On a 1, the feather is destroyed and turns to ash.

CENSER OF RIGHTEOUSNESS

Weapon (flail), rare (requires attunement by a cleric or paladin)

Once attuned, you are proficient with this magic flail, which grants a +1 bonus to attack and damage rolls made with it.

The flail has 7 charges. When you hit a creature with the flail, you can expend a charge to cause it to splash holy water on the target. If the target is a creature of a neutral or evil alignment, it takes an extra 1d6 acid damage, which ignores resistance and immunity to acid damage. The flail regains 1d6 + 1 charges each day at dawn.

CRANE STYLE ARMLET

Wondrous item, rare

This rose-gold armband depicts a crane with its wings outstretched. While wearing this wondrous item, you gain a +1 bonus to the attack and damage rolls of your unarmed strikes. In addition, you move with effortless grace. You can use a bonus action on each of your turns to take the Dash or Disengage action.

CROWN OF THE FOREST KING

Wondrous item, legendary (requires attunement)

You can only attune to this crown of brambles and blooms when you are within the forest you obtained it in. When you attune to it, you gain a variety of benefits while you remain within that forest. For the purposes of this magical item, a forest is any predominantly wooded region up to 1,000 square miles. While within the crown's forest you gain the following benefits.

- You regain 3d6 hit points at the start of each turn when your current hit points are equal to or less than half your maximum hit points.
- You can use an action to transform into another creature as if you had cast the *polymorph* spell on yourself. When you do, you can transform into any plant or beast with a CR equal to or less than your level.

- You can use an action to sense the presence, direction, and distance of all creatures that aren't a beast or plant within your forest.
- You can use an action to cast the *awaken* spell.

Curse. The crown is cursed and attuning to it extends the curse to you. As long as you remain cursed, you are unwilling to part with the crown, keeping it on your person at all times. You can break the curse in the usual ways. While attuned to the crown you also suffer the following banes.

- You take 1d4 psychic damage whenever a beast or plant in the woods is killed by a creature that isn't a beast or a plant.
- While not in the forest, you can't regain hit points by any means short of the *wish* spell.
- While not in the forest, you take 2d6 necrotic damage and gain a level of exhaustion each sunrise.

ENCHANTED INKS

Potion, common (1st), uncommon (2nd), rare (3rd), very rare (4th), or legendary (5th)

This set of inks can be used to make a single tattoo, which consumes the inks. When a creature is tattooed with enchanted inks, choose one spell. The spell's level cannot exceed the level determined by the rarity of the enchanted inks.

The tattooed creature can cast this spell, using the tattoo as a spellcasting focus. Constitution is the spellcasting ability for this spell. After casting the spell with the tattoo, the creature cannot cast the spell in this way again until it finishes a long rest.

GHILLIE ARMOR

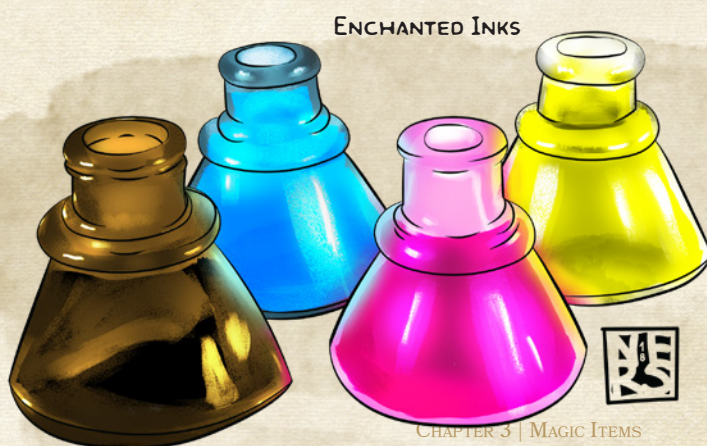
Armor (any), rare

This magical armor is made from natural materials, even if the armor type is traditionally created using metal. When you are wearing this armor and in the wilderness, you have advantage on Dexterity (Stealth) ability checks, ignoring any disadvantage the armor would normally impose on the roll.

GRIMOIRE OF THE CELESTIAL REALMS

Wondrous item, very rare (requires attunement by a spellcaster)

When you attune to this grimoire, you gain a familiar if you do not already have one. This familiar functions as if you had summoned it using the *find familiar* spell except that it uses the statistics of a homunculus and is a celestial, rather than a construct.



In addition, you learn the *light* and *sacred flame* cantrips and the following spells are always considered known and prepared by you while you are attuned to this magic item: *bless*, *enhance ability*, *remove curse*, *guardian of faith*, and *commune*.

As a final benefit of attuning to this item, you have resistance to radiant and necrotic damage.

