

ELDRITCH EXPANSION

By Toby Lowther



Discover the secrets of the Far Realm in this expansion
for 5th Edition Dungeons & Dragons

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INTRODUCTION

Eldritch magic, the powers drawn from those dark beings and forces which exist between the stars. Not as pervasive as the arcane and divine magics wielded by more common spellcasters, eldritch magic always presents an aspect of *otherness*, a connection to a world which rarely

intersects with ours and which strikes ordinary mortals as strange and dangerous.

Yet to some, the mystery and power of this darker magic is a lure, not a source of terror, and so warlocks come into being. These arcanist are drawn by the lure of forbidden knowledge and forgotten arts to contact other realms and form bonds with the beings that dwell there.

Beyond the bargains of warlocks, eldritch magic seeps into our world in the form of dark rituals, magical items forged from nightmare, and alien beings which stalk the night and darkest depths.

In this expansion, we will explore a mere glimpse of the silent advance of eldritch magic in our world. Within these pages, you will find new magic items, playable races, classes, class specializations, eldritch invocations, spells, and creatures, all touched by the eldritch powers beyond our mortal sphere.

In addition, we shall take a brief tour of eldritch lore, including some of the beings known as Great Old Ones, as well as optional rules which may be implemented by DMs in handling eldritch horrors and the various optional features included within this expansion.

PLAYTEST MATERIAL

The material in this expansion is presented for playtesting and to spark your imagination. Many of these game mechanics are in draft form, usable in your campaign but not refined by repeated design iterations or full game development and editing.

If you discover issues with the materials here presented or possible improvements, please submit these to the creator, and a solution or improvement will implemented in this content as soon as possible.

ELDRITCH MAGIC

The powers that warlocks harness come in many forms and from many different sources. The one unifying factor between warlocks of different patronage is the extraplanar nature of their patrons. A warlock's power does not come from within, from music or study, but from powerful entities dwelling in worlds beyond our own.

The all extraplanar magic can be considered to be eldritch magic in its own right, and this expansion will include elements of eldritch magic drawn from many different planar beings, but the focus of this expansion, and especially the lore sections, is on what may be considered the truest or most alien kind of eldritch magic.

This is the magic of the Great Old Ones and the denizens of the Far Realm, which they gift upon the warlocks and champions in their service. Although many of these powers are akin to the magic of the Prime Material, some are utterly alien.

THE FAR REALM

The eldritch powers dwell in a place known as the Far Realm, a world utterly alien to ours, once so distant in space and time that it was not a part of the cosmology of the worlds and planes, but no longer.

The appearance of the Far Realm is utterly alien, full of non-Euclidean geometries and twisting physicality that resembles the flitting scenery of a dream more than a physical reality. The most present feature of the Far Realm is that it is replete with impossibilities. The vast majority of structures which exist there defy all known laws of nature, the creatures being unlike anything to have grown in the boundaries of the planes.

THE VAST GATE

Long ago lived a people known as the Elder Elves. These master thaumaturges created an arcane science of travel – not merely across distances, nor only between planes, but between parallel worlds. They established permanent gates to the nearby planes and, caught in their dream, they sought to build the greatest gate of all: the Vast Gate.

The goal was to fashion an arcane gate which could bridge all distance and grant passage beyond the confines of creation, to the theoretical realm of timeless infinity.

In an incredible feat of magic, drawing upon every discipline – arcane, psionic, and divine – the Elders empowered a gateway which passed beyond reality as it was then known and into the Far Realm beyond.

However, opening this gateway allowed the utterly alien monstrosities that dwelt within that Realm to enter ours, establishing a connection between the cosmology of our known world and the Other, which had for so long been lost and forgotten.

The Vast Gate was closed, and every effort was made to hunt down the monstrosities that had passed through it, but knowledge of the Far Realm persists in the multiverse even now, and this allows a casual link between our world and the Other.

TRAVEL IN THE FAR REALM

As it exists as a place beyond the Planes, the Far Realm cannot be accessed by ordinary means. Getting to the Far Plane requires magic of an incredibly powerful order, such as the Vast Gate of the Elder Elves or a portal opened by a denizen of that world, such as a very powerful beholder.

Even should a person find some means to reach the Far Realm, they are met with an utterly alien and hostile world. The very fabric of this reality is different to the material of our world, its geometry is impossible under the usual laws of nature, and it defies any creature of the Prime Material to enter it.



Due to its erratic nature, the effects and dangers of the Far Realm will seem to vary each time a creature enters it, but some of the most common dangers include those listed below.

MIND-DRAIN

The incredibly powerful minds of the denizens of the Far World are sculpted by the world in which they dwell.

The very nature of the physicality of the Far Realm assaults the mind of any that enters it. When a creature from the Planes enters the Far Realm for the first time, it is immediately targeted by an effect very similar to the *feblemind* spell (save DC 17).

As a creature spends longer in the Far Realm, its mind is still battered by the nature of that world. This may include being targeted by further *feblemind* effects (save DC 15), or having to resist being stunned by the sheer weirdness of the place (DC 15 Intelligence saving throw). These effects usually recur at about 2-hour intervals, dependant on the nature of the situation, and may be automatically triggered by a character having their mind ransacked by some other effect (such as taking psychic damage).

WANDERING PATHS

The twisting and insubstantial nature of the Far Realm makes movement in its confines very difficult for creatures which are not naturally adapted to its ways.

When a creature attempts to move in any direction, the DM can force it to make a DC 15 Intelligence saving throw. On a success, the creature can move as intended. On a failed save, roll a d6 and consult the Wandering Paths table below.

WANDERING PATHS TABLE

d6 Movement type

- | | |
|-----|--|
| 1–3 | Intended distance, random direction. |
| 4 | Intended direction, random distance. |
| 5 | Random direction, random distance. |
| 6 | Returns to same location as start of turn. |

FAR REALM MAGIC

The Far Realm is beyond the reach of the Weave, and magic in this place acts very differently to magic in the Material Plane. If a creature is using magic (except Psionics), the DM can choose to roll on the Wild Magic table whenever they cast the spell.

In addition, whenever a spell of 1st level or higher is cast, it requires different amounts of magical power to what it would require in the Planes, sometimes requiring a higher or lower level spell slot than normal. Roll a d10 and consult the Magic Cost table below.

MAGIC COST TABLE

d10 Cost change

- 1–3 Requires 1 lower slot level (a 1st level spell is treated as a cantrip).
- 4 Same cost as usual.
- 5–7 Requires 1 higher slot level than normal.
- 8 Requires 2 higher slot level than normal.
- 9 Requires 2 lower slot level than normal.
- 10 Does not require a spell slot to be expended.

For example, on a roll of 8, a 1st-level spell would require a 3rd-level spell slot to be expended.

If this effect would cause a spell to require a higher spell slot level than the caster has available, or a slot of higher than 9th level, that spell cannot be cast.

THE CODIX ANATHEMA

Composed by Iphegor of the Ebon Mirror in Forgotten Realms lore, the *Codex Anathema* or an equivalent work exists in many settings, the ramblings of a mighty and mad wizard providing the greatest insights into the Far Realm, eldritch magic, aberrations, and the Great Old Ones.

The *Codex* was compiled from the visions granted by the *Ebon Mirror*, a legendary artefact of great power, visions of astral voyages, ancient times when aboleths ruled, and of the darkness between the stars.

The contents of the *Codex* seem like the ramblings of a madman, talking of ancient empires of creatures that eat minds and parasites that steal bodies, of worlds beyond the very borders of our reality, and of realities unlike anything we could imagine. Yet these writings offer some of the truest records of the eldritch forces in our world.

The fate of Iphegor is lost in time, as is the fate of the *Ebon Mirror*. In some worlds, even the *Codex* itself has been lost, but somehow, its rumour always persists, as does the rumour of the abominable creatures and otherworldly places described within.

GREAT OLD ONES

The Great Old Ones are otherworldly beings from beyond the fabric of reality or from the deepest eons of the past, gods who walked the world before the gods of Mount Celestia were born and those who will herald its end.

The motives of the Great Old Ones are inscrutable, their knowledge vast beyond the greatest libraries ever built by mortal beings, their power often rivalling that of the gods themselves.

Many of the Great Old Ones are tied to the ultimate fate of the world, bringing its destruction in their wake, and this seeming malicious intent earns many of them the title of Elder Evil. However, as often as not, they are not actively malevolent toward the mortal races – they simply take no notice of them as they pass about their inscrutable schemes.

ATROPUS (THE WORLD BORN DEAD)

The knowledge of the ancients points to some great being, force, or idea – a "prime mover", the force behind the arising of the gods and the process of creation. This being was called Atropus.

Yet for life to exist, there must be death – an equal counterpart of negative energy to the positive energy of the life of the gods. In creating the gods, Atropus caused its own death, becoming the afterbirth of creation, a being of pure negative energy, death incarnate.

Appearing as a moonlike orb of darkness desires nothing less than the end of the entire multiverse, devoiding the energy of life in a desperate attempt to undo the sacrifice it made in creation. Its touch is terrifying to behold, testified by countless barren worlds swarming with the restless dead.

DENDAR (THE NIGHT SERPENT)

Also known as Eater of the World and the Mother of the Night Parade, Dendar the Night Serpent is an elder evil who came into being shortly after the first being slept and had a nightmare.

Dendar devours the nightmares of mortals and deities, savouring the taste of the most terrible, but it is said that should she ever not feed her insatiable appetite, every being, mortal or deity, would remember every horrific nightmare they had ever dreamt in excruciating detail.

Normally dwelling in the Fugue Plane, an murky gray plane within the Astral Sea, it is said that her appearance in the Material Plane will herald the end of the world and of the gods themselves.

FATHER LLYMIC

The first records of the name "Father Llymic" come from the ancient elves who opened the Vast Gate, listed among those strange, twisted creatures which entered our realm from the place beyond the planes – the Far Realm. Yet something about the antithetical nature of the multiverse to the world from which it came affected Father Llymic, so that its physical form was paralysed and enclosed in ice, yet even then its powerful mind continued to wander and affect the world around it.

Father Llymic is a being which is a master of illusion, its name coming from the image of a kindly old man that hides its hideous form. Its terrifying projections and unearthly "children" seek to transform this world into one more suitable for its existence by darkening the sun itself.

GHAUNADAR (THAT WHICH LURKS)

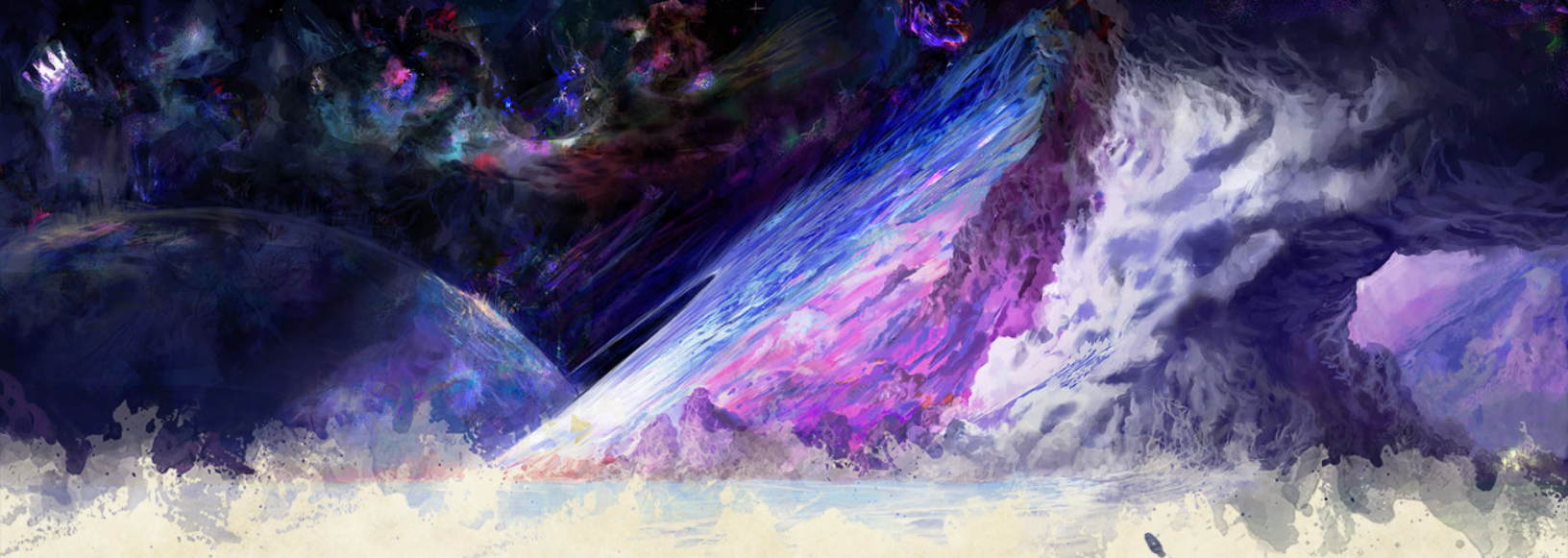
According to the Queen of Spiders herself, Ghaunadar was old even before Ao's time, an ancient deity rumored to have emerged from the primordial chaos itself.

Also known as the Evil Eye and That Which Lurks, Ghaunadar is a deity of abominations, slimes, a crawling monsters. Touched by the Far Realm, Ghaunadar has at times been counted among the pantheon of the drow, but as often as not is found a lone power, keeping his own council.

Ghaunadar is unpredictable, sometimes rewarding false worshippers with mighty boons, and at other times simply devouring their souls without a second thought. His warlocks live in a constant mixture of reverence and fear, never knowing whether they will gain favour or lose it.

THE HULKS OF ZORETHA

Five monoliths, buried beneath a snow-capped mountain and forgotten by history, the Hulks have existed far longer than the reach of recorded memory, even that of the elves, preceding the earliest mortal civilisations and yet not mentioned in any myths of the gods.



Few have ever seen the Hulks, but those who do are subjected to their nightmare-inducing presence, often being driven mad by the encounter.

Visitors to the Hulks attest to the existence of cults worshipping the Hulks as gods which fell from the sky and will one day awaken to cleanse the world of sickness and evil. In truth, these monoliths are the forerunners of a colonisation from a parallel plane called Zoretha, which will one day awaken to eradicate all life on the Prime Material plane.

KYUSS (THE WORM THAT WALKS)

In days gone by, Kyuss was a mighty and evil prophet. He created many monstrosities and abominations, and in his final act sought to ascend to godhood.

Through dark ritual, he claimed divinity, but in the next moment his life as a corporeal god ended – Kyuss died, and his essence became one with the maggots and worms that devoured his form, granting him his other name.

Trapped within the obelisk that formed the keystone of his ritual, the Worm that Walks seeks release, which will lead to the fulfillment of the last part of his prophecies, which never proved false: the end of mankind and the dawn of the Age of Worms.

THE LEVIATHAN

Mentioned only in a few long-forgotten myths of the oldest elementals and dragons, the Leviathan is the product of the crafting of creation, in which the gods balanced order and chaos in each of the planes. Inevitably, one or the other would fall out of balance, and so Leviathan was born – the embodiment of excess chaos, given physical flesh and form.

The Leviathan slumbers in the depths of the sea, and its body surrounds the world. The Leviathan's mind appears as chaotic as its nature – either it has no grand schemes or plans, or its mind is so vastly beyond the ken of mortals that its schemes seem random and mindless to lesser beings.

PANDORYM

The name of Pandorym is only spoken of in scared whispers among the most ancient of gods. This being was summoned by arrogant wizards from a world perpendicular to ours and between planes, to serve as a superweapon to threaten the gods themselves.

In order to control Pandorym, the being's potent mind was sealed in a crystal prison, while its unstoppable body was trapped in a pocket plane. The gods struck before the wizards could rally their new weapon, and the name of Pandorym was all but forgotten as the society which summoned it faded into oblivion. Yet Pandorym leaves on, seeking to reunite its mind and body to become unstoppable once more and to fulfill the terms of its contract by destroying the gods.

RAGNORRA (MOTHER OF MONSTERS)

Arising before the gods themselves, this humongous monstrosity birthed abominations from her very form, earning her other name, Mother of Monsters. She was cast by the gods into the space between the planes, banished to make way for the first mortal life.

Yet once every 1,500 years, Ragnorra returns in the form of a fiery red comet, seeking to remake the world in her own image. She is an irrepresable force of creation and mutation, guided by a vast intelligence but without consciousness, a being of pure intuition.

SERTRIOUS

One of the obyrith lords, a demonic creature from before the time of the gods, Sertrious was cast from the Abyss by the Queen of Chaos, discarded to the space between the planes. Yet while his spirit passed through the Material Plane, he anchored himself in the body of a serpent.

Sertrious twisted this body to befit his demonic form, and he guided the early civilisation of the yuan-ti to reject the traditional gods, showing them how divine power could be drawn from faith in an ideal or any being, and thus rejecting the rule of the gods.

A solar called Avamerin struck him down, but though his body died the spirit of Sertrious lived on, in the corruption he spread, the faith of the yuan-ti, and in his severed head.

THARIZDUN (THE CHAINED GOD)

Chosen as the tool for the obyriths, a race of demons which existed before the gods themselves, Tharizdun, who is called the Chained God and the Elder Elemental Eye, was driven to madness when he opened his mind and spirit to these beings that dwelt in the darkness between the worlds.

During the Dawn War, the obyriths granted Tharizdun a seed of evil, intended to be planted in the Astral Sea, but fearful of the gods, Tharizdun planted it in the furthest reaches of the ever churning Elemental Chaos. From this seed grew the Abyss, birth place of demons.

Tharizdun was imprisoned for his crimes in a shadow world known only as Voidharrow. From this prison the Chained God reaches out to our world, striving for freedom.

ZARGON (THE RETURNER)

Worshipped by a mad and bloodthirsty cult in the ancient land of Cynidicea, Zargon was one of the earliest lords of the Nine Hells. A being of great and terrible power, he did battle with the gods themselves, slew many and taunted the rest.

Zargon was eventually defeated by Asmodeus, who had long ago usurped his rule of the Nine Hells and now returned to put him to rest again. Though Asmodeus could no more kill Zargon than the gods could, he encased the beast-god in stone, so that his immortal horn stood untouched. It was from this horn that Zargon could reform, and so he was trapped. Now Zargon dreams only of freedom and vengeance.

OPTIONAL RULE: SANITY SCORE

Many of the features presented in this expansion require the target of the effect to make a Wisdom saving throw or suffer an effect of short-term, long-term, or indefinite madness (DMG p. 259).

If you are running the Sanity score optional rule (DMG p.264), these Wisdom saving throws can all be substituted with Sanity saving throws.

OPTIONAL RULE: MENTAL STABILITY

When it comes to measuring the mental state of your PCs, in a campaign centred around the horrors of eldritch magic and the Far Realm, simply apply affects of short-term, long-term, and indefinite madness can seem like something of a blunt instrument. This optional rule offers a more malleable method for keeping track of a player's overall mental state.

In this optional rule, each PC starts the game with a Mental Stability (MSta) score ranging between 1 and 10. This score can be visible to the players or private to the DM.

A player character's initial score is determined by their background, at the discretion of the DM. Generally, they will follow these guidelines:

- A character with a comfortable background will have a Mental Stability score of 10.
- A character with an unstable background, filled with frequent change and uncertainty, will have a Mental Stability score of 9.
- A character who has experienced an extreme trauma in their past will have a Mental Stability score of 7 or 8, dependant on how recent the trauma was.

A character's Mental Stability score is affected by events in the campaign, measuring the lasting impact of the horrors they have witnessed and traumas they have suffered on their psyche.

Generally, a character's Mental Stability score will decrease when they suffer a mental trauma of some kind. These decreases in Mental Stability are usually applied in -1, -2, or -3 increments, although greater penalties may be applied. Possible examples for reductions in Mental Stability may be:

- Suffering more than half the character's maximum hit points in psychic damage, or taking psychic damage from a critical hit (-1 MSta)
- Having thoughts or emotions radically altered by magic (-2 MSta).
- Suffering torture (-1 to -3 MSta).
- Witnessing an eldritch abomination or creature of the Far Realm (-3 MSta).
- Failing a Sanity check or Wisdom saving throw against an insanity effect (-1 MSta).

In addition, a character's Mental Stability score can be increased by careful nurturing, the growth of personal relationships, and healing from older traumas. Generally, a character's Mental Stability score will increase more rarely than it decreases, but possible examples for increases in Mental Stability may be:

- Developing a close and supportive friendship (+1 MSta).
- Finding a home, or a trinket which is tied to pleasant memories (+1 MSta).
- Finishing processing significant past trauma (+1 to +3 MSta).

A character's current Mental Stability score determines a character's mental resilience, and as such, a decreased Mental Stability score inflicts certain penalties on a character.

The Mental Exhaustion table offers suggestions for the penalties to apply at each Mental Stability score level. A character suffers all penalties for which the character's Mental Stability score is less than or equal to the level at which that penalty begins to apply, and the penalty continues to apply until the Mental Stability score is increased above the level at which it begins to apply.

MENTAL EXHAUSTION TABLE

Mental Stability	Penalty
10	None.
9	Develops a minor mannerism or quirk which serves as a coping mechanism
7	Vulnerability to psychic damage
5	Disadvantage on Sanity saves / Wisdom saving throws against insanity.
3	+1 type of indefinite madness
2	+1 type of long-term madness after each short rest
1	Character is incapacitated by fits of madness

MAGIC ITEMS

Between the pages of ancient tomes lie secrets of eldritch lore that could drive a person mad from merely reading them, but which grant great and terrible power. Items of eldritch magic draw upon the dark powers that lie between the worlds. Using such items often risks driving the wielder insane as their mortal mind grapples with the weird complexity of the Other, but the rewards for success can be vast.

This section details a handful of new magic items, some drawing upon the concept of eldritch lore which drives mortal minds insane, while others adapt items presented in the *Complete Mage* expansion for 3.5th edition. Many of these items rely upon the *Madness* rules detailed in the *Dungeon Master's Guide* (pages 259-260). If you are using alternative rules for madness in your game, or if you are using the optional Sanity ability score, the items can be altered as required.

ADDITIONAL MAGIC ITEMS A-Z

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.

CHAIN OF NIGHTMARES

Wondrous item, legendary

This short chain consist of 3 links. You can use an action to break one of the links and cast the *weird* spell (save DC 18). Once each link of the chain is broken, it becomes nonmagical iron.

CIRCLET OF MIND'S SHELTER

Wondrous item, uncommon (requires attunement)

While wearing this circlet, creatures cannot communicate with you telepathically unless you allow it, and you have advantage on saving throws against mind-altering magical effects, such as the *command* or *dominate person* spell. This does not include purely emotional effects, such as being charmed or frightened.

DEADWALKER'S RING

Ring, rare (requires attunement)

This ring has 3 charges, and regains 1d3 expended charges daily at dawn. When you cast a spell which creates an undead creature (such as the *animate dead* spell), you can expend 1 of the charges of this ring to have that creature gain a +2 bonus to its maximum hit points for each hit die it has.

ELDRITCH POPPET

Wondrous item, rare (requires attunement by a spellcaster)

As an action while holding the poppet, you can target one creature which you can see within 60 feet of you. If it is a hostile creature, it must make a DC 15 Wisdom saving throw. On a success, it is unaffected. If the creature is friendly

or fails its saving throw, it becomes the target of the poppet.

Whenever you cast a spell with a range of touch while attuned to the poppet, you can choose to instead target the creature that is the target of the poppet.

You cannot target that creature if it is more than 1,000 feet away from you, or if it is on another plane of existence.

LANTERN OF OBSCURING

Wondrous item, rare

This hooded lantern closely resembles a *lantern of revealing*. When lit, it burns for 6 hours on 1 pint of oil, creating an area of magical darkness in a 30-foot radius, and bright light for an additional 30 feet is reduced to dim light.

Creatures with darkvision can't see through this darkness, and nonmagical light can't illuminate it. If a light created by a spell of 2nd level or lower overlaps with the darkness created by the lantern, the spell that created the light is dispelled.

You can use an action to lower the hood of the lantern, reducing bright light within a 5-foot radius of the lantern to dim light.

MAGEBANE STAFF

Staff, legendary (requires attunement by a sorcerer, warlock, or wizard)

You have advantage on saving throws against spells and other magical effects while you hold this staff.

The staff has 30 charges. While holding it, you can use an action or reaction (according to the spell casting time) to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC: *arcane turmoil* (1 charge per spell level, up to 7th), *counterspell* (1 charge per spell level, up to 7th), *dispel magic* (1 charge per spell level, up to 9th), *forbiddance* (6 charges), *globe of invulnerability* (6 charges), or *remove curse* (3 charges).

The staff regains 4d6 + 2 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, you must immediately expend 1 spell slot of the highest level you have available. If the spell slot is not of at least 5th level, the staff becomes a nonmagical quarterstaff.



MURDERER'S GLOVES

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

When you hit with a sneak attack, you can use a bonus action to turn invisible until the end of your next turn. Anything you are wearing or carrying is invisible with you. If you attack or cast a spell, the invisibility ends.

ROD OF ELDRITCH POWER

Rod, rarity varies (requires attunement by a warlock)

A *rod of eldritch power* is crafted from black iron to resemble the head and spine of a demonic creature, although the exact appearance varies by the nature of the rod.

Each rod provides an improvement to the wielder's *eldritch blast* cantrip, which can be used while attuned to the rod. All saving throws use your spell save DC.

Agonizing Blast (Rare). While attuned to the rod, you gain a +2 bonus to damage rolls with your *eldritch blast* cantrip.

Eldritch Spear (Uncommon). While attuned to the rod, the range of your *eldritch blast* cantrip is 300 feet.

Frightful Blast (Rare). When you hit a creature with your *eldritch blast*, that creature must make a Wisdom saving throw or become frightened of you until your next turn.

Hellrime Blast (Rare). You can choose to deal cold damage instead of force damage with your *eldritch blast*. If your *eldritch blast* cantrip deals cold damage to a creature, the target must make a Constitution saving throw. On a failed save, that creature cannot take reactions until the end of your next turn.

Noxious Blast (Very Rare). When you hit a creature with *eldritch blast*, it must make a Constitution saving throw against poison. On a failed save, the creature spends its turn retching and reeling. It can only use its action to take the Dodge or Disengage actions. Creatures that are immune to poison automatically succeed this saving throw.

ELDRITCH CURSE

Any magic item can be given a flavour of eldritch horrors by forcing a creature which attunes to it or uses it to make an Intelligence saving throw or suffer one effect of short-term, long-term, or indefinite madness.

Repelling Blast (Uncommon). When you hit a creature with *eldritch blast*, you can push the creature up to 10 feet away from you in a straight line.

STAFF OF LIFELESS TOUCH

Staff, very rare (requires attunement by a sorcerer, warlock, or wizard)

The staff has 20 charges. While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC and spell attack bonus: *finger of death* (7 charges), *touch of Vecna* (5 charges), *inflict wounds* (1 charge per spell level, up to 4th), or *vampiric touch* (3 charges). In addition, while holding the staff, you can cast the *chill touch* cantrip at will.

The staff regains 2d8 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff breaks into pieces, and whoever is holding it immediately takes 3d8 necrotic damage.

STAFF OF MALEDICTION

Staff, rare (requires attunement by a sorcerer, warlock, or wizard)

The staff has 10 charges and regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, a shriek of horror audible up to 400 feet emanates from the staff and the staff vanishes into black smoke.

While holding the staff, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC: *death's call* (1 charge), *suggestion* (2 charges), *mass suggestion* (6 charges), or *Vecna's malevolent whisper* (4 charges).

STAFF OF UNSPEAKABLE HORROR

Staff, rare (requires attunement by a sorcerer, warlock, or wizard)

This staff has 10 charges and regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff melts away into a pool of black, inky liquid.

Spells. While holding the staff, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC: *crown of madness* (2 charges), *dissonant whispers* (1 charge per spell level, up to 4th), or *geas* (5 charges).



Horri-fying Visions. While holding the staff, you can use an action and expend 4 charges to unleash visions of eldritch horrors into the mind of one creature you choose within 60 feet of you. That creature must make an Wisdom saving throw against your spell save DC, and creatures which cannot be frightened automatically succeed this save. On a failed save, that creature suffers one effect of short-term madness. If a creature fails its save by 5 or more, that creature also suffers one effect of long-term madness.

TOME OF ELDRITCH SECRETS

Wondrous item, very rare

This book contains strange, cryptic writings and abstract diagrams, and its words are charged with magic. If you spend 48 hours over a period of 6 days or fewer studying the book's contents and practicing its guidelines, you must make a DC 15 Intelligence saving throw.

If you cannot learn eldritch invocations from your class features, you make this save with disadvantage.

On a success, you learn one eldritch invocation of your choice. Alternatively, the DM may decide that this *tome of eldritch lore* contains the instructions for one particular eldritch invocation, in which case you can learn that invocation if you fulfill the prerequisites to do so. The book then loses its magic, but regains it in a century.

If you fail the saving throw, whether or not you could have learned the eldritch invocation contained within the book, you immediately take 4d10 psychic damage and gain one random effect of long-term madness, but the book does not lose its magic. While you are affected by your long-term madness, you feel frightened of the book and cannot attempt to read it again.

VIAL OF SHRIEKING MIST

Wondrous item, rare

This fluted glass vial is filled with gently swirling silver mist. As an action, you can throw the vial up to 20 feet, shattering on impact, or you can uncork the vial in your hand. In either case, a cloud of silvery fog filled with disembodied, shrieking voices expands from the space in which the vial was opened to fill a 20-foot radius sphere.

Each creature which enters the cloud of fog or starts its turn there must make a DC 15 Wisdom saving throw, taking 4d12 psychic damage on a failed save, or half as much damage on a successful one.

If a creature fails its saving throw against the fog by 5 or more (DC 10), that creature gains one random effect of short-term madness.

WARBRINGER'S ROD

Rod, uncommon (requires attunement)

This rod has a spiked head, and it functions as a magic mace that grants a +1 bonus to attack and damage rolls with it.

As an action while you hold the rod, you can speak its command to word to cast *enhance ability* on yourself. The rod maintains concentration on the spell for you, but you can only use the *bear's endurance* or *bull's strength* effects of the *enhance ability* spell.



ADDITIONAL ARTIFACTS

The eldritch artifacts presented here are tied to aspects of eldritch lore, primarily in the Forgotten Realms setting, but most will be easily adapted to whatever setting your game is in.

CODIX ANATHEMA

Wondrous item, artifact (requires attunement by a creature of chaotic alignment)

The greatest and most terrible work on eldritch powers, aberrations, and the Far Realm, the *Codex Anathema* is seen by some as the greatest product of a genius mind, by others as the senseless ramblings of a madman, and by most as merely a myth. The secrets in this work are not meant for sane minds to read, and madness is often the punishment suffered for trying.

Said to be the original work of Iphegor of the Ebon Mirror, many wizards fixated with the Other have added to its pages, annotating Iphegor's work and stitching new pages into its bindings. The contents exhibit no logical order, pages of frantically scrawled handwriting in every which direction interspersed with rough sketches of otherworldly beings or magical notation.

When the *Codex* is opened by a creature which is not attuned to the book, the letters on each page scatter like terrified insects to the edges of pages, leaving blank space surrounded by a meaningless smudge of ink. When a creature attuned to the *Codex* touches its cover, the letters return to their proper arrangement. Other creatures can then read the *Codex* over its bearer's shoulder, but glean no deeper meaning and reap no benefits.

A creature attuned to the book must spend 80 hours reading and studying the book to digest its contents and gain its benefits. At the start and end of this reading, the creature must make a DC 17 Wisdom saving throw, gaining one effect of indefinite madness on a failure. The creature can then freely modify the book's contents, provided that those modifications expand knowledge about eldritch powers.

The *Codex Anathema* remains with you only as long as you strive to gain a deeper understanding of the eldritch powers of the world. If you fail to take some deed to further this knowledge within the span of 100 days, or if you willingly ignore an opportunity to gain such knowledge, regardless of the cost, the book disappears. If you die while attuned to the book, it vanishes to reappear in another place in the multiverse.

Random Properties. The *Codex Anathema* has the following random properties:

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

Otherworldly Mind. After you spend the requisite amount of time reading and studying the book, either your Intelligence or your Charisma score (your choice) increases by 2, to a maximum of 24. In addition, one other of your ability scores, chosen at random, decreases by 2, to a minimum of 3. The book can't adjust your ability scores again.

Chaotic Presence. After you spend the requisite amount of time reading and studying the book, you gain an aura of chaos. This aura may have a physical manifestation, such as eyes that flicker with green energy or a warping of reality like a heat haze around you, as the DM chooses. The aura of chaos grants you advantage on Charisma (Persuasion) checks made to interact with chaotic creatures and Charisma (Intimidation) checks made to interact with lawful creatures.

Eldritch Secrets. After you spend the requisite amount of time reading and studying the book, you can learn up to 2 Eldritch Invocations of your choice.

Maddening Words. While you carry the *Codex Anathema* and are attuned to it, you can use an action to recite words from its pages which unveil truths the mortal mind was never meant to know. Each time you do, you take 1d12 psychic damage, and each non-aberration creature within 15 feet of you must make a DC 17 Wisdom saving throw. On a failed save, that creature takes 2d6 psychic damage and gains one effect of short-term madness.

Otherworldly Lore. You can reference the *Codex Anathema* whenever you make an Intelligence check to recall information about some aspect of eldritch power, such as lore about aberrations. When you do so, double your proficiency bonus on that check.

Destroying the Codex. It is whispered among sages that so long as knowledge of the Far Realm persists in our world, the *Codex Anathema* can never be destroyed.

However, if the book is brought to the Plane of Mechanus, an army of 100 modrons from that plane can together decompose the *Codex* to its barest components in perfect order, contrary to its chaotic nature, destroying it for 1d100 years, after which the *Codex* reforms in a random location on the Astral Plane.



EBON MIRROR

Wondrous item, artifact (requires attunement)

The origins of the *Ebon Mirror* are shrouded in mystery. Some say it was crafted by Iphegor of the Ebon Mirror, its most famous wielder, but it has seen many more ages of the world than that, dating back to the high civilisation of the Elder Elves. Their second greatest work, after the Vast Gate, the *Ebon Mirror* grants sight into other times and places, even beyond the confines of our reality.

It was the visions wrought by this mirror that drove the Elder Elves in their ceaseless wanderlust, as they always saw in its depths worlds unlike anything they had yet found, stirring their curiosity anew, until one day, it granted a vision of a world beyond reality itself, and so began the scheme of the Vast Gate which would bring our realm and the Far Realm into contact once for all.

The mirror carries in itself a terrible lure and a terrible danger. Staring into its starry depths risks life and sanity, but its visions grant knowledge of secrets which could bring untold power. Its history is intimately tied to that of the *Codex Anathema*, whose pages were written from the mirror's visions.

Random Properties. The *Ebon Mirror* has the following random properties:

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

Forbidden Knowledge. The visions within the mirror grant you an understanding of eldritch truths. If you have the Pact Magic feature and are attuned to the mirror, you can spend 1 minute staring into its depths to recover 1d4 expended spell slots. You must then make a DC 18 Wisdom saving throw or gain one random effect of short-term madness.

Sight Beyond Worlds. While attuned to the mirror, you can spend 1 minute staring into its depths to gain visions of other times and places. The mirror can reveal any place on any plane of existence or in the Far Realm at any time from the beginning of time to its end.

If you wish you see a particular time and place, you must succeed on a DC 18 Charisma ability check. On a success, the mirror will reveal a vision of the general time and place requested. On a failure, it will merely show a torrent of visions of random times and places.

Once you have used this feature, you must make a DC 18 Wisdom saving throw. On a success, you cannot use this feature again for 1d6 days. On a failure, you immediately drop to 0 hit points, and this feature of the mirror cannot be used again for 1d100 years.

Spells. While you are attuned to the mirror, you can use an action to cast one of the following spells (save DC 18) from it: *contact other plane*, *legend lore*, *locate creature*, *locate object*, *scrying*, or *true seeing*. Once you use the sword to cast a spell, you can't cast that spell again from it until the next dawn.

Curse. The *Ebon Mirror* bears a maddening curse which affects any creature that has looked into its depths while attuned to it. Even if the attunement ends, the curse remains. The creature gains one random form of indefinite madness, and at the end of each long rest, that creature gains one random form of long-term madness. This madness is not considered magical in nature (and therefore can't be dispelled), but it can be undone by any effect that removes a curse, such as a *greater restoration* or *remove curse* spell.

Destroying the Mirror. The only way to destroy the mirror is to submerge it in the elemental chaos from which it was once formed. It must remain in the elemental chaos for 100 years, after which time it succumbs to the forces of nature and returns to raw energy.

If the mirror is the target of a *wish* spell to break or destroy it, the mirror shatters into 6 fragments. Each fragment grants one of the spells listed in the *Ebon Mirror's* Spells feature. If these fragments are brought back together, a *wish* spell can reconstitute the mirror.

FARFORGED BLADE

Weapon (longsword), artifact (requires attunement)

When the Vast Gate was opened and the creatures of the Far Realm poured through into the Prime Material, a warlord known only as Qylish-Zradka came through and waged war across the Prime Material. All who stood against Qylish-Zradka fell before his blade, until he was at last slain by a champion of the Elder Elves. The sword of Qylish-Zradka was taken by the champion, but the spirit of the chaotic monstrosity which had once wielded it persisted within, and by that very champion's hand and the power of the sword was the might of the Elder Elves torn down at the last.

Made from a strange material which is hard as metal but feels almost like silk to the touch, the *Farforged Blade* was crafted from materials of the Far Realm, and by its nature defies by the structures of the Prime Material. The sword appears to twist and change its form at all times.

Magic Weapon. The *Farforged Blade* is a magic weapon that grants a +3 bonus to attack and damage rolls made with it. The sword also functions as a *mace of terror* and a *mantle of spell resistance*.

Random Properties. The sword has the following randomly determined properties:

- 1 minor beneficial property
- 1 major beneficial property
- 1 minor detrimental property
- 1 major detrimental property

Blade of Chaos. When you hit with an attack with the blade, the sword deals an additional 1d10 damage of a random type, determined by rolling on the table below.

d8	Damage type
1–2	Psychic
3	Acid
4	Cold
5	Fire
6	Force
7	Lightning
8	Thunder

In addition, you can force the target of the attack to make a DC 18 saving throw or suffer an additional effect. The type of save and the effect are determined randomly by rolling a d6 and consulting the table below.

d6 Save type	On a failure
1 Strength	Fall prone.
2 Dexterity	Restrained.
3 Constitution	Wounded as by a <i>sword of wounding</i> .
4 Intelligence	Stunned until the end of their next turn.
5 Wisdom	Frightened of you.
6 Charisma	Charmed by you.

On a roll of 2, 5 or 6, the effect lasts for 1 minute. The target can repeat its save at the end of each of its turns, ending the effect on a success. If you harm a target that is charmed by this feature, the effect ends.

Wild Magic. While the sword is on your person, you can use an action to cast a spell from the sword (spell save DC 18). Roll 1d8 to determine which spell is cast. The spell is cast at its lowest level. Once you have cast three spells from the sword, you can't use this feature again until you finish a long rest.

d8	Spell
1	<i>Hex</i>
2	<i>Crown of Madness</i>
3	<i>Bestow Curse</i>
4	<i>Phantasmal Killer</i>
5	<i>Destructive Wave</i>
6	<i>Disintegrate</i>
7	<i>Etherealness</i>
8	<i>Feeblemind</i>

If the spell requires concentration, the sword maintains concentration on the spell for you up to the maximum duration or until you cast another spell which requires concentration with the sword. When you cast a spell using this feature, you must then roll a d20. On a roll of 1, the sword produces a random effect from the Wild Magic table.

Curse. The blade bears a curse that affects any creature that becomes attuned to it. Even if the attunement ends, the curse remains. While a creature is attuned to the blade, its mind is ransacked by the chaotic forces of the blade, giving them two additional flaws, which change each time the creature finish a short rest. Roll two d12s and consult the table below. If you roll the same number twice, re-roll one of the dice.

d12 Flaw

- 1 "Everything dies in the end. Why bother building anything that is meant to last?"
- 2 "Ideals are meaningless. I just do whatever anyone tells me to do."
- 3 "I am convinced that I am immortal, and will do nothing to avoid potential harm."
- 4 "I enjoy seeing others suffer."
- 5 "I have no awareness of the feelings or needs of others."
- 6 "I know that all my friends are false, and will desert me in the end."
- 7 "I am convinced that someone very powerful is determined to kill me, and I will take every precaution to prevent it."
- 8 "I am greater than the gods themselves."
- 9 "I find amusement in leading others in circles and manipulating their emotions."
- 10 "I have discovered just how fun wanton slaughter is."
- 11 "I know that I must die, but the voices tell me I must also take everyone else with me."
- 12 "I was born to rule this world, and I will do so – by force, if necessary."

This curse is not considered magical in nature (and therefore cannot be dispelled), but it can be undone by any effect that removes a curse, such as *greater restoration* or a *remove curse* spell.

Destroying the Blade. The sword can only be unmade by the powers that made it. The sword must be cast into the Far Realm, were a beholder or other mighty denizen of that realm can unmake it with their thoughts.



RACE OPTIONS

The following details additional race options, which the DM may choose to allow players to select at character creation. Two options are presented: the Eldritch Scion and the Rogue Illithid. The latter classifies as a monstrous adventurer, as detailed in *Volo's Guide to Monsters*, and as such should not be generally available for PC usage.



ELDRITCH SCION

Born of the blood of another world and cursed with a mind more capable of comprehending the void of eternal darkness than mortal matters, the eldritch scion is doomed to be the eternal pariah, making their life at the edges of human society.

OTHERWORDLY APPEARANCE

An eldritch scion is born from the influence of some otherworldly, eldritch horror upon a humanoid creature, either its parent or its distant ancestor. A scion resembles the creatures it lives among, but in much the same way as a child's drawing resembles reality, with proportions just slightly off their natural kin.