GRIMOIRE OF THE INFERNAL DOMINIONS

Wondrous item, very rare (requires attunement by a spellcaster)

When you attune to this grimoire, you gain a familiar if you do not already have one. This familiar functions as if you had summoned it using the *find familiar* spell except that it uses the statistics of a homunculus and is a fiend, rather than a construct.

In addition, you learn the *fire bolt*, *ray of frost*, and *thaumaturgy* cantrips and the following spells are always considered known and prepared by you while you are attuned to this magic item: *hex*, *crown of madness*, *bestow curse*, *evard's black tentacles*, and *contact other plane*.

As a final benefit of attuning to this item, you have resistance to fire and cold damage.

GRIMOIRE OF THE PRIMEVAL LANDS

Wondrous item, very rare (requires attunement by a spellcaster)

When you attune to this grimoire, you gain a familiar if you do not already have one. This familiar functions as if you had summoned it using the *find familiar* spell except that it uses the statistics of a homunculus and is a plant, rather than a construct.

In addition, you learn the *druidcraft* and *thornwhip* cantrips and the following spells are always considered known and prepared by you while you are attuned to this magic item: *entangle*, *lesser restoration*, *conjure animals*, *conjure minor elementals*, and *awaken*.

As a final benefit of attuning to this item, you are immune to poison and disease.

HOOD OF HEARING

Wondrous item, legendary

This hood hugs the head tightly and muffles all sound, preventing its wearer from hearing. While wearing the hood, you suffer the deafened condition. The hood can't be removed unless you are attuned to it or dead.

Transcend Material (Requires Attunement). You must be attuned to a blindfold of seeing and a muffle of speech to attempt to attune to the hood. If you are

GRIMOIRE OF THE INFERNAL DOMINIONS



GRIMOIRE OF THE CELESTIAL REALMS



attuned to it, the attunement ends if you end your attunement to either of these items. When you attempt to attune to this item, you must make a DC 17 Wisdom check. If you succeed, you become attuned to the hood. If you fail, you gain a random short-term madness (Madness is described in Chapter 8 of the *Dungeon Master's Guide*) as the sensory deprivation warps your perception. If you fail the check by 5 or more, you instead gain a random long-term madness.

While you are attuned to and wearing this hood, you gain a flying speed equal to your base walking speed and can hover; you no longer need to eat, drink, or breathe, though you can still choose to do so; and the range of the blindsight from your *blindfold of seeing* and the telepathy from your *muffle of speech* increases to 1 mile. In that radius, you also know the position of each creature of Intelligence 4 or higher, though not its type or identity, and can read such a creature's surface thoughts as an action on your turn. This effect can penetrate barriers, but is blocked by 2 feet of rock, 2 inches of any metal other than lead, or a thin sheet of lead.

LANTERN OF THE TRAVELER'S RESPITE

Wondrous item, rare

This unassuming but well made lantern provides weary travelers with small comforts. While holding the lantern you can cause it to light or darken as an action. Additionally, while holding the lantern you can use an action to cast the *alarm*, *make camp*, or *unseen servant* spell.

MANTIS STYLE ARMLET

Wondrous item, rare

This green brass armlet depicts a mantis with its forelegs raised. While wearing this wondrous item, you gain a +1 bonus to the attack and damage rolls of your unarmed strikes. In addition, when you are hit by a melee weapon attack and you have at least one hand free you can use your reaction to parry. When you do, you reduce the damage by 1d6 + your Strength or Dexterity modifier + 1.

MASK OF THE OUTSIDER

Wondrous item, very rare (requires attunement)

Each of these stylized masks exhibit features commonly associated with one of the following creature types: celestial, fey, or fiend. While you are wearing the mask, you can speak with any creature of that type as long as you can both speak at least one language. Additionally, creatures of that type will perceive you as being one of them rather than a humanoid.

As an action, you can cast the *polymorph* spell on yourself. When you do, instead of choosing a beast, you

MASK OF THE OUTSIDER



must choose a creature of the mask's type whose CR is no more than half your level. After you cast this spell using the mask, you cannot cast it in this way again until the next sunrise.

MUFFLE OF SPEECH

Wondrous item, very rare

This mask covers the lower half of a creature's face and muffles all sounds. While wearing the mask, you are unable to verbally speak. The mask can't be removed unless you are attuned to it or dead.

Transcend Speech (Requires Attunement). While you are attuned to and wearing this mask, you can ignore the verbal components of spells you cast, and you gain the ability to speak telepathically to creatures within 60 feet of you. You don't have to share a language with a creature for it to understand your telepathic speech, though it can't telepathically respond unless it has its own telepathy trait.

NAMAZU'S WHISKER

Weapon (whip), very rare

This mottled gray whip was once the barbel of the giant earthquake-inducing catfish, Namazu. You gain a +3 to attack and damage rolls with this magic weapon. You can also use an action to strike the earth within 10 feet of you. When you do, each creature other than you within 15 feet of that point must make a DC 16 Dexterity saving throw or take 1d4+3 bludgeoning damage and fall prone.