Many eldritch scions have abnormally pale skin, long fingers and toes, and large eyes. If the humanoids they grow up among have an obviously apparent physical trait, this may be unduly exaggerated. For example, eldritch scions which grow up among elves may have ears which are up to twice as long and sharply pointed as their natural kin.

STRANGER IN OUR MIDST

Often, the aesthetic abnormalities of a scion's body are subtle enough that the creature can pass unnoticed in a humanoid community, as long as it avoids close inspection. However, once it is discovered, a scion is often deemed an unnatural abomination, either being forcefully ejected from the community or merely being so heavily stigmatised it feels compelled to leave.

For this reason, eldritch scions rarely settle down, usually moving between humanoid settlements in a constant attempt to avoid discovery. Even when among humanoids who have not yet discovered their nature, they tend to be reclusive, having as little contact with other creatures as their social conscience will allow.

Eldritch scions are so rare, they have no communities or lands of their own.

MIND AND MADNESS

An eldritch scion's mind is fundamentally wired to cope with surviving in the void between the worlds, and as such, bears only a twisted resemblance to the minds of common humanoids.

To many creatures, the mind of an eldritch scion resembles the antisocial, impaired empathic, and remorseless attitudes of psychopathy. Although eldritch scions experience emotions, these do not easily map onto ordinary humanoid emotions.

Eldritch scions are almost never egotistical or prideful, lacking a clear sense of the "self" as other creatures perceive it and often seeing themselves as nothing more than a collection of parts acting under the ordinance of thought.

Scions often struggle to understand other humanoids' death rituals, rarely attaching value to what is left when the spirit of a creature has passed away, and sometimes seeing it as a waste of useful materials.

ELDRITCH SCION NAMES

An eldritch scion unaware of its otherworldly parentage may choose or be given a name according to the traditions of the people it grew up with. However, scions have no concept of the permanency of names, and will often have a new name in almost any nation or city it comes to.

Others may choose to take a name in their otherworldly tongue, Deep Speech. Such names usually reflect a certain purpose the scion sees in itself or wishes to attain, and may be changed several times in a lifetime.

Deep Speech names do not distinguish by gender. Each example name includes its translation in parenthesis.

Scion Names: Dhongdrūkā (Famed Scholar), Dhrū (Wisdom), Dhundrhä (Pure), Khrängdra (Honoured Lord), Khrö (Honoured), Krödathranrodh (Emperor of All), Kuketru (Unbounded), Ranrodh (King), Tägräd (Remembered One), Thonde (Renowned), Thräketä (Legendary), Thräk (Legacy).

ELDRITCH SCION TRAITS

Your eldritch scion character has the following racial traits.

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

Age. An eldritch scion matures at the same rate as the creatures it grows up with, reaching maturity when they do, but it can live far longer, reaching between 500 and 1,000 years, dependent on which races they grew up around.

Alignment. Most scions are chaotic, as their alien outlook drives them to deeds which seem strange to other, earthly humanoids.

Size. Eldritch scions range from under 5 feet to over 6 feet tall. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. Your alien eyes have little difficulty perceiving the thin veil these earthly creatures call "darkness". You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern most colors in darkness, seeing the world in shades of grey.

Alien Adaption. You have an uncontrollable, innate ability to adapt to fit in with the people around you. If you find yourself surrounded by humanoid creatures with certain predominate characteristics (they are all above 6 feet tall, for example, or all have a similar hair or skin color), your physical form adapts to match these characteristics.

These adaptations can include ones which help you to survive in certain environments, but also adaptations which are harmful. For example, if you live among drow elves for a while, you may develop their superior darkvision, but also their sunlight sensitivity.

Your adaptations do not include magical abilities or traits, and usually take 1d8 days of continuous contact to fully manifest. Your DM determines which features you develop.

DM TIPS: ALIEN ADAPTION

The scion's *alien adaption* feature is a gradual change to its prevalent environs. It should not be triggered by passing encounters, rather when the scene of the campaign changes. When using this feature, DMs should be aware that too frequent changes to their race may frustrate some players.

ALIEN ADAPTION: WHICH FEATURES?

Aside from purely aesthetic adaptations, the scion's *Alien Adaption* feature allows it to replicate some of the race features of the creatures it spends extended periods in company with. Which features can be copied are at the DM's discretion, but the following guidelines offer a general idea of the scope of this feature.

The *Alien Adaption* feature copies only physical abilities, and so it cannot provide proficiencies (such as from *Weapon Training* features), nor can it provide Feats (if the scion spends time among humans). The feature also fails to copy any innate spellcasting features, such as the Tiefling's *Infernal Legacy*, and any ability score increases.

Beyond these limitations, at least one or two of the local's racial traits will be duplicated, including both positive benefits and vulnerabilities.

Eldritch Consciousness. Your alien mind is ordered in a way which baffles attempts to alter it. You have advantage on Intelligence, Wisdom, and Charisma saving throws against being charmed, and against attempts to read your thoughts or alter your mental state (such as a *command* spell).

Opened Mind. You have vulnerability to psychic damage.

Telepathy. You can communicate telepathically with any creature which is within 30 feet of you. You must communicate in a language the creature understands for it to understand you.

Languages. You can speak, read, and write Common, and you can speak Deep Speech.

ROGUE ILLITHID

Cast out or separated from the colony, a rogue mindflayer is forced to accept a life doomed to face the only truly permanent death an illithid can know — to die without being absorbed into the elder brain.

For details of mindflayer culture and nature, see *Volo's Guide to Monsters* (pages 71-81).

ROGUE ILLITHID TRAITS

Your rogue illithid character has the following racial traits.

Ability Score Increase. Your Intelligence score increases by 2.

Age. Illithids reach adulthood at age 20 and live up to 135 years.

Alignment. Illithids are typically lawful evil, although rogue illithids can tend more towards chaos or neutrality.

Size. Illithids stand between 6 and 8 feet tall, and weigh between 120 and 180 pounds. Your size is Medium.

Superior Darkvision. You can see in dim light within 120 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of grey.

Hive Mind Susceptibility. Even though you have now escaped the influence of the hive mind, your brain is still susceptible to its influence. If you enter the area of an elder brain's telepathy, you are placed under its influence.

DM TIPS: HIVE MIND SUSCEPTIBILITY

The *hive mind susceptibility* feature of the rogue illithid offers a specific and situational weakness of the race, designed to create an opportunity for dramatic tension and challenging situations. However, DMs must beware using this weakness too frequently, lest the player running the illithid feel like their character is becoming an NPC.

Your alignment becomes lawful evil, you are considered charmed by the Elder Brain, you must obey any command given to you by the Elder Brain. The DM may choose to take control of your character as an NPC (at their discretion). This change lasts until you are moved outside the area of the elder brain's telepathy or the elder brain is killed.

Psionic Magic. You know the *vicious mockery* cantrip. Once you reach 3rd level, you can cast the *detect thoughts* spell with this trait, and at 5th level, you can also cast the *levitate* spell with it. Once you have cast a spell of 1st level or higher with this trait, you can't do so again until you finish a long rest. Intelligence is your spellcasting ability for these spells. You do not require material components to cast spells with this trait.

Telepathy. You can telepathically communicate with creatures within 120 feet of you. A creature must understand the language you are speaking to understand the message you communicate to it.

Tentacles. The four tentacles around your jaws are a natural weapon, which you can use to make unarmed strikes. Use your Dexterity modifier for attack rolls with these natural weapons. If you hit a creature with your tentacles, the attack deals psychic damage equal to 1d4 + your Intelligence modifier, instead of the normal damage for an unarmed strike.

When you hit a creature with a tentacles attack, you can attempt to grapple that creature as a bonus action.

Languages. You can speak, read, and write Common and Undercommon, and you can speak Deep Speech.

ILLITHID PSIONICS

Those familiar with the *illithid* statblock from the *Monster Manual* will notice that the innate spellcasting of the illithids has been significantly reduced for this race.

Aside from balance issues, a more thematic explanation can be found in the concept that illithid innate spellcasting is primarily psionic in nature. Being separated from the elder brain, it is reasonable to suggest that a rogue illithid's mind is lessened (as they do not have access to the collective memory of the hive mind), and as such, its psionic capabilities are effectively inhibited.

If this explanation is taken, it is reasonable to assume that a rogue illithid using this race model who came under the control of an elder brain would regain the full illithid *innate spellcasting* feature, in place of the *psionic magic* trait detailed above, for the duration of its control by the elder brain.

CLASS OPTIONS

This section of the supplement contains additional class options for PCs in your campaigns. The DM of the campaign decides which, if any, of these options are available to the players. This section includes one additional class, the Eldritch Warden, as new specialisation options for barbarians, clerics, rogues, warlocks and wizards.

Each of the new classes and class options presented here draws upon or is closely related to the eldritch powers first discovered in the warlock class. Each is connected to the strange powers discussed throughout this supplement, and each offers a plethora of new powers and abilities to discover.

Several of the options here presented are adapted from the *Complete Mage* expansion for 3.5 Edition.

ELDRITCH WARDEN

Standing upon a windswept landscape and turning his eyes to the distant north, a human sharpens his sword's blade as he senses his master in danger, a subtle pull through the bond that empowers him.

Gentle as the calm before the storm, an elven warrior strides through the chaos of battle, her very presence turning aside the blades of her enemies as she mutters the name of the creature that grants her power.

Clutching a long-forgotten tome to her chest, a gnome dodges down an alleyway before turning back and calling her patron's thunderous wrath upon those who would dare sully the secrets within the book.

Wardens are first and foremost protectors, warriors trained from a young age in martial prowess and bound by an arcane bond to serve a patron of great magical power. This bond, and the patron who holds it, are the driving force behind a warden's deeds and are a source of physical, spiritual, and magical power to the warden, turning them from a mere bodyguard to a mighty champion of their patron's cause.

SERVICE TO THE PATRON

An eldritch warden is defined by a magic bond to a powerful patron. The bond of the warden bears many similarities to the pact between a warlock and their patron, and may be formed with a similarly otherworldly entity, although wardens are also frequently beholden to mighty arcane practitioners, such as powerful wizards and archmages.

Usually, a warden is called by an entity which is either physically feeble despite its great arcane powers, or which exists within another plane and desires to influence the Material Plane without entering into it. In such cases, the warden serves as the hands and eyes of its patron in the world beyond their abode, fulfilling services which require greater physical resilience or physical presence than the patron is able or willing to offer.

In return for these services, the patron grants their warden power and a limited capacity to call upon magical aid. A warden's services may be earned by bribery or trickery, but can't be forced entirely against their will.



THE PROTECTOR'S PATH

The warden's attitude to their calling varies widely, from anger at forced servitude to an almost fanatical adoration of their mighty patron's cause, but all wardens accept that they have a greater purpose in life. A warden may feel their patron's hand near or far, ever present or barely touching their life, but they understand that they can always be called to serve.

For many wardens, especially those who are bonded to wizards and other entities of the Material Plane, their first role is to protect their patron from physical harm. When sent forth on missions beyond their patron's lair, they often extend this role to other creatures around them, seeing their role as a protector of all living things.

CREATING AN ELDRITCH WARDEN

The most important aspects of an Eldritch Warden are his or her patron and the nature of the service they fulfil to that creature. Although the class features related to your bond don't appear until you reach 3rd level, plan ahead for that choice by reading the patron options at the end of the class. Do you serve an archmage, sent forth into the world on some mission of subterfuge? Or perhaps you serve a creature from another plane entirely, one which chooses to act through you to fulfil its purposes in this one. How much control does your patron have over your deeds, and will they know if you disobey?

How did you first form the warden bond that connects you with your patron? Were you reared to serve your master in a cabal sworn to them? Or did you make the pact on your own terms? How did you find your way to your patron's abode, or otherwise make contact with them?

What is your duty to your patron? Are you protector of their feeble physical form, a favoured spy or assassin, or do you fulfil some other role? How does this demand ally itself with or oppose your own, personal motives.

Due to the disparate natures of creatures which grant a warden's bond, eldritch wardens of most any alignment can be found in the planes. The need for obedience often means those of lawful alignment are most often called to such pacts.

THE ELDRITCH WARDEN

Level	Proficiency Bonus	Features	Spells Known	Spells Slots	Slot Level
1st	+2	Harrowing Touch, Unarmored Defense	—	—	—
2nd	+2	Fighting Style, Pact Magic	2	1	1st
3rd	+2	Patron's Shelter, Warden's Bond	3	1	1st
4th	+2	Ability Score Improvement	3	1	1st
5th	+3	Extra Attack	4	1	2nd
6th	+3	First Strike, Patron's Shelter improvement	4	1	2nd
7th	+3	Warden's Bond feature	5	1	2nd
8th	+3	Ability Score Improvement	5	1	2nd
9th	+4	—	6	1	3rd
10th	+4	Eldritch Shield, Patron's Shelter improvement	6	1	3rd
11th	+4	Warden's Bond feature	7	2	3rd
12th	+4	Ability Score Improvement	7	2	3rd
13th	+5	—	8	2	4th
14th	+5	Arcane Reaping, Warden's Eyes	8	2	4th
15th	+5	Warden's Bond feature	9	2	4th
16th	+5	Ability Score Improvement	9	2	4th
17th	+6	—	10	3	5th
18th	+6	Eldritch Warrior, Warden's Watch	10	3	5th
19th	+6	Ability Score Improvement	11	3	5th
20th	+6	Soulbound	11	3	5th

QUICK BUILD

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

CLASS FEATURES

As an eldritch warden, you gain the following class features.

HIT POINTS

Hit Die: 1d10 per eldritch warden level

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

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

PROFICIENCIES

Armor: Light armor, medium armor, shields

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Dexterity, Charisma

Skills: Choose three from Arcana, Athletics, Deception, Intimidation, Investigation, Perception, Stealth and Survival.

EQUIPMENT

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

- (a) a martial weapon and a shield or (b) two martial weapons
- (a) a component pouch or (b) an arcane focus
- (a) a dungeoneer's pack or (b) an explorer's pack
- 10 darts

HARROWING TOUCH

You can invoke the power of your bond to inflict pain and fear. You have a pool of arcane power that replenishes when you take a long rest. With that pool, you can inflict damage equal to your eldritch warden level x 5.

When you hit a creature with a weapon attack, you can draw power from the pool to inflict additional necrotic damage to that creature, up to the maximum amount remaining in your pool or up to half the amount in your pool when full (rounded down), whichever is less.

Alternatively, as an action you can touch a creature and expend 5 points from your pool of arcane power to inflict the target with fear. The target must make a Wisdom saving throw (DC equals 8 + your proficiency bonus + your Charisma modifier).



On a failed save, that target is frightened by you for 1 minute, or until the end of your next turn after it takes damage from you or an ally of yours (whichever occurs first).

UNARMORED DEFENSE

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

FIGHTING STYLE

At 2nd level, you adopt a style of fighting as your speciality. Choose one of the following options. You can't take a Fighting Style option more than once.

DUELING

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

GREAT WEAPON FIGHTING

When you roll a 1 or a 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll.

The weapon must have the two-handed or versatile property for you to gain this benefit.

PROTECTION

When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

TWO-WEAPON FIGHTING

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

PACT MAGIC

Starting at 2nd level, the power of your bond and the magic bestowed on you by your patron have given you facility with spells. See chapter 10 of the *Player's Handbook* for the general rules of spellcasting and the *Spell Lists* section of this expansion for the eldritch warden spell list.

SPELL SLOTS

The Eldritch Warden table shows how many spell slots you have. The table also shows what the level of those slots is; all of your spell slots are the same level. To cast one of your eldritch warden spells of 1st level or higher, you must expend a spell slot. You regain all expended spell slots when you finish a short or long rest.

SPELLS KNOWN OF 1ST LEVEL AND HIGHER

At 2nd level, you know two 1st-level spells of your choice from the eldritch warden spell list.

The Spells Known column of the Eldritch Warden table shows when you learn more eldritch warden spells of your choice of 1st level and higher. A spell you choose must be of a level no higher than what's shown in the table's Slot Level column for your level. When you reach 7th level, for example, you can learn a new eldritch warden spell, which can be 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the eldritch warden spells you know and replace it with another spell from the eldritch warden spell list, which also must be of a level for which you have spell slots.

SPELLCASTING ABILITY

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

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

Spell attack modifier = your proficiency bonus + your Charisma modifier

SPELLCASTING FOCUS

You can use an arcane focus (found in chapter 5 of the *Player's Handbook*) as a spellcasting focus for your eldritch warden spells.

PATRON'S SHELTER

At 3rd level, your patron lays an enchantment of protection upon you to shelter you from harm. Choose one of the following damage types: *acid*, *cold*, *fire*, *force*, *lightning*, *necrotic*, *poison*, *psychic*, *radiant*, or *thunder*.

When you would take damage of this type, you can use your reaction to gain resistance to this damage type until the end of your next turn. This resistance applies to the damage you would have taken.

You can use this feature a number of times equal to your Charisma modifier. You regain expended uses when you finish a long rest.

At 6th level, and again at 10th level, you can choose one additional damage type for this feature.

WARDEN'S BOND

Starting at 3rd level, you swear to the bond that binds you to your patron forever. Up to this time, you have worked with and served your patron, but have not been magically bound to them. Now you choose the bond tied to your patron's nature: the Bond of the Archmage, the Bond of the Outsider, or the Bond of the Lich, all detailed at the end of the class description.

Your choice grants you features at 3rd level and again at 7th, 11th, and 15th level.

ABILITY SCORE IMPROVEMENT

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

EXTRA ATTACK

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

FIRST STRIKE

At 6th level, your training and magical enhancement bequeathed by your patron grant you enhanced reflexes when entering combat. You can add your Charisma modifier to your initiative rolls.

In addition, if you roll 9 or lower on the d20 when rolling for initiative, you can treat that roll as a 10. Once you have used this feature, you cannot do so again until you finish a long rest.

ELDRITCH SHIELD

Starting at 10th level, you can summon ethereal barriers of arcane force to protect yourself and others.

When a creature makes an attack roll against you or an ally within 10 feet of you, you can expend one spell slot as a reaction to increase the Armor Class of the target of that attack by 1 per level of the spell slot expended, until the end of that creature's next turn.

If the attack misses, that attacking creature takes force damage equal to the level of the spell slot expended.

ARCANE REAPING

At 14th level, you can draw arcane power from creatures you slay. When you reduce a creature which has the *Spellcasting*, *Pact Magic*, or *Innate Spellcasting* feature to 0 hit points with a weapon attack, you can regain one expended spell slot.

You can use this feature twice, and you regain expended uses when you finish a long rest.

WARDEN'S EYES

Also starting at 14th level, your senses are heightened and your eyes glaze over with the magic sight of a warden. You gain blindsight out to 30 feet, and can perceive normally beyond this range.

When perceiving within the radius of your blindsight, you suffer no penalty from being blinded, perceiving through lightly or heavily obscured areas, from attacking a target being behind half or three-quarters cover, and you can perceive invisible creatures and objects as if they were visible.

Creatures cannot be hidden from you within the radius of your blindsight. You can still be surprised, although you are considered to be aware of any creature that starts its turn within the radius of your blindsight.

ELDRITCH WARRIOR

Starting at 18th level, you can incorporate magical gestures into the flow of combat. When you make a weapon attack, you can choose to cast a spell with a casting time of 1 action as a bonus action before the end of your turn.

WARDEN'S WATCH

Also at 18th level, the protective powers of your bond allow you to hold watch for your master indefinitely. You do not need to eat, drink, or sleep. You still need to take rests, and must meditate for at least 4 hours to gain the benefits of a long rest.

You cannot gain levels of exhaustion except by using your own features or through magic. You automatically recover 1 level of exhaustion when you finish a short rest, and you recover all levels of exhaustion when you finish a long rest.

SOULBOUND

At 20th level, your bond binds your very soul to that of your patron, granting you a measure of their power. When you finish a short or long rest, you can choose one spell of 5th level or lower from any spell list. You can cast that spell once without expending a spell slot before you next finish a short or long rest.



WARDEN'S BONDS

The beings which grant an eldritch warden's bond are creatures of immense arcane power but lesser physical capacity, using their warden as their hands in the Material Plane and beyond. Various patrons grant the protection and power of the warden's bond, but many require heavy service in return.

Few patrons will gather more than a handful of wardens, due to the cost of creating the warden bond to the patron, but some boast of the hordes of servants they can muster. Wardens of the same patron see each other as soldiers under the same command often do, sometimes as brothers, other times as rivals.

BOND OF THE ARCHMAGE

Your patron is a powerful arcanist, a master of spellcraft who has risen from the ranks of merely mortal races to achieve great power in magic. Many archmages will keep a warden or two to protect their frail bodies. An archmage's purposes are often high in intrigue and mystery, and rarely plain to lesser folk. Creatures of this kind include Elminster, the Sage of Shadowdale, and Halaster, the mad wizard of Undermountain.

EXPANDED SPELL LIST

The Archmage lets you choose from an expanded list of spells when you learn an eldritch warden spell. The following spells are added to the eldritch warden spell list for you.

ARCHMAGE EXPANDED SPELLS

Spell Level Spells

1st	<i>comprehend languages, magic missile</i>
2nd	<i>magic weapon, scorching ray</i>
3rd	<i>lightning bolt, slow</i>
4th	<i>fire shield, stonewall</i>
5th	<i>geas, legend lore</i>

BLESSINGS OF ARCANUM

When you choose this bond at 3rd level, your patron grants you access to small magical tricks to aid you in fulfilling your mission for them. Whenever you finish a short or long rest, choose one cantrip of your choice from the wizard spell list. You learn that cantrip until you finish a short or long rest.

Charisma is your spellcasting ability for that cantrip, and it is considered an eldritch warden cantrip for you.

DIVINER'S SIGHT

Starting at 7th level, your patron grants you the power to catch glimpses into the future. When you make an attack roll or saving throw, you can use your reaction to add your Charisma modifier to that roll. Once you have used this feature, you cannot do so again until you finish a short or long rest.

EVOKER'S WRATH

Starting at 11th level, your patron's boon allows you to inflict greater damage with your spells. Add your Charisma modifier to all damage rolls you make for spells.

In addition, when you cast an evocation spell and make a damage roll, you can choose to reroll a number of those dice up to your Charisma modifier.

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

ARCANE INCANDESCENCE

Starting at 15th level, you can call upon your patron's arcane power to enter an empowered state. As a bonus action on your turn, you can enter your incandescent state, and you can end this state at any time on your turn (no action required). While you are in your incandescent state, you gain the following benefits:

- You emit dim light in a 20-foot radius. Any creature or object within that area which bears magic glows with a faint light, and creatures and objects cannot benefit from being invisible within that area.
- When you take the attack action, you can choose to cast a spell with a casting time of 1 action instead of one of your attacks.

- Once per turn, when you hit a creature with a weapon attack, you can deal additional force damage to that creature equal to your Charisma modifier.
- If you would be reduced to 0 hit points, you can drop to 1 hit point instead. You must maintain concentration as if concentrating on a spell to benefit from this effect.

This transformation lasts for 1 minute or until you choose to end it. Once you have used this feature, you can't do so again until you finish a long rest.

BOND OF THE OUTSIDER

Your patron is a mysterious being from another plane of existence, more in the order of the patrons of warlocks. The purposes of an outsider in taking a warden are often to allow the outsider to influence planes beyond those it is bound to, although the reasons and purposes of these creatures can be strange to mortal minds. Creatures of this kind include archfey such as Titania of the Summer Court, demon lords and archdevils such as Orcus and Asmodeus, and stranger entities, such as Dendar, the Night Serpent.

EXPANDED SPELL LIST

The Outsider lets you choose from an expanded list of spells when you learn an eldritch warden spell. The following spells are added to the eldritch warden spell list for you.

OUTSIDER EXPANDED SPELLS

Spell Level	Spells
1st	<i>armor of agathys, arms of hadar</i>
2nd	<i>crown of madness, enthrall</i>
3rd	<i>fear, hunger of hadar</i>
4th	<i>banishment, hallucinatory terrain</i>
5th	<i>contact other plane, legend lore</i>

BLESSINGS OF PLANAR

Starting when you choose this bond at 3rd level, your patron grants you knowledge of eldritch secrets. You can learn two eldritch invocations of your choice. Your invocation options are the same as a warlock's.

When you gain a level in this class, you can choose one of the invocations you know and replace it with another invocation that you could learn at that level.

HIDDEN KNOWLEDGE

At 7th level, your patron grants you access to otherworldly secrets. When you make an ability check with an Intelligence skill or a tool, you can use your reaction to gain proficiency with that skill or tool for 1 minute. Once you have used this feature, you cannot do so again until you finish a short or long rest.

ELDRITCH MIND

Starting at 11th level, your patron's boon empowers your mental capacities. Add your Charisma modifier to any Intelligence or Wisdom saving throw to resist being charmed, frightened, or having your mind altered (for example, with the *modify memory* spell).

In addition, when a creature would inflict psychic damage to you, you can use your reaction to turn back the mental attack. The damage against you is halved, and the creature which inflicted the damage takes psychic damage equal to your Charisma modifier.

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

OTHERWORLDLY PRESENCE

Starting at 15th level, you can call upon your patron's otherworldly essence to enter an empowered state. As a bonus action on your turn, you can enter a shadow-wreathed state, and you can end this state at any time on your turn (no action required). While you are in your shadow state, you gain the following benefits:

- You create an area of magical darkness that extends in a 20-foot radius sphere centred on you and moves with you. You can see through this darkness without difficulty, but other creatures cannot see through it, even with darkvision. Any light source that would be extinguished by a *darkness* spell is extinguished within this radius.
- When you begin your transformation, choose one spell of 5th level or lower from any spell list which can't target another creature or inflict damage. You can cast that spell at will during your transformation, without expending material components.
- Once per turn, when you hit a creature with a weapon attack, you can deal additional psychic damage to that creature equal to your Charisma modifier.
- If you would be reduced to 0 hit points, you can drop to 1 hit point instead. You must maintain concentration as if concentrating on a spell to benefit from this effect.

This transformation lasts for 1 minute or until you choose to end it. Once you have used this feature, you can't do so again until you finish a long rest.

BOND OF THE LICH

Your patron is a mortal who has achieved a semblance of immortality through necromantic magics, becoming a mighty undead mage. The purpose of a lich in taking on a warden often ties to an extension of the same drive for self-preservation which persuaded it to become undead, but more ancient or ambitious liches may use their wardens as spies and agents in their grand schemes. Creatures of this kind include Arthindol the Terraseer, Black Garius, Nester, Rhaugilath the Ageless, and Lady Saharel.

EXPANDED SPELL LIST

The Lich lets you choose from an expanded list of spells when you learn an eldritch warden spell. The following spells are added to the eldritch warden spell list for you.

LICH EXPANDED SPELLS

Spell Level	Spells
1st	<i>false life, ray of sickness</i>
2nd	<i>darkness, gentle repose</i>
3rd	<i>animate dead, fear</i>
4th	<i>arcane eye, death ward</i>
5th	<i>contagion, hallow</i>

BLESSINGS OF UNDEATH

When you choose this bond at 3rd level, your patron grants you a taste of their own immortality. When you are reduced to 0 hit points, except by radiant damage or a critical hit, you can make a Constitution saving throw (DC equal to 5 + the damage taken). If you succeed, you drop to 1 hit point instead.

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

WHISPERING CORPSE

Starting at 7th level, your patron grants you the power to speak with the dead and communicate from a near-death state.

You can cast the *speak with dead* spell with this trait, and you can't do so again until you finish a short or long rest.

In addition, if you are unconscious, at 0 hit points and are not stabilised, you can cast the *message* cantrip with this trait. You do not require somatic or verbal components to cast the spell. The target of the spell must be a friendly creature within 10 feet of you, although you do not have to be able to see them. You can use this action once on each of your turns, before you make your death saving throw.

DEVOUR LIFE

Starting at 11th level, your patron's boon grants you the ability to empower yourself as you harm others. Once per turn, when you deal necrotic damage to a creature with a spell or an eldritch warden class feature, you can regain hit points equal to your Charisma modifier (a minimum of 1).

In addition, when you reduce a creature to 0 hit points, you can choose to capture that creature's life essence to empower a future attack. You gain 3d6 dice. When you hit a creature with a weapon attack, you can roll any number of these dice to deal additional necrotic damage to that creature equal to the number rolled. After 1 minute, if any of these dice remain, roll those dice and you take necrotic damage equal to the number rolled.

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

NECROTIC SHROUD

Starting at 15th level, you can call upon your patron's powers of undeath to enter an empowered state. As a bonus action on your turn, you can enter a spectral, undead state, and you can end this state at any time on your turn (no action required). While you are in this state, you gain the following benefits:

- You create an area of glowing, spectral mist which distorts vision, extending in a 20-foot radius centred on you and moving with you. When another creature enters the area of the mist or starts its turn there, that creature must make a Wisdom saving throw against your spell save DC. On a failed save, that creature has disadvantage on attack rolls and Wisdom (Perception) checks until the end of its next turn. On a success, that creature is immune to this effect for 24 hours.
- Your spectral form can move through other creatures and objects as if they were difficult terrain. If you end your turn inside a creature or object, you take 1d10 force damage.

- Once per turn, when you hit a creature with a weapon attack, you can deal additional necrotic damage to that creature equal to your Charisma modifier.
- If you would be reduced to 0 hit points, you can drop to 1 hit point instead. You must maintain concentration as if concentrating on a spell to benefit from this effect.

This transformation lasts for 1 minute or until you choose to end it. Once you have used this feature, you can't do so again until you finish a long rest.



BARBARIAN PATH

The Abomination primal path is available to barbarian characters at 3rd level.

ABOMINATION

An abomination is a barbarian whose very nature has been twisted by the touch of the Far Realm. The Path of the Abomination is a path to the strange place of peace where the monster within, once bridled, is let loose. Your rage is not only a mental state, but triggers the new nature within you to transform your very being into a terrifying monstrosity.

ELDRITCH TRANSFORMATION

Starting when you choose this path at 3rd level, you can transform into a monstrous form when you rage.

Your size increases to Large, and your creature type becomes aberration. Your gear melds into your new form, and you can't activate, use, or wield any of your equipment, although you still benefit from magical items that grant a passive bonus.

While transformed, you gain the following benefits:

- You gain a bonus to your AC equal to half your proficiency bonus (rounded down, a minimum of +1).
- You have resistance to psychic damage.
- You gain a climbing speed equal to your base walking speed, and your jump distance is doubled.

- Your monstrous form has sharp claws and teeth, which you can use to make unarmed strikes. Use your Strength modifier for attack and damage rolls with these natural weapons. On a hit, they deal 2d6 piercing or slashing damage (your choice), and you can attempt to grapple that creature as part of the same attack.

When your rage ends, you must succeed on a Wisdom saving throw (DC equal to 8 + your proficiency bonus + your Strength modifier). On a failure, you gain one effect of short-term madness, determined by the DM. If you fail this saving throw three successive times before you finish a long rest, you also gain one effect of long-term madness, determined by the DM.

MALEABLE FORM

At 6th level, you gain a modicum of control over the form of your monstrous transformation, allowing you to specialise for certain environments. Choose one of the following options:

Cave Dweller. While transformed using your Eldritch Transformation feature, you have tremorsense out to 60 feet. In addition, you have a burrowing speed equal to your base walking speed.

Forest Stalker. While transformed using your Eldritch Transformation, you have advantage on Dexterity (Stealth), and you ignore difficult terrain caused by nonmagical plants.

Mountain Hunter. While transformed using your Eldritch Transformation, you can use your reaction to reduce any falling damage you take by an amount equal to five times your Barbarian level. In addition, you have advantage on Wisdom (Perception) checks.

Ocean Crawler. While transformed using your Eldritch Transformation, you can breathe air and water, and you have a swimming speed equal to your base walking speed.

VENEMOUS REND

Starting at 10th level, the claws and teeth of your monstrous form are poisoned. When you hit a creature with an attack with the natural weapons of your Eldritch Transformation feature, you can force that creature to make a Constitution saving throw (DC equal to 8 + your proficiency bonus + your Constitution modifier). On a failed save, that creature takes 2d4 poison damage and is poisoned for 1 minute. On a success, the creature takes half as much damage and is not poisoned.

While poisoned, that creature takes 1d4 poison damage at the start of each of its turns, and it can then repeat its saving throw, ending this effect on a success.

Once a creature has succeeded on a saving throw against this feature, it is immune to the poison for 24 hours. You cannot use this feature again on a creature that is currently poisoned by this feature.

ABERRANT HIDE

At 14th level, your monstrous form is resilient against magic. While transformed using your Eldritch Transformation feature, you have advantage on saving throws against spells and other magical effects, and you are immune to any spell or effect that would alter your form.



CLERIC DOMAIN

The Eldritch Disciple domain is available to cleric characters at 1st level.

ELDRITCH DISCIPLE

Many clerics gain reverence and insight into divine mysteries, drawing upon power granted to them in return for their devotions to their deity, but the Eldritch Disciple forms a closer covenant with their god, a pact, to receive eldritch secrets hidden to mere mortals. Both Corellon Larethian and Lolth have been known to enter such covenants with clerics through the voices of powerful agents (such as eldarin or demons), but many other chaotic or evil deities have room for such a servant.

ELDRITCH DISCIPLE DOMAIN SPELLS

Cleric Level	Spells
1st	<i>command, hex</i>
3rd	<i>blindness/deafness, enthrall</i>
5th	<i>clairvoyance, fear</i>
7th	<i>banishment, elemental bane</i>
9th	<i>contact other plane, dream</i>

BONUS CANTRIP

When you choose this domain at 1st level, you gain the *eldritch blast* cantrip if you don't already know it. It counts as a cleric spell for you. This cantrip doesn't count against your number of cantrips known.

ELDRITCH SECRETS

Also at 1st level, you gain one eldritch invocation of your choice. Your invocation options are the same as a warlock's (see the *Player's Handbook*, p.110, and the *Eldritch Invocations* section of this expansion). If an invocation would require using a warlock spell slot, you can choose to use a cleric spell slot instead.

In addition, you can learn to speak, read, and write one language spoken by the messengers of your deity: abyssal, celestial, deep speech, infernal, or sylvan.

CHANNEL DIVINITY: GIFT OF THE DIVINE PATRON

Starting at 2nd level, you can use your Channel Divinity to call upon a sacred gift of power from your divine patron. Choose one of the following options. You can choose a second option at 14th level.

Corrupting Blast. As a bonus action, you present your holy symbol and invoke your deity's wrath. The first time you hit a creature with your *eldritch blast* cantrip before the end of your turn, that creature has disadvantage on Wisdom saving throws until the end of your next turn.

Fearful Glare. As an action, you present your holy symbol and imbue your glare with frightful power. Target one creature you can see within 30 feet and which can see you. That creature must succeed on a Wisdom saving throw or become frightened of you until the end of your next turn.

Healing Blast. As a bonus action, you present your holy symbol and invoke your deity's blessing. Until the end of your turn, your *eldritch blast* cantrip heals living creatures by a number of hit points equal to the damage it would normally deal, and deals no damage to those creatures. This *eldritch blast* deals damage to undead as normal, and has no effect on constructs or objects.

Strength of Will. As a bonus action, you present your holy symbol and draw upon the surety of your faith. Until the end of your next turn, you have advantage on Wisdom and Charisma saving throws against effects which would cause you to become charmed, frightened, or which would alter your intentions, such as the *command* spell.

Wild Frenzy. As a bonus action, you present your holy symbol and focus your mind into a heightened state of consciousness similar to a barbarian's rage. Until the end of your next turn, you have advantage on attack rolls with melee weapons and with your *eldritch blast* cantrip.

You can choose one additional option for your

GREATER ELDRITCH SECRETS

Starting at 6th level, you gain two additional eldritch invocations of your choice.

POTENT SPELLCASTING

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

TIMELESS BODY

At 17th level, the power of your divine patron infuses you with eternal vigor. You no longer age. You suffer none of the frailty of old age, you cannot die of old age, and you cannot be aged magically.

In addition, your exhaustion level is reduced by 1 when you finish a short rest, and it is reduced to 0 when you finish a long rest.



ROGUE ARCHETYPES

The Slayer archetype is available to rogue characters starting at 3rd level.

SLAYER

You focus your training on hunting down those creatures that infringe upon the Prime Material plane from other planes and other realities. Those who follow this path have encountered the powers beyond this world, either in scholarly tomes or in the course of adventure, and have devoted themselves to turning back such beings.

SLAYER'S MARK

When you choose this archetype at 3rd level, your training allows you to magically mark a creature as your prey. You can cast the *hunter's mark* spell as a bonus action. Intelligence is your spellcasting ability for this spell.

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

OTHERWORLDLY SENSE

Starting at 3rd level, you can detect the presence of otherworldly creatures in your vicinity. As an action, you can open your awareness to such presence. Until the end of your turn, you know the location of any aberrations, celestials, elementals, fey, or fiends within 60 feet of you. You know the type of any being whose presence you sense, but not its identity.

You can use this feature a number of times equal to 1 + your Intelligence modifier. When you finish a long rest, you regain all expended uses.

HARROWING MARK

At 9th level, you have improved your focus on your marked creature. When you cast *hunter's mark* with your Slayer's Mark feature, you can cast the spell at 3rd level.

You always know the location of the target of your *hunter's mark* spell while it is on the same plane of existence as you. If the target of your spell travels to another plane of existence, you know which plane it travelled to.

If the target of your *hunter's mark* spell is not native to this plane of existence, you have advantage on attack rolls against that creature.

HIDDEN MIND

Starting at 13th level, your focus allows you to block out otherworldly creature's psychic advances. You have resistance to psychic damage.

You are immune to magic and magical abilities that allow other creatures to read your thoughts, determine whether you are lying, know your alignment, or know your creature type. Creatures can telepathically communicate with you only when you choose to allow it.

BANEFUL MARK

Starting at 17th level, you become a master of hunting your marked creature. When you cast the *hunter's mark* spell with your Slayer's Mark feature, you can cast the spell at 5th level. You regain all expended uses of your Slayer's Mark feature when you finish a short or long rest.

A creature under the effect of your *hunter's mark* spell has disadvantage on attack rolls against you.

When you cast *hunter's mark* on a creature that is native to a different plane of existence than the one you're on, choose one ability score. The target of your spell has disadvantage on ability checks and saving throws with that ability score.

When you hit against an aberration, celestial, elemental, fey, or fiend, which is currently under the effect of your *hunter's mark* spell with a weapon attack, your attack deals an additional 2d6 damage.

WARLOCK PATRONS

The Archangel, the Genie, and the Reaper patron options are available to warlock characters at 1st level.

THE ARCHANGEL

You have made a pact with a celestial from the upper planes, a being of good and light. Such beings desire the healing and restoration of all things, and it is often the most broken of people they call to their service for that very purpose. Celestials mighty enough to forge a pact include archangels such as Michael, Gabriel, or Raphael, as well as devas, planetars, solars and ki-rin of great might. Often, if an aasimar becomes a warlock, their patron will be their celestial guide.

EXPANDED SPELL LIST

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

ARCHANGEL EXPANDED SPELLS

Spell Level	Spells
1st	<i>bane, bless</i>
2nd	<i>aid, moonbeam</i>
3rd	<i>beacon of hope, daylight</i>
4th	<i>death ward, guardian of faith</i>
5th	<i>dispel evil and good, hallow</i>

CELESTIAL FLIGHT

Starting at 1st level, your patron bestows upon you the radiant wings of celestials. As an action, you can sprout glowing wings, gaining a flying speed of 30 feet for 1 minute or until you end this feature as a bonus action. The wings shed dim light in a 5-foot-radius. When this feature ends, you fall if you are still aloft, unless you can stop the fall.

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

AURA OF MENACE

Starting at 6th level, you can emit an aura of righteous anger. Each hostile creature within a 15-foot-radius of you must make a Wisdom saving throw against your warlock spell save DC, and creatures with an Evil alignment make this save with disadvantage. On a failed save, that creature is frightened of you for 1 minute.

At the end of each of its turns, a creature frightened by this feature can repeat its saving throw, ending the effect on a success. Once a creature succeeds on a saving throw against this feature, it is immune to this feature for 24 hours.

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

AURA OF COURAGE

Starting at 10th level, your patrons bestows a divine presence of courage upon you. You and friendly creatures within 10 feet of you can't be frightened while you are conscious.



YOUR PACT BOON

Generally, the creature or object created by your pact boon will reflect your patron's nature.

Pact of the Chain. Hawks, owls, and creatures associated with air and freedom are typical familiars for the Archangel patron. If your patron is the Genie, an imp or mephit may be appropriate (see the Mephit Familiars sidebar). The Reaper patron will grant a familiar with strong associations with death, such as a raven or rat.

Pact of the Blade. For the Archangel, your weapon may be a sword, decorated with winged hand guards and worked all in silver. For the Genie, it will likely resemble the favoured weapon of your patron, such as a maul for a Dao or a trident for a Marid. If your patron is the Reaper, your weapon will resemble the "soul-severing" weapon of your patron, such as a scythe or sickle (for a scythe, see the Scythes sidebar).

Pact of the Tome. Your Book of Shadows is likely to be worked in white and gold, and to bear symbols of wings, the sun, or other symbols of hope if your patron is the Archangel, and at your DMs discretion, it can instead be referred to as a "Book of Shining". If your patron is the Genie, your Book of Shadows will be coloured to the elemental affinity of your patron, and may be adorned with scraps associated with that plane, such as sea shells for a Marid patron.

For the Reaper patron, your Book of Shadows is likely to be a relatively plain, functional-seeming book, both so as not to arouse suspicion and due to the very practical nature of your patron's work. It is likely bound in black leather, containing spells of necromancy and illusion, and if decorated at all, may bare silverwork of skulls, ravens, or other symbols of death.



SPIRIT ARMOR

Starting at 14th level, you can transform into a radiant form. As an action, you enter this form, which lasts for 1 minute. It ends early if you are knocked unconscious. While you are in your radiant form, you gain the following benefits:

- You emit bright light in a 20-foot-radius, and dim light for an additional 20-feet beyond that.
- You gain a bonus to AC equal to your Charisma modifier (a minimum of +1).
- You have resistance to necrotic damage.
- You gain the benefits of a single casting of the *death ward* spell.
- You gain a bonus to any Constitution saving throw you make to maintain your concentration on a spell equal to your Charisma modifier (a minimum of +1).