PEACE BONDING OF DIPLOMACY

Wondrous item, uncommon

This bit of silken rope can be used to peace bond any melee or ranged weapon. When you have a weapon tied up with the peace bond, it takes an action to untie the rope and draw the weapon. If the only weapon you have is peace-bonded with this item, you can use an action to cast the *calm emotions* spell (DC 14). Once you use this ability, a minute must pass before you can use it again.

REBUKING SHIELD

Armor (shield), very rare

When you take damage from an attack made by a creature within 5 feet of you, you can use your reaction to make a melee weapon attack using this shield. If you are proficient with shields, add your proficiency bonus to this attack roll. On a hit, your rebuke deals bludgeoning damage equal to 1d4 + your Strength modifier and the creature is stunned until the end of this turn.

ROBE OF THE GRANDMASTER

Wondrous item, legendary (requires attunement by a monk)

While you wear these robes, you gain the following benefits:

- You gain a +2 bonus to your AC and ki save DC.
- You gain a +3 bonus to the attack and damage of your unarmed strikes.
- Whenever you start your turn in combat with fewer than half your ki points remaining, you regain 1 ki point.
- As an action, you can concentrate 1 or more ki points into one of your hands or feet and slam the ki-charged appendage into a surface within your reach, creating an explosion of force. The radius of the effect, centered on you, is equal to 5 feet times the number of ki points you expended. Unsecured objects completely within the area are automatically pushed 10 feet away from you, and each creature within the area must make a Strength saving throw. On a failed save, a creature is pushed 10 feet away from and is knocked prone, taking force damage depending on the number of ki points you expended. On a successful save, a creature takes half as much damage and isn't pushed or knocked prone. For each ki point you expended, roll your Martial Arts die; the force damage dealt by this ability is equal to the total.

SATCHEL OF MIRACULOUS MERCANTILISM

Wondrous item, very rare

This satchel is made from sturdy cloth and is three feet long, one foot wide, and two feet deep. It is decorated with stitching to look like a sign that might hang from a general merchant's store.

Gold pieces and other items placed into the satchel disappear as soon as the satchel is closed. The satchel keeps a ledger of the gold pieces placed into the bag. Items other than coins placed in the bag are destroyed and add half their gold piece value to the ledger. As an action, you can name a non-magical item, reach into the satchel, and find the item inside, provided you could afford to buy the item based on the credit on the ledger. The ledger is then reduced by the value of the item.

SCYTHE OF FINAL PASSING

Weapon (special), very rare (requires attunement)

This two-handed scythe uses the statistics of a greataxe. Any creature attuned to this magic weapon is proficient with it. You gain a +2 bonus to the attack and damage rolls you make with this magic weapon. When you deal damage to an undead creature with this weapon, you deal an additional 1d6 radiant damage. Any other creature who dies as a result of damage from this weapon cannot be returned to life or raised as undead by anything short of the *wish* spell.

SHIELD OF THE LEGION

Shield, legendary (requires attunement by a paladin)

While you hold this shield, it creates an aura in a 10-foot radius around you. You and all creatures friendly to you within the aura have a +3 bonus to AC. This bonus is in addition to the shield's normal bonus to AC for you. If you have 17 or more levels in the paladin class, the radius of this aura increases to 30 feet.

The shield has 3 charges. Whenever you or a creature in the shield's aura fails a saving throw, you can expend

1 charge as a reaction to cause the creature to succeed on the saving throw instead. The shield regains all expended charges each day at dawn.

SHIELD OF THE MOON

Armor (shield), uncommon

While you are using this shield you have resistance to psychic damage and advantage on saving throws against effects that would change your shape.

SHIELD OF THE SUN

Armor (shield), uncommon

While you are using this shield you have resistance to radiant damage and advantage on saving throws against being blinded.

SPIKED COLLAR

Wondrous item, uncommon (+1), rare (+2), or very rare (+3)

This collar comes in a variety of colors and sizes, all with metal spikes protruding around the outside of the collar. A beast wearing this wondrous item has a bonus to its natural weapon attack and damage rolls while wearing this collar. The bonus is determined by its rarity.

STAFF OF GOODBERRY

Staff, uncommon

This wooden staff with a leafy head has 10 magic berries on it. As an action, a creature within 5 feet of the staff can pluck one of the berries from the staff and eat it or feed it to a willing or unconscious creature within its reach. Consuming a berry restores 1 hit point, and the berry provides enough nourishment to sustain a creature for one day. The berries lose their potency and fall from the staff at dawn. The berries have no effect on undead or constructs.

The staff regains 1d10 berries daily at dawn.

Natural Focus (Requires attunement by a druid).

While using the staff as a spellcasting focus, you have a +1 bonus to spell attack rolls.

STAFF OF SHAPES

Staff, rare (requires attunement by a druid)

This staff can be wielded as a magic quarterstaff that grants a +1 bonus to attack and damage rolls made with it.

As an action, you can use the staff to cast the *polymorph* spell, targeting yourself. Once you do, you can't do so again until the next dawn. When you cast the *polymorph* spell using the staff, the spell has the following changes:

- You retain your Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as you and the bonus in its stat block is higher than yours, use the creature's bonus instead of yours.
- You retain the benefit of any features from your class, race, or other source and can use them if the new form is capable of doing so. However, you can't use any of your special senses, such as darkvision, unless your new form also has that sense.



STUDED COLLAR

Wondrous item, uncommon (+1), rare (+2), or very rare (+3)

This collar comes in a variety of colors and sizes, all with crystalline studs decorating the outside of the collar. A beast wearing this wondrous item has a bonus to AC and saving throws while wearing this collar. The bonus is determined by its rarity.

SYMBOL OF DIVINITY

Wondrous item, legendary (requires attunement by a cleric)

When you attune to this legendary holy symbol, it automatically transfigures itself to become the holy symbol of the god, pantheon, figure, or other deity you worship. While you use it as a spellcasting focus, you gain a +2 bonus to your AC, as well as to your spell attack rolls and spell save DC.

This symbol has 50 charges for the following properties. It regains 4d6 + 2 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 20, the symbol regains 1d12 + 1 charges.

Divine Conduit. While you're wielding or wearing the symbol and you have no uses remaining of your Channel Divinity, you can expend 4 charges from the symbol as a bonus action to regain one use. Additionally, you gain the following Channel Divinity option.

Channel Divinity: Divine Judgment

As an action, you envelope a creature you can see within 60 feet of you in holy power, forcing it to make a Wisdom saving throw. The creature takes 6d12 damage on a failed save, or half as much on a successful one. The damage type depends on the alignment of the deity you worship: radiant for good, force for neutral or a pantheon spanning multiple alignments, or necrotic for evil.

If the damage causes an intelligent creature of a different alignment (good, neutral, or evil) to your deity to fall to 0 hit points or die, the symbol regains a number of charges equal to the creature's Challenge Rating, rounded down. However, if doing so brings the symbol's total number of charges above 50, the symbol becomes pure divine energy that is transferred to your deity. You lose your attunement to the symbol, which is no longer a magic item. Your deity rewards you with a blessing determined by the DM (described in Chapter 7 of the *Dungeon Master's Guide*).

Spells. While wearing or wielding the symbol, you can use an action to expend some of its charges to cast one of the following spells from it, using your spell save DC and spellcasting ability; certain spells can be cast only if they match the alignment of the deity you worship:

banishment (4 charges), *commune* (7 charges), *daylight* (3 charges), *dispel evil and good* (5 charges), *divine word* (6 charges), *enhance ability* (2 charges), *geas* (evil, 7 charges), *harm* (evil, 6 charges), *heal* (good or neutral, 6 charges), *lesser restoration* (good or neutral, 2 charges), *mass cure wounds* (good or neutral, 5 charges), *revivify* (5 charges), *silence* (evil, 2 charges), *spirit guardians* (7th-level version, 7 charges), *spiritual weapon* (6th-level version, 6 charges), *water walk* (3 charges).

You can also use an action to cast one of the following spells from the symbol without using any charges; certain spells can be cast only if they match the alignment of the deity you worship: *augury*, *bane* (evil), *bless* (good or neutral), *blindness/deafness* (evil), *calm emotions* (neutral), *detect evil and good*, *light*, *spare the dying*, or *warding bond* (good).

Undying Faith. When you die while you wear or wield the symbol, if it has at least 5 charges remaining, it expends 5 charges to cast *revivify* on you.

THE ART OF TEA

Wondrous item, rare

This weathered book is written in Common and illustrated with line art. It details the proper way of preparing, serving, and enjoying tea. When you use this book to complete a one hour tea ceremony ritual (which counts as light activity), you have advantage on saving throws against being charmed or frightened for the next 24 hours.

TIGER STYLE ARMLET

Wondrous item, very rare

This bronze armlet depicts a tiger pouncing on an unseen prey. While you are wearing this wondrous item, you gain a +2 bonus to the attack and damage rolls of your unarmed strikes. In addition, your unarmed strikes score a critical hit on a roll of 19 or 20 on the d20.

TREEFELLER

Weapon (any axe), rare

You gain a +1 bonus to the attack and damage rolls you make with this magic weapon. When you deal damage to a plant creature with this weapon, you deal an additional 1d6 necrotic damage. While you are wielding this magic item, you have advantage on all Charisma (Intimidation) checks you make against plant creatures.

When used to fell a mundane tree, it takes no more than three chops with this weapon, regardless of the size of the tree.