Once you have used this feature, you can't do so again until you finish a short or long rest.

THE GENIE

Your patron is a creature from the Elemental Planes, a creature with the power to grant wishes. The purposes of these creatures vary wildly, but more often than not, a genie will see its warlock as a slave, rather than a partner. Creatures of this kind include dao, djinni, efreeti, and marid.

EXPANDED SPELL LIST

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

GENIE EXPANDED SPELLS

Spell Level	Spells
1st	<i>ice knife</i> , <i>earth tremor</i> ,
2nd	<i>agnazzar's scorcher</i> , <i>dust devil</i>
3rd	<i>erupting earth</i> , <i>wall of water</i>
4th	<i>ice storm</i> , <i>wall of fire</i>
5th	<i>immolation</i> , <i>wall of stone</i>
9th	<i>wish</i>

ELEMENTAL AFFINITY

Starting at 1st level, your patron imbues you with the elemental forces of their native plane. You can speak, read and write Primordial, including its dialects (Terran, Auran, Ignan, and Aquan).

In addition, you gain the following benefits dependent on your patron's nature:

Elemental Earth (Dao). Your skin becomes hard as stone. While you are not wearing armour, your AC equals 13 + your Dexterity modifier.

Elemental Air (Djinn). You have resistance to lightning and thunder damage, and you can hold your breath indefinitely.

Elemental Fire (Efreet). You have resistance to fire and radiant damage. You suffer no penalties from extreme temperatures, including very hot and very cold environments.

Elemental Water (Marid). You have resistance to acid and cold damage. You can breathe air and water, and you have a swimming speed equal to your base walking speed.

ENERGY ABSORPTION

Starting at 6th level, you can draw upon the elemental energies of your foes' attacks to heal yourself. As a reaction, when you take damage of a type associated with your patron according to the Damage Association table, you can reduce the damage taken to 0, and regain a number of hit points equal to the damage that would have been dealt (ignoring any resistance you may have to that damage type).

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

DAMAGE ASSOCIATION TABLE

Patron type	Damage types
Dao	Bludgeoning, force
Djinn	Lightning, thunder
Efreet	Fire, radiant
Marid	Acid, cold

ELEMENTAL EMPOWERMENT

Starting at 10th level, your magics which draw on the elemental powers of your patron have greater potency. When you roll a 1 or a 2 on damage dice for a spell which deals damage of a type associated with your patron according to the Damage Association table, you can reroll any number of those dice, but you must use the new roll(s).

MEPHIT FAMILIARS

Due to their elemental nature, genies may grant warlocks who choose the Pact of the Chain the aid of lesser elemental spirits. These **mephits** come in six main varieties, each a combination of two kinds of element, and thus associated with two elemental planes:

Mephit type	Elemental Plane(s)
Dust mephit	Earth, air
Ice mephit	Water, air
Magma mephit	Fire, earth
Mud mephit	Earth, water
Smoke mephit	Fire, air
Steam mephit	Fire, water

As a warlock of the Genie, you may choose a type of mephit associated with your patron's elemental plane.



WISH-GIVER

Starting at 14th level, you can call upon your patron's wish-granting powers on others' behalf. As an action, you can beseech your patron to grant a wish to another.

Roll a percentile dice. If you roll a number equal to or lower than your warlock level, your patron will cast the *wish* spell to fulfill the request of a creature other than yourself.

The DM chooses how the patron grants the wish, and all the usual dangers of wishing with a genie apply. Once your patron has granted a creature a wish by this feature, it cannot grant that creature any further wishes.

If your patron grants the wish, you can't use this feature again for 7 days. Otherwise, you can use it again after you finish a long rest.

THE REAPER

Your patron is a grim reaper, valkyrie, shinigami, or other spirit responsible for the taking of dead souls to the afterlife. Such beings are often wearied by their eternal existence, and their motives range from fulfilment of an age-old contract to merely finding some alleviation of the tedium of eternity.

EXPANDED SPELL LIST

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

REAPER EXPANDED SPELLS

Spell Level	Spells
1st	<i>dissonant whispers, false life,</i>
2nd	<i>blur, gentle repose</i>
3rd	<i>feign death, speak with dead</i>
4th	<i>death ward, phantasmal killer</i>
5th	<i>antilife shell, legend lore</i>

TWILIGHT SOUL

Starting at 1st level, your agreement allows you to tread the fine line between life and undeath. When damage reduces you to 0 hit points, you can make a Constitution saving throw (DC equal to 5 + the damage taken), unless the damage was radiant or from a critical hit. On a success, you drop to 1 hit point instead.

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

REAPER'S PATH

At 6th level, your patron grants you access to their secret passage. As a bonus action, you can use this feature to turn invisible and become insubstantial. You produce no sound or scent, and cannot be detected by nonmagical means. You are not invisible or undetectable to creatures with 1 hit point or fewer, although you appear spectral and enveloped in shadows to them.

You can move through other creatures and objects, including walls and closed doors, as if they were difficult terrain. If you end your turn inside an object, you take 1d10 force damage.

While this feature lasts, you cannot attack, cast spells, or use any magic item or feature that would interact with another creature or object. You see the world in shades of gray.

This feature lasts a number of turns equal to your Charisma modifier (a minimum of 1), ending at the end of your turn. You can choose to end this feature immediately as a bonus action.



If the feature ends while you are inside a solid object (such as a wall), you immediately take 5d10 force damage, you are restrained and incapacitated, and you cannot breathe.

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

HALF-LIFE

Beginning at 10th level, you do not need to breathe, and you do not require food, drink, or sleep, although you still require rest to reduce exhaustion and still benefit from finishing short and long rests.

In addition, you age at a slower rate. For every 10 years that pass, your body ages only 1 year, and you are immune to being magically aged.

MARK OF THE REAPER

When you reach 14th level, when you hit a creature with a spell attack or a creature fails a saving throw against a spell you cast which effects only that creature, you can use this feature to mark that creature for the grave.

If you attempt to mark a creature which does not have a soul, the use of this feature is spent but it has no effect.

The mark lasts for a number of days equal to your Charisma modifier (a minimum of 1). As long as the mark lasts, you can determine that creature's direction and distance from you if it is on the same plane of existence as you, or which plane it is on if it is on a different plane of existence, by spending 1 minute meditating and consulting your patron.

While the mark lasts and the creature is on the same plane of existence as you, you can use an action to end the mark, attempting to rip the creature's soul from its body. The creature must make a Wisdom saving throw against your spell save DC. On a failed save, that creature drops to 0 hit points. On a success, it takes 10d10 necrotic damage. An undead creature makes this saving throw with advantage.

You can have only one creature marked by this feature at a time. You can choose to end the mark harmlessly without using an action.

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

SCYTHES

The scythe, as well as the sickle, have long been represented as the weapon of choice by which psychopomps "harvest" the souls of the fallen.

If your Warlock of the Reaper wishes to use a scythe, you may use the general statistics for the *glaive* as presented in the Player's Handbook. Alternatively, at the DM's discretion, you may use the following option:

Scythe. *Martial Melee Weapon.* 2d4 slashing damage. Heavy, reach, special, two-handed.

Special. If you hit a creature with an attack with the scythe, you can attempt to move that creature up to 5 feet in any direction except away from you. That creature can avoid this effect by making a successful Strength (Athletics) or Dexterity (Acrobatics) check (their choice), contested by your Strength (Athletics) check.

WIZARD TRADITION

The Eldritch Theurge arcane tradition is available to wizard characters at 2nd level.

ELDRITCH THEURGE

Many wizards are drawn to their studies by a thirst for knowledge, but some are not content with learning only the magic approved by the traditions of the past, turning to the study of beings of great and dark powers. Eldritch Theurges do not form pacts with their patrons, as warlocks do, but rather, they discover the powers of such creatures by hard study of forbidden eldritch lore.

ELDRITCH SECRETS

When you select this tradition at 2nd level, you can learn one eldritch invocation of your choice. Your invocation options are the same as a warlock's (see the *Player's Handbook*, p.110, and the *Eldritch Invocations* section of this expansion). If an invocation would require using a warlock spell slot, you can choose to use a wizard spell slot instead.

ELDRITCH SPELLBLAST

At 2nd level when you select this tradition, you learn the *eldritch blast* cantrip. It is treated as a wizard cantrip for you. This cantrip doesn't count against your number of cantrips known.

When you cast *eldritch blast*, you can use your bonus action to place a spell which has an area effect upon your *eldritch blast*. You expend the spell slot necessary to cast that spell at the desired level. If the *eldritch blast* hits its target, the point of origin of the spell's area of effect is the target of that *eldritch blast*, even if the spell could normally be centered only on the caster.

You can only attach a spell with a casting time of 1 action to your *eldritch blast*. If your *eldritch blast* hits multiple targets, the attached spell centres on the first target hit. Your *eldritch blast* and the spell cast by this feature are together considered a single spell of 1 level higher than the level of the spell slot you expended (maximum level 9).

You can use this feature twice. You regain expended uses when you finish a long rest.

OTHERWORLDLY ENDURANCE

Starting at 6th level, you can use a bonus action to enter a heightened state of consciousness, granting you the ability to persevere through harm. For 1 minute, you gain the following benefits:

- You can gain a number of temporary hit points equal to your Intelligence modifier, which last for the duration.
- You add your Intelligence modifier to any Constitution saving throw you make to maintain concentration on a spell.

Once you have used this feature, you can't use it again until you finish a long rest or you cast a spell using an eldritch invocation.

ELDRITCH LOREKEEPER

Beginning at 10th level, you can learn three additional eldritch invocations of your choice.

ELDRITCH SPELLWEAVER

By 14th level, you have learned to combine your arcane and eldritch knowledge taking your spellcasting to new heights.

When you finish a short or long rest, you can choose one spell of 5th level or lower from your spell book, which does not inflict damage or target another creature. Once before your next short or long rest, you can cast that spell without expending a spell slot.

In addition, if you know one or more eldritch invocations which apply to your *eldritch blast* cantrip, you can apply these invocations to any cantrip or 1st level spell you cast which deals damage to one or more individual targets, such as the *firebolt* cantrip.



ELDRITCH INVOCATIONS

The following additional eldritch invocations are available to Warlocks and characters with the "Eldritch Secrets" feature. If an eldritch invocation has prerequisites, you must meet them to learn it.

Some of these invocations require another creature to make a saving throw. The saving throw is always equal to your Warlock spell save DC.

ANGELIC RADIANCE

Prerequisite: The Archangel patron

Your form shines with celestial light. You can use a bonus action to illuminate your skin, shedding dim light in a 20-foot radius. While illuminated, you have advantage on Charisma (Persuasion) checks against good creatures, and advantage on Charisma (Intimidation) checks against evil creatures. You can extinguish your illumination with a bonus action.

BINDING BLAST

Prerequisite: 13th level, eldritch blast cantrip

When you hit a creature with *eldritch blast*, that creature must succeed on a Wisdom saving throw or be stunned until the end of its next turn.

Eldritch Essence. You can only use one Eldritch Invocation with the "Eldritch Essence" tag with each casting of your *eldritch blast* cantrip.

BRIMSTONE BLAST

Prerequisite: 5th level, eldritch blast cantrip

When you cast *eldritch blast*, you can expend a warlock spell slot. If you do, each beam of your *eldritch blast* cantrip deals an additional 1d6 fire damage, plus 1d6 fire damage for each level above 3rd of the spell slot expended. When a creature is hit by your eldritch blast, it must succeed on a Dexterity saving throw or become ignited.

An ignited creature takes an additional 1d6 fire damage at the start of each of its turns. This effect lasts for 1 minute or until it uses an action to put out the flames.

Eldritch Essence. You can only use one Eldritch Invocation with the "Eldritch Essence" tag with each casting of your *eldritch blast* cantrip.

CALL OF THE GRAVE

Prerequisites: 5th level, The Undying patron, eldritch blast cantrip

You can channel the eternal call of death through your *eldritch blast*. When you hit an undead creature with that cantrip, if the target has a challenge rating less than your Warlock level divided by 8 (a minimum of 1/8), it must succeed on a Wisdom saving throw against your spell save DC or be instantly destroyed.

CHILL OF THE GRAVE

Prerequisite: The Undying patron

You emit a chill aura, reminiscent of the cold of a graveyard. You have advantage on Charisma (Intimidation) checks.

In addition, when an undead creature makes an attack roll against you, you can use a reaction to focus your aura on that creature, imposing disadvantage on the attack roll.

COLD COMFORT

You do not suffer any harm from extreme heat or cold, such as heightened exhaustion. This feature does not grant you resistance or immunity to cold or fire damage.

CRAWLING EYE

As an action, you can detach one of your eyes, which leaves your head and sprouts spidery legs. When you do so, your current hit points and hit point maximum are reduced by 1. You can direct the eye to crawl back into your eye socket (no action required), returning to normal function.

You can see through the eye as if it was still in your head. The eye cannot move of its own volition, but you can expend up to 20 feet of your movement to allow the eye to move that distance.

The eye is considered a Tiny creature with AC equal to 10 + your Charisma modifier and 1 hit point. Its Dexterity (Stealth) modifier is equal to half your warlock level. For all other purposes, its statistics are equal to yours.

You cannot cast spells through the eye, but any spell or invocation which affects your sense of sight - such as *devil's sight* or *detect magic* - functions through the eye as though it was still attached.

If your *crawling eye* is destroyed, it regrows in its socket after 1d4 hours. If the *crawling eye* was your only eye, you are blinded for this duration.

Once the eye has regrown in its socket after being destroyed or has crawled back into its socket at your direction, you regain the 1 lost point to your hit point maximum.

Only one of your eyes can be used for *crawling eye* at a time. If your *crawling eye* is destroyed, you can't use this invocation again until your eye regrows.

DISEMBODIED HAND

As an action, you can detach one of your hands, which separates at the wrist and floats in the air. When you do so, your current hit points and hit point maximum each decrease by 3. You can direct a *disembodied hand* in your space to reattach to your arm (no action required).

You can use your hand as if it were still attached to manipulate items, deliver attacks with a one-handed weapon, or deliver spells with a range of Touch. To do so, you must expend an action or bonus action as usual.

The hand hovers, but can't move on its own. You can expend up to 30 feet of your movement to move the hand that distance.

The hand is considered a Tiny creature with AC equal to 10 + your Charisma modifier and 3 hit points. Its Dexterity (Stealth) modifier is equal to half your warlock level. For all other purposes, its statistics are equal to yours.

If your *disembodied hand* is destroyed, it regrows after 1d4 hours. If the *disembodied hand* was your only hand, you cannot wield weapons, cast spells with somatic components, or use objects until it regrows.

Once the hand has regrown or has reattached to your arm, you regain the 3 lost points to your hit point maximum.

Only one of your hands can be used for *disembodied hand* at any time. If your *disembodied hand* is destroyed, you can't use this invocation again until the hand regrows.

DEAD MAN'S FINGERS

You cannot be disarmed off a weapon you are holding, and you have advantage on Strength checks against a creature trying to break your grapple.

DIVINE MESSENGER

Prerequisites: 9th level, The Archangel patron

You can cast the *commune* once using a warlock spell slot. You can't do so again until you finish a long rest.

FRIGHTFUL BLAST

Prerequisite: 5th level, eldritch blast cantrip

When you hit a creature with your *eldritch blast*, you can force that creature to make a Wisdom saving throw or become frightened of you until the end of your next turn.

Eldritch Essence. You can only use one Eldritch Invocation with the "Eldritch Essence" tag with each casting of your *eldritch blast* cantrip.

HELLRIME BLAST

Prerequisite: eldritch blast cantrip

When you cast *eldritch blast*, you can choose for it to deal cold damage instead of force damage. If you hit a target with an *eldritch blast* which deals cold damage, the target must succeed on a Constitution saving throw. On a failed save, that creature cannot take reactions until the end of your next turn.

Eldritch Essence. You can only use one Eldritch Invocation with the "Eldritch Essence" tag with each casting of your *eldritch blast* cantrip.

LICH'S LORE

Prerequisite: The Undying patron

You gain proficiency in the Arcana and History skills.

MIDNIGHT CLOAK

Shadows gather around you. While you are in an area of dim light or darkness, you are considered to have half cover from a creature for which that level of light causes you to be lightly obscured from it.

NOXIOUS BLAST

Prerequisites: 9th level, eldritch blast cantrip

When you hit a creature with your *eldritch blast*, it must make a Constitution saving throw against poison. On a failed save, the creature spends its turn retching and reeling, and it can only use its action to take the Dodge or Disengage actions. Creatures that are immune to poison automatically succeed this saving throw.

Eldritch Essence. You can only use one Eldritch Invocation with the "Eldritch Essence" tag with each casting of your *eldritch blast* cantrip.

OTHERWORDLY WHISPERS

You gain proficiency in the Arcana and Religion skills.

RELENTLESS DISPEL

Prerequisite: 5th level

When you cast the *dispel magic* spell targetting a creature, you can expend a second spell slot of the same level. If you do, the target is subjected to another *dispel magic* spell at the start of your next turn, at the level of the spell slot expended (no action required). You can't do so again until you finish a long rest.

SERPENT'S TONGUE

Your tongue becomes forked like a snake's. You have advantage on Wisdom (Perception) checks that rely on smell and on saving throws against poison which is ingested.

STEP OF THE FEY

Prerequisite: The Archfey patron

When a creature makes an attack of opportunity against you, you can use a reaction to turn invisible until the end of your turn, or until you make an attack or cast a spell.

SWIMMING THE STYX

You gain a swimming speed of 30 feet, and you can breathe water as well as air.

Y'CHAK'S THOUSAND RAYS

Prerequisites: 9th level, eldritch blast cantrip

When you cast the Eldritch Blast cantrip, you can choose to unleash a torrent of lesser rays in a burst before you. Each creature in a 30-foot cone centered on you must make a Dexterity saving throw. A creature takes 1d10 force damage for each beam of your *eldritch blast* cantrip on a failed save, or half as much damage on a success.

Any Eldritch Invocation which effects your *eldritch blast* cantrip effects this invocation. If you have the *Eldritch Spear* invocation, the area of this spell is a 60-foot cone. If you know more than one invocation with the "Eldritch Essence" tag, each creature in the area of effect is effected by a random one of your "Eldritch Essence" invocation effects.

VAMPIRIC FANG

Prerequisites: 5th level, The Undying patron, Pact of the Blade feature

When you create your pact weapon as a sword, it manifests as a silver blade with vampiric powers. When you hit a creature with it, you can expend a spell slot to deal an additional necrotic damage equal to 1d8 + 1d8 per spell level to the target, and you gain temporary hit points equal to half the necrotic damage dealt.

WAKEFUL WATCH

You gain proficiency in the Perception skill.

In addition, you do not need to sleep. You must still rest, but you can expend 8 hours engaged in light activity to gain the benefits of a long rest.

WITCHWOOD STEP

Prerequisite: 7th level

You can cast the *freedom of movement* spell at will, without expending a spell slot or material components.



SPELLS



The following additional spells are added to the appropriate class spell list at the level specified. Not all classes gain additional spells with this expansion. The details of all new spells are given in the next section.

BARD

5TH LEVEL

Discordant Malediction
Endless Slumber
Fever Dream

CLERIC

4TH LEVEL

Seed of Undeath

DRUID

2ND LEVEL

Blackrot

ELDRITCH WARDEN

1ST LEVEL

Absorb Elements
Charm Person
Command
Detect Magic
Expeditious Retreat
Feather Fall
Hellish Rebuke
Heroism
Hex
Mage Armor
Protection from Evil and Good
Reaving Aura
Shield
Sleep
Unseen Servant
Witchbolt

2ND LEVEL

Blindness/Deafness
Cloud of Daggers
Detect Thoughts
Earthbind
Hold Person
Invisibility
Mirror Image
Misty Step
Ray of Enfeeblement

Shatter
Spider Climb

3RD LEVEL

Blink
Bloodletting
Channeled Rageblade
Counterspell
Dispel Magic
Feign Death
Fly
Haste
Magic Circle
Major Image
Sending
Tongues
Vampiric Touch

4TH LEVEL

Dimension Door
Elemental Bane
Locate Creature
Phantasmal Killer
Polymorph
Vecna's Malevolent Whisper

5TH LEVEL

Channeled Lifetheft
Dominate Person
Flame Strike
Hold Monster
Modify Memory
Passwall
Seeming

SORCERER

1ST LEVEL

Death's Call
Reaving Aura

2ND LEVEL

Boiling Blood
Bothersome Babble

3RD LEVEL

Animate Weapon
Arcane Turmoil
Caustic Smoke
Ghost Lantern
Pall of Twilight

4TH LEVEL

Caustic Mire
Choking Cobwebs
Seed of Undeath
Vecna's Malevolent Whisper

5TH LEVEL

Channeled Lifetheft
Endless Slumber
Fever Dream
Touch of Vecna

6TH LEVEL

Channeled Prismatic Blaze
Steal Summoning

9TH LEVEL

Genius Loci

WARLOCK

1ST LEVEL

Death's Call
Reaving Aura

2ND LEVEL

Boiling Blood

3RD LEVEL

Arcane Turmoil
Caustic Smoke
Ghost Lantern
Pall of Twilight

4TH LEVEL

Caustic Mire
Choking Cobwebs
Seed of Undeath

Vecna's Malevolent Whisper

5TH LEVEL

Channeled Lifetheft
Endless Slumber
Fever Dream
Touch of Vecna

9TH LEVEL

Genius Loci

WIZARD

1ST LEVEL

Death's Call

2ND LEVEL

Boiling Blood
Bothersome Babble

3RD LEVEL

Animate Weapon
Arcane Turmoil
Caustic Smoke
Ghost Lantern
Pall of Twilight

4TH LEVEL

Caustic Mire
Choking Cobwebs
Seed of Undeath
Vecna's Malevolent Whisper

5TH LEVEL

Channeled Lifetheft
Endless Slumber
Fever Dream
Touch of Vecna

6TH LEVEL

Channeled Prismatic Blaze
Steal Summoning

9TH LEVEL

Genius Loci

In addition, the entire class spell list for the Eldritch Warden class is given below.

SPELLS

The following additional spells are available to classes as detailed in the *Spell Lists* section.

ANIMATE WEAPON

3rd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

Your weapon leaps from your hand, suddenly fighting of its own volition. Choose one weapon within range which is not being worn or carried by another creature. The weapon animates and becomes a creature under your control until the spell ends or it is reduced to 0 hit points.

As a bonus action, you can mentally command any creature you made with this spell if it is within 60 feet of you (if you control multiple creatures, you can command any or all of them at the same time, issuing the same command to each one). You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or person. If you issue no commands, the weapon will attack the nearest hostile creature. Once given an order, the creature continues to follow it until its task is complete.

ANIMATED WEAPON STATISTICS

Property	HP	AC	Str	Dex
Light	20	18	4	18
—	25	16	6	14
Heavy	40	13	10	12

An animated weapon is a construct with AC, hit points, Strength, and Dexterity determined by whether it has the *light* property, the *heavy* property, or neither. Its Constitution is 10 and its Intelligence and Wisdom are 3, and its Charisma is 1. It has a flying speed of 30 feet and can hover. It has blindsight with a radius of 30 feet and is blind beyond that distance. When the animated weapon drops to 0 hit points, it reverts to its original object form, and any remaining damage carries over to its original object form.

If you command an animated weapon to attack it can make a single melee attack against a creature within 5 feet of it. Its attack bonus is equal to your spell attack bonus, and it deals damage as normal, using its own Strength or Dexterity.

If the weapon is magical, its magical properties apply to its attacks. For example, if you targeted a *longsword +1* with this spell, it would have a +1 bonus to its own attack and damage rolls.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can animate two additional weapons for each slot level above 3rd.

ARCANE TURMOIL

3rd-level abjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a broken eggshell)

Duration: Instantaneous

You release chaotic arcane energies into the mind of the target creature. Choose one creature within range. Any spell of 3rd level or lower on the target ends. For each spell of 4th level or higher on the target, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a successful check, the spell ends.

In addition, if the creature is a spellcaster, that creature must make a Wisdom saving throw. On a failed save, the target loses one spell slot of the highest spell level she has spell slots remaining for, or one use of the highest level spell she can use a limited number of times per day. This spell or spell slot is lost as if it had been cast or used.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you automatically end the effects of a spell on the target if the spell's level is equal to or less than the level of the spell slot you used.

BLACKROT

2nd-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

Plant matter blackens and withers under your touch as you fill it with a poisonous rot. Choose one plant, plant creature, or wooden weapon within range.

A plant which is not a creature which you target with this spell withers at your touch. A plant creature you touch must make a Constitution saving throw, taking 2d8 necrotic damage and beginning to rot on a failed save, or half as much damage on a success. A rotting creature takes 1d8 necrotic damage at the start of each of its turns, then it can make a Constitution saving throw, ending this effect on a success.

Alternatively, you can target a weapon with a wooden striking surface (such as a club or quarterstaff). For the duration, any creature which takes damage from that weapon must make a Constitution saving throw or become poisoned until the end of your next turn.

BLOODLETTING

3rd-level necromancy

Casting Time: 1 bonus action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

A weapon you are wielding begins to drain the life from creatures it strikes. Choose a light melee weapon you are holding. The next time you deal damage to a creature with an attack with that weapon, you can wound the target of the attack.

At the start of each of the wounded creature's turns for the duration of the spell, it takes 1d6 necrotic damage, and it can then make a Constitution saving throw to end this effect. Alternatively, the wounded creature, or a creature within 5 feet of it, can use an action to make a Wisdom (Medicine) ability check against your spell save DC, ending the effect on a success.

If a creature recovers from being wounded by a magic item (such as a *sword of wounding*), they also recover from this effect. A creature which recovers from this effect recovers from all wounding effects (including from magic items).

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BOILING BLOOD

2nd-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

As you point to a creature, its skin slowly turns red as its blood boils within its veins. Target one creature you can see within range. That creature must make a Constitution saving throw, taking 2d6 fire damage on a failed save, or half as much damage on a successful one.

A creature that failed its save then takes an additional 1d6 fire damage at the start of each of its turns, and it can then make a Constitution saving throw, ending this effect on a success.

Creatures which do not have blood or similar internal fluids, such as most undead, are immune to this spell.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, both the initial damage and damage on subsequent turns increases by 1d6 for each slot level above 2nd.

When you cast this spell using a spell slot of 5th level or higher, the duration of this spell increases by 1 minute for every three slot levels above 2nd.

BOTHERSOME BABBLE

2nd-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

You gesture towards a creature and its spoken words become meaningless gibberish. Choose one creature you can see within range. That creature must make a Wisdom saving throw. On a failed save, the creature is unable to speak in any language for the duration, producing only meaningless nonsense. If the creature attempts to cast a spell with a verbal component, it must succeed on a Wisdom saving throw or the spell fails and the casting is wasted.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the creature's speech becomes physically painful to it. Whenever that creature attempts to speak or cast a spell with a verbal component for the duration of this spell, that creature takes 1d8 psychic damage.

When you cast this spell using a spell slot of 4th level or higher, the damage dealt increases by 1d8 for each slot level above 4th.

CAUSTIC MIRE

4th-level conjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 minute

A foul sludge seeps out of the ground from a point of your choice within range. The sludge covers the ground for a 20-foot radius from that point. This area is considered difficult terrain.

Any creature which moves within the caustic mire takes 1d6 points of acid damage for every 5 feet of movement.

If a creature ends its turn in the caustic mire without moving, that creature takes 1d6 points of acid damage. This damage increases by 1d6 for each round that creature has spent in the caustic mire without moving.

In addition, the caustic mire emits a cloud of flammable fumes. Any creature within the area of the mire and less than 20 feet above it has vulnerability to fire damage. If the creature had resistance to fire damage, that creature instead loses its resistance but does not gain vulnerability to fire damage whilst in the area of effect. A creature with immunity to fire damage ignores this effect.

CAUSTIC SMOKE

3rd-level conjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 minute

Green-tinged smoke billows from the ground at a point you choose within range, filling a 20-foot radius sphere. The sphere spreads around corners, and the area is heavily obscured. It lasts for the duration or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

A creature which enters the cloud for the first time on a turn or starts its turn there takes 2d6 acid damage. A creature which makes an attack roll or Wisdom (Perception) check within the cloud must succeed on a Constitution saving throw or make that roll with disadvantage.

If a creature takes acid damage from another effect while it is within the area of the cloud, that creature must succeed on a Constitution saving throw or become blinded until the end of its next turn.

CHANNELED LIFETHEFT

5th-level necromancy (channeled)

Casting Time: Special (see text)

Range: 30 feet

Components: V, S

Duration: Instantaneous

You channel negative energy into a mote of darkness in your hand, causing it to grow until you fling it toward your enemy. The power of the spell grows as you focus upon it.

When you cast *channeled lifetheft*, you can choose whether to use a bonus action, an action, or to cast it with a casting time of 2 or more rounds (up to a casting time of 1 minute).

If you cast *channeled lifetheft* as a bonus action, choose one creature you can see within range. That creature must make a Constitution saving throw. On a failed save, that creature gains 1 level of exhaustion, and you gain 5 temporary hit points.

If you cast *channeled life theft* as an action, choose one creature you can see within range. That creature must make a Constitution saving throw. On a failed save, that creature takes 5d4 necrotic damage and gains 1 level of exhaustion. On a success, the creature takes half as much damage and is not exhausted. You gain temporary hit points equal to 5 + the damage dealt.

If you spend 2 or more rounds casting the spell, choose one creature you can see within range. That creature must succeed on a Constitution saving throw.

CHANNELED MAGIC

Several of the new spells in this expansion have a special tag: *channeled*. These spells can be increased in power by the caster focussing upon the casting for longer periods of time.

Spells with the *channeled* tag have a variable casting time, and can usually be cast as a bonus action, a full action, or by expending multiple rounds. Longer castings increase the power of the effect produced by the spell.

When casting a channeled spell with a casting time longer than 1 action, the usual rules for casting spells with longer casting times apply, except that if their concentration is broken, the casting fails and the spell slot used is lost.

When a player begins casting a channeled spell, they do not need to declare when they intend to release it beforehand, only whether they are using a bonus action, a full action, or an extended casting time. If they reach the upper limit of the channeled casting time (usually 1 minute), they must release the spell as their action on that turn. Releasing a channeled spell with a casting time longer than 1 action requires an action on the turn it is released.

On a failed save, that creature takes 5d4 necrotic damage + 1d4 necrotic damage for each full round spent casting the spell, and gains 1 level of exhaustion for each round spent casting the spell (a maximum of 3 levels of exhaustion). On a success, that creature takes half as much damage and is not exhausted. You gain temporary hit points equal to 10 + the damage dealt.

Temporary hit points granted by this spell last for 1 hour or until expended. If your concentration is broken while casting this spell with a casting time longer than 1 action, the spell slot used to cast the spell is lost.

CHANNELED PRISMATIC BLAZE

6th-level evocation (channeled)

Casting Time: Special (see text)

Range: 60 feet

Components: V, S

Duration: Instantaneous

You channel elemental energy into a blaze of colored flame in your hand, causing it to pulse and grow until you launch it towards an enemy. The power of the spell grows as you spend time focussing upon it.

When you cast *channeled prismatic blaze*, you can choose whether to use a bonus action, an action, or to cast it with a casting time of 2 or more rounds (up to a casting time of 1 minute).

If you cast *channeled prismatic blaze* as a bonus action, choose a point you can see within range. Each creature within a 30-foot sphere centred on that point must make a Dexterity saving throw. For each creature which failed its save, roll a d4 to determine which of the first 4 colors of flame detailed below affects the creature.

If you cast *channeled prismatic blaze* as an action, choose a point you can see within range. Each creature within a 30-foot sphere centred on that point must make a Dexterity saving throw.

For each creature which failed its save, roll a d8 to determine which color of flame detailed below affects the creature.

If spend 2 or more rounds casting the spell, choose a point you can see within range. Each creature within a sphere of radius 30 feet + 10 feet for each round spent casting the spell (a maximum of 60 feet), centred on that point must make a Dexterity saving throw. For each creature which failed its save, roll a d8 to determine which color of flame detailed below affects the creature. Any damage dealt by this spell is increased by 1d6 for each round spent casting the spell.

1. Red. The target takes 8d6 fire damage on a failed save, or half as much damage on a successful one.

2. Orange. The target takes 8d6 acid damage on a failed save, or half as much damage on a successful one.

3. Yellow. The target takes 8d6 lightning damage on a failed save, or half as much damage on a successful one.

4. Green. The target takes 8d6 poison damage on a failed save, or half as much damage on a successful one.

5. Blue. The target takes 8d6 cold damage on a failed save, or half as much damage on a successful one.

6. Indigo. On a failed save, the target is restrained. At the end of each of its turns, it must make a Constitution saving throw. On a failure, the creature is paralyzed until it succeeds on its saving throw. If the creature succeeds a saving throw while it is not paralyzed, the spell ends.

7. Violet. On a failed save, the target is blinded. It must then make a Wisdom saving throw at the start of your next turn. A successful save ends the blindness. If it fails that save, the creature is transported to another plane of existence of the DM's choosing and is no longer blinded. (Typically, a creature that is on a plane that isn't its home plane is banished home, while other creatures are usually cast into the Astral or Ethereal planes.) At the end of each of its turns on that plane, the creature can attempt a Wisdom saving throw, returning the position it was in or the nearest unoccupied space on the Material Plane on a success.

8. Special. The target is engulfed in flames of two colours. Roll twice more, rerolling any 8.

If your concentration is broken while casting this spell with a casting time longer than 1 action, the spell slot used to cast the spell is lost.

CHANNELED RAGEBLADE

3rd-level evocation (channeled)

Casting Time: Special (see text)

Range: Self

Components: V

Duration: Concentration, up to 1 minute.

You channel a seering anger into your blade, causing it flicker with dull red flames. The power of the spell grows as you spend time focussing upon it.

When you cast *channeled rageblade*, you can choose whether to use a bonus action, an action, or to cast it with a casting time of 2 or more rounds (up to a casting time of 1 minute).



If you cast *channeled rageblade* as a bonus action, the next time you hit a creature with a weapon attack during the spell's duration, the target of the attack must succeed on a Wisdom saving throw or become frightened of you for the duration of the spell.

If you cast *channeled rageblade* as an action, the next time you hit a creature with a weapon attack during the spell's duration, the attack deals an additional 3d8 psychic damage, and the target must succeed on a Wisdom saving throw or become frightened of you for the duration.

If you spend 2 or more rounds casting the spell, the next time you hit a creature with a weapon attack during the spell's duration, the attack deals an additional 3d8 psychic damage + 1d8 psychic damage for each full two rounds spent casting the spell, and the target must succeed on a Wisdom saving throw or become paralyzed for the duration.

At the end of each of its turns, a creature frightened or paralyzed by this spell can make a Wisdom saving throw, ending the effect on a success. If your concentration is broken while casting this spell with a casting time longer than 1 action, the spell slot used to cast the spell is lost.

CHOKING COBWEBS

4th-level conjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 hour.

You conjure a mass of choking strands at a point of your choice within range. The cobwebs fill a 20-foot cube from that point for the duration. The cobwebs are difficult terrain and heavily obscure the area. The cobwebs can be anchored between two solid masses, as with the *web* spell, or they can float freely.

Each creature that starts its turn in the cobwebs or enters them during its turn must make a Constitution saving throw. On a failed save, the creature falls into a fit of horrific coughing.

The coughing creature has disadvantage on attack rolls and ability checks, cannot speak, and cannot perform the somatic component of spells. The creature can repeat this saving throw at the start of each of their turns, ending the effect on a success.

CRYSTALLINE MEMORIES

2nd-level transmutation

Casting Time: 1 bonus action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 3 rounds (see text).

You congeal the thoughts of a creature you can see into a solid shard of crystal which erupts from their head into your hand. Target one creature you can see within range. You must study that creature for 3 consecutive rounds, maintaining concentration while you do so. If your concentration is broken, the spell has no effect and the casting is lost. At the start of each of its turns during this study, the target must make a Wisdom saving throw, ending the spell on a success.

Once the study is complete, the target's current surface thoughts (as with the *detect thoughts* spell) and recent memories congeal into a shard of crystal, which erupts from the target's head and flies to your hand. The target takes 1d8 piercing damage and 1d8 psychic damage, and the target has disadvantage on Intelligence ability checks and saving throws until the end of their next turn.

Once you have the crystal, you can use an action to look into it and view the memories it contains. The crystal lasts for 24 hours or until the memories have been viewed once, at which point it fades from existence.

DEATH'S CALL

1st-level necromancy

Casting Time: 1 action

Range: Self (10-foot radius)

Components: V

Duration: Instantaneous

You release a scream which chills the air with deathly energy. Each creature within a 10-foot radius of you must make a Constitution saving throw. A creature takes 1d4 necrotic damage and gains 1 level of exhaustion on a failed save, or it takes half as much damage and is not exhausted on a successful one. Undead and constructs are immune to this spell.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 2d4 for each slot level above 1st.

DISCORDANT MALEDICTION

5th-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 24 hours

One creature you can see within range must make a Wisdom saving throw. On a failed save, the target's voice rends the air around them. Each time the target casts a spell with a verbal component, they and all creatures within 10 feet of them immediately take 2d6 thunder damage.

The target must then make a Concentration saving throw against the damage taken. On a failed save, the target's spell fails and the casting is lost.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage dealt increases by 1d6 for each slot level above 5th.

ENDLESS SLUMBER

5th-level enchantment (ritual)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a pinch of black sand)

Duration: Until dispelled

You attempt to send a creature into a magically induced slumber that lasts indefinitely. Choose one creature you can see within range. That creature must succeed on a Wisdom saving throw or fall unconscious until the spell ends or the sleeper takes damage.

The subject does not require food or water while it is asleep. Normal stimuli, such as shouting or prodding, are insufficient to wake the target. At the end of every 24 hours, the creature can repeat its saving throw, ending the spell on a success.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, you can target one additional creature for each slot level above 5th. The creatures must be within 30 feet of each other when you target them.

FEVER DREAM

5th-level illusion

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

You instill a creature's mind with a horrible fever. Choose one creature you can see within range. That creature must make a Wisdom saving throw, gaining 2 levels of exhaustion on a failed save, or 1 level of exhaustion on a success. These levels of exhaustion last for the duration of the spell.

While a creature is exhausted by this spell, each time that creature attempts to cast a spell, it must succeed on a Constitution saving throw. On a failed save, the spell fails and the casting is lost.

When the spell ends, a creature is confused as according to the *confusion* spell until the end of that creature's next turn.

GENIUS LOCI

9th-level conjuration

Casting Time: 1 hour

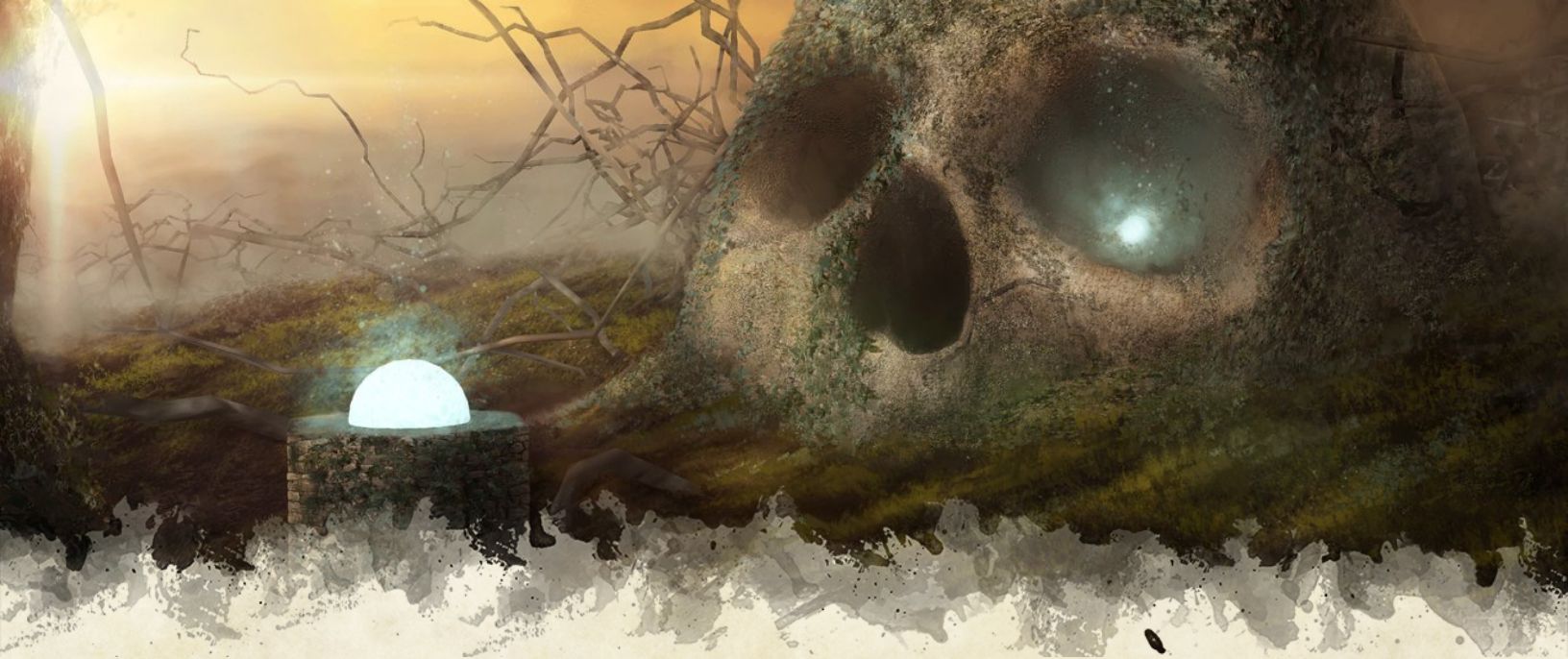
Range: Touch

Components: V, S, M (a paste of silver, mithral, and holy water, worth 3,000 gp)

Duration: Until dispelled

You grant a particular building or location a "guardian spirit". Choose one building, location, or discernible geographic area, which can be contained in a 200-foot cube. You summon a genie to protect that area.

Choose whether you wish to summon a dao, a djinni, an efreeti, or a marid. Then, you must specify the purpose of the spirit.



The purpose must involve protecting the building or region to which it is attached. The task may be very general (such as "Slay any creature who attempts to enter!") or far more specific ("Kill any goblin who tries to take the red sword off the wall.") The task can't be so specific as to mention the names of individual creatures, or to require unseen knowledge such as alignments or allegiances. Finally, it must be simple enough to clearly convey in one or two sentences.

If the triggering event occurs, the *genius loci* manifests in the exact location where you cast the spell, taking the form of the genie you specified on casting the spell, and immediately attempts to carry out the specified task.

Once the spell is complete, you have no special control over the spirit's actions, and if you trigger the manifestation, it attacks you just as it would anyone else. The spirit behaves in all ways as a normal genie of its kind, within the parameters of the task assigned.

If the spirit's manifest form is slain, it is not destroyed and the spell is not broken. However, it can't manifest again for the next 24 hours.

The *genius loci* spell is immune to normal forms of dispelling. It can be broken with a divine miracle or with the *wish* spell, or else by permanently defeating the guardian spirit's purpose. For example, if the spirit is tasked with protecting a particular item and that item is destroyed, its existence is moot and the spell ends.

When not manifest, the spirit shows no sign of its existence, although a creature with truesight can see the spirit wandering its territory, appearing as a vague, hazy silhouette until it manifests.

GHOST LANTERN

3rd-level evocation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a bit of phosphorescent fungus)

Duration: 1 hour

You touch one object that is no larger than 10 feet in any dimension. Until the spell ends, the object sheds bright light in a 20-foot radius, and dim light for an additional 20 feet.

This light is only visible to you and up to 3 other creatures that you designate.

A designated creature must be within 10 feet of you when you cast the spell. No other creature can see the *ghost lantern*, and such other creatures are affected by other ambient light conditions as normal.

At Higher Levels. When you cast this spell using a spell slot of 4th level or high, you can designate one additional creature to which the light is visible for each slot level above 3rd. If you cast this spell with a spell slot of 5th level or higher, the duration becomes 24 hours.

PALL OF TWILIGHT

3rd-level illusion

Casting Time: 1 action

Range: 60 feet

Components: S

Duration: Concentration, up to 1 minute.

A creeping pall of magical darkness extends from a point you choose within range to fill a 20-foot radius sphere for the duration. The darkness spreads around corners. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it.

The darkness is mental as well as physical. Any creature which is in the area when you cast the spell or enters the area of the spell for the first time must make a Wisdom saving throw. On a failed save, the creature has disadvantage on all Wisdom (Perception) and Wisdom (Insight) ability checks, including those which do not rely on sight, for the duration of the spell.

If any of the spell's area overlaps with an area of light created by a spell of 3rd level or lower, the spell that created the light is dispelled.

REAVING AURA

1st-level necromancy

Casting Time: 1 bonus action

Range: Self (10-foot-radius sphere)

Components: V

Duration: Instantaneous

The air around you turns black as it floods with necrotic energy. Each creature within a 10-foot-radius sphere centred on you which has 0 hit points immediately fails a death saving throw. A stable creature is no longer stable as a result of this. This spell has no effect on creatures with at least 1 hit point remaining.

SEED OF UNDEATH

4th-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S, M (a black onyx gem worth at least 50 gp)

Duration: 4 days

You plant a kernel of undead power in a creature that you touch. The creature must succeed on a Constitution saving throw or become infected with a *seed of undeath*, which remains for the duration of the spell.

If a creature which is infected with a *seed of undeath* dies before the spell ends, it is raised at the end of your next turn as a zombie if sufficient corpse remains.

On each of your turns, you can use a bonus action to mentally command any creature you made with this spell as specified in the *animate dead* spell.

The creature is under your control for 24 hours, after which it stops obeying any command you've given it. You can maintain control of the creature by expending another casting of this spell or the *animate dead* spell, as specified in the *animate dead* spell. When you reassert control over creatures by casting *animate dead* or this spell, you can target creatures you created using either spell.

At Higher Levels. If you cast this spell using a spell slot of 5th level or higher, the duration of the spell lasts for 1 additional day for each slot level above 4th. If you cast this spell using a spell slot of 9th level, the duration of this spell lasts for 1 year.

STEAL SUMMONING

6th-level conjuration

Casting Time: 1 reaction, which you take when you see a creature within 60 feet of you casting a spell which summons creatures, such as *conjure animals*.

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You attempt to steal control of a creature that is being summoned. Make a spellcasting ability check against the spell save DC of the caster. On a success, you gain control over all creatures summoned by that spell. You can command or control those creatures to the degree specified in the original spell.

If this spell's duration expires before the spell that summoned the creature(s) ends, the target returns to its original master's control at that time. If the original master is no longer available to control it, it acts under its own free will until its original master returns.

SUMMONING ABILITIES

It is at the DM's discretion whether the *steal summoning* spell can be used to target creatures summoned by a monster's abilities, such as the swarm of bats or rats summoned by a vampire's Children of the Night feature.

If the DM allows it, the DC will be determined at the DM's discretion, usually equal to a DC used on another of the creature's abilities.

TOUGH OF VECNA

5th-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

Your touch strikes the target with a powerful dark magic. Make a melee spell attack against a creature within your reach. On a hit, the target takes 6d8 necrotic damage and is frightened of you until the end of your next turn.

In addition, if you hit, the target must make a Charisma saving throw or become paralyzed and fall prone. A creature paralyzed by this spell appears dead, although a successful DC 15 Wisdom (Medicine) check reveals that it is still alive.

A creature paralyzed by this spell is considered cursed. The curse is unaffected by *dispel magic*, but any spell which ends paralysis (such as *lesser restoration*) or which ends curses (such as *remove curse*) ends the paralysis effect. Otherwise, the paralysis effect persists indefinitely.

VECNA'S MALEVOLENT WHISPER

4th-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: Instantaneous

You whisper a horrific word of power that rends the soul of your victim. Choose one creature that you can see within range. If that creature has 10 hit points or fewer, it immediately drops to 0 hit points and fails one death saving throw. Otherwise, the spell has no effect.

CREATURES

Many strange and powerful creatures hail from beyond the confines of the world as mortals know it, beings from the Far Realm beyond the planes, or elder creatures from the time before the gods first ruled in Mount Celestia. These beings, some of immense power, are commonly known as aberrations, and they are always a force to be reckoned with.

LORE: ABERRATIONS

The Far Realm was found to be inhabited by creatures, monsters which by the slimmest margin may be defined as "alive" but challenging every known law of existence. Minds of such power that their alien contemplations warp reality itself, beings with the ability to concoct lethal contradictions and alter the laws of nature at a whim, creatures which even the mind of a madman struggles to comprehend – such are the denizens of the Far Realm.

These beings form the majority of creatures classified as aberrations. Not all aberrations are denizens of the Far Realm – indeed, aberrations as a class share no single common characteristic. However, many of the creatures of this class either hail from the Far Realm or have been touched by it.

Six races of aberration stand out by far as the most widespread and virulent threats to the good aligned races. These beings are born of madness and nightmare, creatures that wield terrible magic and cruel genius to the downfall of any who stand against them.

ABOLETHS

Also known as the deep masters, aboleths are perhaps the most alien and inscrutable of aberrations. Lurking in primordial seas long before the coming of the gods, the aboleths are mighty psions who use their powers to dominate others. Once holding vast empires across the mortal realms, the aboleths were laid low by the coming of the true gods, and they have never forgotten the slight.

For more information on aboleths, see *Monster Manual* p.13-14.

BEHOLDERS

Sometimes called as eye tyrants, beholders are the epitome of vanity, wielding terrible magic powers to build their evil dominions or to simply destroy everything other that it encounters. So mighty is a beholder's mind that its very dreams alter the fabric of reality, and from this beholders and many kinds of beholderkin come into being.

The first beholders entered the world from the Far Realm, although native beholders have been created on the Material Plane from the dreams of these forefathers.

For more information on beholders, see *Monster Manual* p.26-30 and *Volo's Guide to Monsters* p.5-18.

ILLITHIDS

Illithids, also referred to as mind flayers, are brilliantly intelligent, cruel, and terrifying creatures.





Long ago, the mindflayers commanded vast interplanar empires that extended across planes and across worlds. Though these empires now lie in ruins, their mark is left upon all who came across them, especially the kuo-toa, creatures driven to perpetual madness by the destruction of their minds under illithid masters.

Though their dominions of old are long lost and broken, the mind flayers that remain still pose the single greatest threat to the dominion of humanoids on the surface world.

For more information on illithids, see *Monster Manual* p.221-222 and *Volo's Guide to Monsters* p.71-81.

NEOGI

Called the slave-takers, neogi are a race of sinister and creedy merchant folk, spinning their webs of gold and misery across the human world. Driven by an insatiable avarice, the neogi seek two things in life – profit, and slaves.

Very few are "free" in neogi society, even newborn hatchlings beginning lives as the slaves of elder neogi. Although the slave-takers are great traders, often carrying many rare and valuable wares, few are willing to do business with them except in the direst of circumstance, for invariably the moment a creature let's its guard down around the neogi, they join the caravan as a newly taken slave.

For more information on neogi, see *Volo's Guide to Monsters* p.179-180.

GRELL

Called the eaters, grell are an otherworldly race of predators, with only one concern upon meeting a new creature – can it be eaten? Grell wield a unique form of alchemy derived from an admixture of powerful magic and science, allowing them to craft magic items unlike any work of worldly magic.

Grell lack the ambition of many other aberrations, entertaining no thought of domination or enslavement. They colonize as many worlds as possible with the intention of enjoying the "delicacies" they have to offer.

Grell originated in a parallel Material Plane, but were driven by their ceaseless hunger through the Shadowfell to find other worlds to colonize and feed upon.

For more information on grell, see *Monster Manual* p.172.

TSOCHARI

Also known as the wearers of the flesh, tsochari are a parasite race, using the stolen bodies of their victims to pass unnoticed in humanoid societies. Hailing from beyond the known planes, the tsochari come as murderous assassins and cunning infiltrators, seeking to steal magic for their nefarious purposes.

The tsochari are rare among the aberrations, lacking the sheer numbers of the illithid or grell among the planes, though whether this be because they are few or because they are waiting is little known. They have no interest in the common folk, but mages and learned arcanists had best beware.

More information is given on the tsochari in the relevant creature section of this expansion.

ANGEL OF DECAY

Seeming like true angels in form and figure, the angels of decay are among the most horrifying of the undead creations of Atropus, the World Born Dead. Most often found upon the Moonlet which forms the corporeal body by which Atropus approaches a world it seeks to devour, the angels of decay are utterly subservient to the will of their creator.

Though their figure is like an angel, their bodies and faces are hideously disfigured, their wings rot and emit the stench of flesh long dead, and chunks of skin slough from their bodies.

Blasted Forms. An angel of decay was once a living creature, though its form is twisted from whatsoever it once was into a large and hideous mockery of the servants of the gods. If the being once was of humanoid or similar form, its face may preserve some of the features it once bore, bringing greater horror to those that knew it in life, if they can even tell their once friend through the rot.

The very body of an angel of decay is in a constant state of decomposition, its structure held together not by bones and ligaments, but by the dark power of Atropus alone.

Herald of the World Born Dead. The angels of decay are, in its own eyes, one of Atropus's finest creations, the ultimate mockery of life and creatures of incredible power. When Atropus chooses to appear as an aspect, it is always preceded by a small group of these, often six in number.

Many necromancers and dark wizards have tried to recreate these horrendous creatures, but none have managed it. For this reason, the appearance of an angel of decay is an inevitable and sure sign of the coming of the World Born Dead and the beginning of the end of the world.

Mindless Thralls. An angel of decay has no will or mind of its own, all remnants of the personality or spirit it once have being totally blasted by the devouring darkness of the World Born Dead. Yet they are not aimless, for the very will of Atropus guides their every move.

Should an angel of decay ever be broken from Atropus's control, it would wander aimlessly, seeking the brutal destruction of all life it found with crude force. Yet while controlled by their creator, an angel of death is governed by the intellect of a creature far greater than any mortal mind, and they act with a cunning befitting Atropus.

Undead Nature. An angel of decay doesn't require air, food, drink, or sleep.

ANGEL OF DECAY

Large undead, chaotic evil

Armor Class 20 (natural armour)

Hit Points 172 (15d10 + 90)

Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	22 (+6)	16 (+3)	19 (+4)	20 (+5)

Saving Throws Str +9, Dex +9, Con +10, Int +7, Wis +8, Cha +9

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 13

Languages Common, Abyssal

Challenge 14 (11,500 XP)

Rotting Aura. At the end of its turn, each creature within a 15-foot radius of the angel must make a DC 18 Constitution saving throw, taking 17 (5d6) necrotic damage on a failed save, or half as much damage on a success. Each turn that one or more creatures takes damage from this effect, the angel can regain 5 hit points.

Rotting Touch. The angel's attacks deal an additional 8 (1d6 + 5) necrotic damage to any creature which the angel has already hit with an attack during this turn.

Unholy Grace. The AC and saving throws of the angel include its Charisma bonus.

Actions

Multiattack. The angel makes two claws attacks and two wing slam attacks.

Claws. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Wing Slam. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 8 (1d6 + 5) bludgeoning damage.





ASPECTS OF ELDER EVIL

When the great and untouchable becomes very real, when powers beyond the scope of mortal minds choose to appear and do battle, this is when an *Aspect* appears. These creatures are lesser incarnations of beings of great power – gods, demon lords, and even the Great Old Ones.

Although an aspect only controls a mere fraction of the power of its creator, this power is still immense, and it is still an incredible foe for any party of adventurers to face. Few beings have ever seen an aspect of Elder Evil incarnate in their world. None, save those who have made record of these creatures in the *Codex Anathema*, have lived to tell the tale.

Evil Incarnate. An aspect represents an incarnate fraction of the vast and terrible nature of one of the Elder Evils. By these means an Elder Evil is able to traverse the world in order to further its plans in a manner which would be impossible in its true form.

The appearance of an aspect of an Elder Evil is often a latter sign that the end times have come, for so far advanced are this creature's plans that it has deemed fit to appear in the midst to ensure that they reach fulfilment. Each aspect has a nature and purpose dependant on the being that summoned it, but in the case of an Elder Evil, this purpose is rarely good.

Otherworldly Nature. Many of the aspects of Elder Evils interact with the world around them in strange and abnormal ways, as their otherworldly nature collides with our world. Some are capable of twisting the laws of nature, calling down terrible natural disasters by merely enforcing their will. Others merely exhibit strange abilities which are unlike those possessed by ordinary creatures from this realm.

In either case, the very unnatural nature of an aspect of Elder Evil will often cause natural creatures to flee before its very presence. Any animals or other ordinary creatures which are forced to come within even a mile radius of an aspect will often grow fearful and unusually skittish, as its very presence presses upon them.

ASPECT OF ATROPUS

Often found wandering upon the Moonlet which forms Atropus's physical manifestation when he chooses a world to destroy, the aspect of Atropus hides itself away until its prey, whatsoever has come to disturb its plans, is engaged by lesser minions or trapped in some other form of danger, ripe for the picking.

The focus of Atropus's approach, the aspect of Atropus resembles a huge, headless, human-shaped creature with fossilized flesh and hideous, black slime coating its surface. A putrid stench of death and rotting flesh surrounds it, as does a life-sucking aura of pure, unadulterated evil. No living thing can draw near the aspect without its very life force being drained away by the negative energy which surrounds this unholy creature.

Deathly Presence. The hatred for all life which the aspect of Atropus feels can be sensed by any intelligent creature which draws within range of the aspect's telepathic abilities, for even when the aspect is not seeking to communicate with a creature, its hatred for the living overflows in a seething aura of deep, horrid cold.

ASPECT OF ATROPUS

Gargantuan undead, chaotic evil

Armor Class 21 (natural armor)

Hit Points 370 (20d20 + 160)

Speed 50ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	20 (+5)	27 (+8)	16 (+3)	19 (+4)	23 (+6)

Saving Throws Int +10, Wis +11, Cha +13

Skills Perception +11

Damage Resistances fire, necrotic; bludgeoning, piercing, and slashing damage from nonmagical weapons

Damage Immunities cold, poison

Condition Immunities charmed, exhaustion, frightened, petrified, poisoned

Senses truesight 120 ft., blindsight 500 ft., passive Perception 21

Languages all, telepathy 1,000 ft.

Challenge 26 (90,000 XP)

Create Spawn. A Huge or smaller creature slain by the aspect of Atropus is raised as an angel of decay under the aspect's control after 2 (1d4) rounds. Constructs and undead are not affected by this feature.

Divine Scourge (1/Day). As a bonus action, each creature within a 1,000-mile radius that is a celestial, fey, or fiend, or which can cast a spell from the cleric, druid, paladin, or ranger spell list, must make a DC 21 Constitution saving throw. On a failed save, that creature takes 35 (10d6) necrotic damage and has disadvantage on attack rolls, ability checks, and saving throws for 1d4 hours. On a success, the target takes half as much damage, and suffers no disadvantage.

Immutable Form. The aspect is immune to any spell or effect that would alter its form.

Innate Spellcasting. The aspect's innate spellcasting ability is Charisma (spell save DC 21, +13 to hit with spell attacks). The aspect can innately cast the following spells, requiring no material components:

At will: *blight*, *circle of death*, *create undead*
1/day each: *meteor storm*, *power word kill*

Legendary Resistance (3/Day). If the aspect fails a saving throw, it can choose to succeed instead.

Magic Resistance. The aspect has advantage on saving throws against spells and other magical effects.

Necrotic Aura. The aspect emits an evil aura in a 30-foot radius, centered on itself and moving with it. Undead creatures in the aura have advantage on saving throws against any effect that turns undead. When an undead creature enters the aura for the first time on its turn or starts its turn there, it gains 5 temporary hit points. These temporary hit points last for up to 1 hour.

When a creature which is not a construct or undead enters the aura for the first time on its turn or starts its turn there, it immediately takes 5 points of necrotic damage. If a creature is reduced to 0 hit points by this effect, it dies and is raised as a spectre after 2 (1d4) rounds.

Nondetection. The aspect cannot be targeted by any divination magic or perceived through magical scrying sensors.

Actions

Multiaction. The aspect makes two slam attacks.

Slam. Melee Weapon Attack: +16 to hit, reach 15 ft., one target. *Hit:* 27 (4d8 + 9) bludgeoning damage plus 7 (2d6) necrotic damage. The target must then succeed on a DC 21 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken, and the aspect gains temporary hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. The temporary hit points last for up to 1 hour.

Call Meteors (Recharge 6). The aspect of Atropus calls down a torrent of meteors. Each creature within a 100-foot radius centered on and including the aspect must make a DC 21 Dexterity saving throw, taking 35 (10d6) bludgeoning damage and 35 (10d6) fire damage on a failed save, or half as much damage on a success. The entire affected area becomes difficult terrain.

Legendary Actions

The aspect can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The aspect makes a Wisdom (Perception) check.

Slam Attack. The aspect makes a slam attack.

Necrotic Drain (Costs 2 Actions). Each creature within a 30-foot radius of the aspect must make a DC 21 Constitution saving throw, taking 10 (3d6) necrotic damage on a failed save, or half as much damage on a success. The aspect regains hit points equal to the necrotic damage dealt.

As a creature draws nearer the aspect, or the aspect draws nearer to it, this deep hateful aura becomes stronger and colder, burrowing deep into the creature and beginning to sap it of the very will to live. Once a creature enters into the area of the aspect's necrotic aura, the world seems drained of all color, and nothing is left but barren grey.

No living creatures linger long where the aspect of Atropus treads, and should it ever sally forth from its home on the Moonlet, it would leave a blackened field of dead plants and dead creatures in its wake, all crawling with the hideous undeath of Atropus.

Will of the Destroyer. The aspect of Atropus has no personality of its own, a direct extension of the will of the World Born Dead. Its singular drive is the destruction of all life, and it will not rest until every creature near to it has life utterly extinguished.

However, Atropus is no fool. Although it is primal, its intellect surpasses that of almost all mortals. Though it seeks destruction, it will not mindlessly rampage, but will use its powers to greatest effect for the snuffing out of life. This often includes cunning tactics, and rarely will Atropus send forth its aspect unless its prey are already in the clutches of combat with others of its higher order minions, such as the angels of decay.

Focus of Atropus. The aspect of Atropus offers a physical focus for the approach and power of the World Born Dead, and as such whenever Atropus makes his advance against any particular world, destroying the aspect which it calls forth is the only path to saving that world from certain doom.

When the aspect is destroyed, Atropus is unable to channel its power with such direct effectiveness, and the World Born Dead will immediately retreat, to recreate the Aspect and learn from its mistakes.

Undead Nature. The Aspect of Atropus doesn't require air, food, drink, or sleep.

ASPECT OF THE LEVIATHAN

Born of the last waking dreams of the slumbering Leviathan, these physical manifestations of the Leviathan's nature arise from the oceans in which it dwells, striding on to land to fulfill its purpose in unmaking all that the gods made.

Like miniature versions of the Leviathan itself, the aspects of Leviathan are vast, serpentine creatures. Their most striking feature is their sheer size, towering larger than all save the largest of dragons, with vast, razor-sharp teeth and scales hard as mithral armour.

Born of Restless Dreams. The aspect of Leviathan is created by the interplay between the Leviathan's wild dreams and the first stirrings of thought as it awakens. They have a will of their own, independent from that of the Elder Evil that created them, but this will is intimately tied to that of the Leviathan itself.

Being born from dream, an aspect of Leviathan is marked by a distinctly chaotic nature, its thoughts and intentions mirroring the flitting intention of dream, though it holds on still to the one drive to extinguish all that the gods had made.

Enemy of Deities. The Leviathan is a being of chaos, and it loathes the order of nature, including its own being. Above all, it loathes those which gave this order its form, the gods themselves. Though Leviathan has no known plans against the gods, its creations, including the aspects of Leviathan, take great pleasure in tearing down their works.

As such, if an aspect of Leviathan comes across a cleric or paladin in their service of a deity, it will often take special pains to destroy that creature and undo whatever it has done, as a means to spite the gods.

Monster of the Deep. Although an aspect of Leviathan is amphibious, its natural home is the seas and oceans in which the Leviathan slumbers. For this reason, before ever the appearance of an aspect of Leviathan is marked on the land, signs will be felt in the seas. The cities of aquatic elves and sea devils will be ransacked and left empty, fish will be slaughtered in droves, and ships will vanish, never to be heard from again.



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ASPECT OF THE LEVIATHAN

Gargantuan aberration, chaotic evil

Armor Class 20 (natural armor)

Hit Points 462 (25d20 + 200)

Speed 20 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	10 (+0)	26 (+8)	6 (-2)	13 (+1)	7 (-2)

Saving Throws Dex +6, Wis +7, Cha +4

Skills Intimidation +4, Perception +7, Stealth +6

Damage Resistances acid, cold, lightning; bludgeoning, piercing, and slashing damage from nonmagical weapons

Damage Immunities fire

Senses truesight 60 ft., blindsight 500 ft., passive Perception 17

Languages all, telepathy 1,000 ft.

Challenge 26 (90,000 XP)

Amphibious. The aspect can breathe air and water.

Immutable Form. The aspect is immune to any spell or effect that would alter its form.

Legendary Resistance (3/Day). If the aspect fails a saving throw, it can choose to succeed instead.

Magic Resistance. The aspect has advantage on saving throws against spells and other magical effects.

Nondetection. The aspect cannot be targeted by any divination magic or perceived through magical scrying sensors.

True Death. Any creature which dies within a 1,000 mile radius of the aspect cannot be resurrected by normal means or become undead. A creature which has died can under this effect can only be resurrected by a *wish* spell.

Actions

Multiattack. The aspect makes six attacks: one with its bite, four with its slam, and one with its tail slap. It can use its Swallow instead of its bite.

Bite. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 26 (5d6 + 9) piercing damage. If the target is a creature of size Huge or smaller, it is grappled (escape DC 19). Until the grapple ends, the target is restrained, and the aspect can't bite another target.

Slam. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 22 (3d8 + 9) bludgeoning damage.

Tail Slap. *Melee Weapon Attack:* +15 to hit, reach 20 ft., one target. *Hit:* 19 (3d6 + 9) bludgeoning damage. If the target is a creature, it must succeed on a DC 19 Strength saving throw or be knocked prone.

Chaotic Surge (1/Day). The aspect releases a burst of chaotic energy. Each creature within a 60-foot radius of the aspect must succeed on a DC 19 Constitution saving throw or suffer a random chaos effect. Determine the effect by rolling a d100 and consulting the table below:

CHAOS EFFECT TABLE

d100 Effect

01–	Incapacitated until the end of the creature's next turn
05	
06–	Blinded (50%) or deafened (50%) for 1d4 rounds
10	
11–	Blinded and deafened for 1d4 rounds
20	
21–	Charmed until end of the creature's next turn
30	
31–	Stunned for 1d4 rounds
45	
46–	Confused as according to the <i>confusion</i> spell for 60 1d4 rounds.
61–	Has disadvantage on ability checks with a 75 random ability for 1 minute
76–	Has disadvantage on saving throws with a 90 random ability for 1d4 rounds
91–	Frightened for 1d4 rounds
95	
96–	Paralyzed for 1d4 rounds
99	
100	Dead

Swallow. The aspect makes one bite attack against a Huge or smaller creature that it is grappling. If the attack hits, the target takes the bite's damage, the target is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the aspect, and it takes 21 (6d6) acid damage at the start of each of the aspect's turns.

If the aspect takes 40 damage or more on a single turn from a creature inside it, the aspect must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the aspect. If the aspect dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 30 feet of movement, exiting prone.

Legendary Actions

The aspect can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The aspect regains spent legendary actions at the start of its turn.

Detect. The aspect makes a Wisdom (Perception) check.

Attack. The aspect makes a slam or tail slap attack.

Chomp (Costs 2 Actions). The aspect makes one bite attack or uses its Swallow.

ASPECT OF SERTROUS

Created by yuan-ti rituals and the will of the spirit of Sertrous, the aspect of Sertrous is born as a monstrous body fit for its created, a vehicle in which that spirit may once more enforce its evil designs upon the world.

The aspect of Sertrous is an immense nightmare of slimy coils and shining scales, called serpentine only because this is the closest analogy the fragile mortal mind can assign to such a writhing bulk, the very sight of which fills the mind with a terror of all snakelike things.

The serpentine body of this creature is a sickly green with a pale yellow belly, red stripes running down its body like rivers of blood. Two arms bearing taloned claws stretch from its body. Its head is that of a deformed snake with dead black eyes, jaw split into a five-jawed maw that resembles the bloom of a monstrous flower.

Anathema of Divinity. Sertrous taught his followers to harness divine power without kowtowing to the gods, and still those who live their lives in obedience of the gods are his sworn and mortal enemies.

Because of this, the aspect of Sertrous is specially created to do battle with divine followers, and any cleric or paladin which crosses paths with it and still holds true to their deity is deemed a first priority for destruction and consumption, a prized prey.

Cold Blood. The aspect of Sertrous makes no distinction between friend and foe, willfully killing all that stand between it and its prey. It is not irrational, and will continue to protect those involved in the ritual to resurrect Sertrous's full being, but nevertheless, it sheds no tear over the loss of lesser minions and allies.

Monstrous Mind. The spirit of Sertrous in part dwells within its aspect, but not in full. As such, the aspect is left with a half-semblance of free will, directed by Sertrous's desires but able to fulfill those in whatever methods it deems fitting, till Sertrous fully returns. As such, the aspect of Sertrous is more bestial and vicious, and less of a skilled tactician, than Sertrous itself.

Poisonous Presence. As Sertrous's influence grows, the place in which his aspect grows is transformed, becoming more like the 380th layer of the Abyss where he once dwelt. The land about is transformed into a realm of fens and black, bottomless lakes, increasingly infested by snakes and serpents of every kind.

Once the resurrection ritual is sufficiently advanced for an aspect of Sertrous to appear, the area in which the ritual was performed is treacherous and poisonous. No source of pure water exists, everything being infected with deadly venom, and black poisonous fumes float in the breeze.



ASPECT OF SERTROUS

Gargantuan monstrosity, chaotic evil

Armor Class 21 (natural armor)

Hit Points 402 (23d20 + 161)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	16 (+3)	25 (+7)	20 (+5)	20 (+5)	22 (+6)

Saving Throws Dex +10, Con +12, Wis +12, Cha +13

Skills Intimidate +13, Perception +12, Stealth +10

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing damage from nonmagical weapons

Damage Immunities acid, poison

Condition Immunities poisoned

Senses truesight 120 ft., blindsight 500 ft., passive Perception 22

Languages all, telepathy 1,000 ft.

Challenge 26 (90,000 XP)

Double Grappler. If the aspect hits a creature of size Huge or smaller with a bite or tail attack, it is grappled (escape DC 19). Until the grapple ends, the target is restrained, and the aspect can't use the bite or tail it is grappling with on another target. The aspect can grapple a creature with each of its bite and its tail.

Form of Madness. When a creature starts its turn within 60 feet of the aspect, it must make a DC 23 Wisdom saving throw. On a failed save, that creature becomes inflicted with a magical terror of snakes and serpentine creatures (including hydras, yuan-ti, and the aspect of Sertrous). When it is within sight of a serpentine creature, the creature is frightened. In addition, in the first round of combat against a serpentine creature, the affected creature must succeed on a DC 20 Wisdom saving throw or become paralyzed until the end of its next turn.

A *heal* or *greater restoration* spell can cure a creature of this terror. A creature that succeeds its save against this feature is immune to the aspect's Form of Madness for the next 24 hours. Yuan-ti automatically succeed their saving throw against this feature.

Immutable Form. The aspect is immune to any spell or effect that would alter its form.

Innate Spellcasting. The aspect's innate spellcasting ability is Charisma (spell save DC 21, +13 to hit with spell attacks). The aspect can innately cast the following spells, requiring no material components:

At will: *astral projection*, *detect evil and good*, *dispel magic*, *hallow*, *telekinesis*, *teleport*

Legendary Resistance (3/Day). If the aspect fails a saving throw, it can choose to succeed instead.

Magic Resistance. The aspect has advantage on saving throws against spells and other magical effects.

Nondetection. The aspect cannot be targeted by any divination magic or perceived through magical scrying sensors.

Poisoner's Breath. The aspect's foul breath fills a 100-foot-radius sphere centered on the aspect and moving with it. Any creature which breathes air and starts its turn in the foul breath must make a DC 23

Constitution saving throw or become poisoned until the start of its next turn. A creature in the area of the foul breath loses any immunity to poison it has as long as it is in the area of the breath and for 1 minute after leaving its area.

Actions

Multiattack. The aspect can use its Poisoned Whisper. It then makes four attacks: one with its bite, two with its claws, and one with its tail. It can use its Souldrink instead of its bite. It can use its Constrict instead of its tail.

Bite. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 31 (6d6 + 10) piercing damage and the target must succeed on a DC 20 Constitution saving throw. A creature takes 14 (4d6) poison damage on a failed save, or half as much damage on a success.

Claws. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 17 (2d6 + 10) slashing damage.

Tail. *Melee Weapon Attack:* +17 to hit, reach 20 ft., one target. *Hit:* 24 (4d6 + 10) bludgeoning damage.

Constrict. One creature which the aspect is grappling with its tail must make a DC 20 Constitution saving throw, taking 35 (10d6) bludgeoning damage on a failed save, or half as much on a success.

Souldrink. The aspect chooses one creature that it is grappling with its bite. It must make a DC 20 Charisma saving throw. On a failure, roll 3d6: If the total equals or exceeds the target's Charisma score, that score is reduced to 0. The creature is then dominated by the aspect as by the *dominate monster* spell until it regains at least one point of Charisma.

Poisoned Whisper (Recharge 5-6). The aspect targets one creature it can see within 240 feet of it. The target must succeed on a DC 20 Wisdom saving throw or obey a command of the aspect as with the *suggestion* spell. After 1 minute, the target must succeed on a DC 20 Wisdom saving throw or become affected by a *modify memory* spell that erases all memory of whatever suggested action the creature might have done. If the victim is unable to complete the suggestion before the *modify memory* occurs, he must still carry out the suggestion, but he believes it is his own idea.

Legendary Actions

The aspect can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The aspect regains spent legendary actions at the start of its turn.

Claws. The aspect makes a claw attack.

Constrict (Costs 2 Actions). The aspect makes one tail attack or uses its Constrict.

Devour (Costs 2 Actions). The aspect makes one bite attack or uses its Souldrink.

BEHOLDERKIN

Most beholders are solitary creatures which despise all others of their kind as an abomination and insult to their own majesty. However, very rarely, beholders may gather in terrible, hive-like cities under the domination of a particularly tyrannical kind of beholder known as a hive mother.

Many of the beholders that exist within these hive-cities are not of the common variety, but specially bred beholders which fulfil certain specialised purposes but which, above all, recognise the ultimate sovereignty of the hive mother. These include beholderkin such as Spectators (described in *Volo's Guide to Monsters*), as well as the various beholderkin described here.

DIRECTOR

A director is a lesser beholder that comes into being when a hive mother or elder orb desires devoted warriors to protect the hive-city from alien intrusion. Three cruelly barbed tentacles trail below the chitinous body of a director, tentacles which it uses to control its "steed".

Master of Rats and Spiders. Directors are spawned to serve as the cavalry units for beholder cities, strike forces against any other creatures which may begin to encroach upon their domain. This purpose is embodied in a director's ability to form a special bond with certain forms of vermin, which they can then command.

A director's vermin mount is controlled absolutely by the dominating power of the director's tentacles. A director may use its vermin mount for transport purposes, but far more likely the mount will be used as an extra weapon in combat.

Obedient Tyrant. Directors are specially dreamed by their creator to be subservient, to recognise the ultimate authority of the hive mother. They will willingly serve such a beholder, and are far less xenophobic to other beholderkin than a true beholder.

However, a director maintains a beholder's tyrannical nature, and it considers all creatures in the likeness of a beholder to be vastly superior to every other form of life. As such, a director is still a merciless tyrant over all creatures that are not beholderkin.

Strike Units. The director fulfills the cavalry role in the army of a beholder city, and for this reason, they are often involved in small-scale skirmishes with creatures which are seen as invading the territory of the hive.

DIRECTOR

Large aberration, lawful evil

Armor Class 17 (natural armor)
Hit Points 85 (10d10 + 30)
Speed 5 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	16 (+3)	15 (+2)	12 (+1)	19 (+4)

Saving Throws Dex +5, Int +5, Wis +4
Skills Animal Handling +4, Perception +4
Condition Immunities prone
Senses darkvision 60 ft., passive Perception 14
Languages Deep Speech, Undercommon
Challenge 8 (3,900 XP)

Deflection. The director and its bonded vermin mount (if any) each gain a bonus to AC and Dexterity saving throws equal to the director's Charisma bonus (included in the director's AC and Saving Throws).

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d8) piercing damage.

Tentacles. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 3 (1d6) slashing damage.

Eye Rays. The director shoots two of the following magical eye rays at random (reroll duplicates), choosing one or two targets it can see within 120 feet of it.

1. **Burning Ray.** The target must make a DC 15 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.

2. **Enervation Ray.** The target must make a DC 15 Constitution saving throw, taking 27 (6d8) necrotic damage on a failed save, or half as much damage on a success.

3. **Force Ray.** The target must make a DC 15 Dexterity saving throw, taking 21 (6d6) force damage on a failed save, or half as much damage on a success.

4. **Freezing Ray.** The target must make a DC 15 Dexterity saving throw, taking 21 (6d6) cold damage on a failed save, or half as much damage on a success.

5. **Minor Image.** The director creates a singular illusionary duplicate of itself at a point within 120 feet of it, as according to the *mirror image* spell.

6. **Slow Ray.** The target must succeed on a DC 15 Wisdom saving throw. On a failed save, the target's speed is halved for 1 minute. In addition, the creature can't take reactions, and it can take either an action or a bonus action on its turn, not both. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Verminbond. The director targets a beast creature within 10 feet of it. If the creature is a type of rat, spider, or some form of insect, that creature must make a DC 15 Charisma saving throw. On a failed save, that creature is dominated, as in the *dominate monster* spell, except that it does not repeat its saving throw when it takes damage. The creature is dominated as long as the director is within 10 feet of it.

A creature dominated by this effect gains the benefit of the director's Deflection feature. Whenever the director or a creature dominated by this effect takes damage, the other takes half of that damage (rounded up). The director can only dominate one creature with this feature at a time.



HIVE MOTHER

An extraordinarily rare creature, the hive mother is a kind of beholder found only in the largest beholder communities. Called "ultimate tyrants", hive mothers rule over other beholders with tyranny and cruelty, and are often mistakenly worshipped as deities by neighboring creatures of other races.

Genius Mind. Even as much as a beholder's intellect is far beyond those of mortal minds, so too the mind of a hive mother is beyond those of ordinary beholders. It is by virtue of these incredible intellect that a hive mother is able to see that, even if her true desire is to stand alone as the true epitome of life, controlling and manipulating other beholderkin will grant her even greater power.

This intelligence also makes the hive mother an incredibly dangerous enemy, because it has all the cunning of an ordinary beholder, but rarely suffers the same flaws. Where a beholder may assume it is invulnerable, the hive mother recognizes her own mortality, and will seek to always have one or two of her kindred to protect her should she be forced to do battle.

Lord of Tyrants. A hive mother commands the beholders under its control with an iron fist. By a sheer force of will, the hive mother uses a greater tyranny to overcome the xenophobia of her citizens in order to force the cooperation that allows the hive-city to become greater than its parts.

Because a hive mother intimately knows the ambition of beholderkind, being itself the epitome of that trait, it will crush any dissent among the ranks of the hive-city with ferocious and instant destruction.

Tactical Creations. Knowing the power of her own dreams to create more beholderkin for her hive, the hive mother intentionally shapes her dreams to create spawn which will be beneficial to the hive-city.

If other races are encroaching too closely upon the city, the hive mother may spawn new directors and spectators to defend it. If some particular new environment presents itself, such as needing to access the depths of a lake, the hive mother will create a beholder adapted to that environment.

A HIVE MOTHER'S LAIR

A hive mother's central lair is typically a large and deeply-cut cavern at the very heart of the hive-city over which it presides. A hive mother encountered in its lair has a challenge rating of 18 (20,000 XP).

LAIR ACTIONS

When fighting inside its lair, a hive mother can invoke the ambient magic to take lair actions. On initiative count 20 (losing initiative ties), the hive mother can take one lair action to cause one of the following effects:

- A 50-foot cube within 120 feet of the hive mother is filled with a grasping psychic mist. To creatures other than the hive mothers and her beholders, that area is lightly obscured and difficult terrain until initiative count 20 on the next round. In addition, any creature which starts its turn in that area or enters that area for the first time on its turn, it must make a DC 20 Wisdom saving throw, taking 14 (4d6) psychic damage on a failed save, or half as much damage on a success.
- Walls within 240 feet of the hive mother sprout grasping appendages until initiative count 20 on the round after next. Each creature of the hive mother's choice that starts its turn within 15 feet of such a wall must succeed on a DC 20 Dexterity saving throw or be grappled. Escaping requires a successful DC 20 Strength (Athletics) or Dexterity (Acrobatics) check.
- An eye opens on a solid surface within 60 feet of the hive mother. One random eye ray of the hive mother shoots from that eye at a target of the hive mother's choice that it can see. The eye then closes and disappears.

The hive mother can't repeat an effect until they have all been used, and it can't use the same effect two rounds in a row.

REGIONAL EFFECTS

A region containing a hive mother's lair is warped by the creature's unnatural presence, which creates one or more of the following effects:

- Creatures within 5 miles of the hive mother's lair sometimes feel as if they're being watched when they aren't.
- When a creature hostile to the hive mother finishes a long rest within 5 miles of the hive mother's lair, and the hive mother is aware of its existence, roll a d20 for that creature. On a roll of 5 or lower, a director (50%) or 1d4 spectators (50%) appear next to the creature and immediately attack it.

If the hive mother dies, these effects fade over the course of 1d10 days.

HIVE MOTHER

Huge aberration, lawful evil

Armor Class 20 (natural armor)

Hit Points 225 (18d12 + 108)

Speed 0 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
24 (+7)	14 (+2)	22 (+6)	21 (+5)	17 (+3)	25 (+7)

Saving Throws Dex +7, Int +10, Wis +8

Skills Intimidation +13, Perception +8, Stealth +7

Condition Immunities prone

Senses darkvision 120 ft., passive Perception 18

Languages Deep Speech, Undercommon

Challenge 17 (18,000 XP)

Antimagic Cone. The hive mother's central eye creates an area of antimagic, as in the *antimagic field* spell, in a 240-foot cone. At the start of each of its turns, the beholder decides which way the cone faces and whether the cone is active. The area works against the beholder's own eye rays.

Actions

Bite. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 21 (4d6 + 7) piercing damage. If the target is a creature, it is grappled (escape DC 17). Until the grapple ends, the target is restrained, and the hive mother can't bite another target.

Command Beholder. The hive mother casts the *dominate monster* spell (9th level, save DC 20) against a beholder or beholderkin. A hive mother is immune.

Eye Rays. The hive mother shoots three of the following magical eye rays at random (reroll duplicates), choosing one to three targets it can see within 120 feet of it:

1. **Charm Ray.** The targetted creature must succeed on a DC 20 Wisdom saving throw or be charmed by the hive mother for 1 hour, or until the hive mother harms the creature.

2. **Paralyzing Ray.** The target must succeed on a DC 20 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

3. **Fear Ray.** The target must succeed on a DC 20 Wisdom saving throw or be frightened for 1 minute. The target can repeat the save at the end of each of its turns, ending the effect on itself on a success.

4. **Slowing Ray.** The target must succeed on a DC 20 Dexterity saving throw. On a failed save, the target's speed is halved for 1 minute. In addition, the creature can't take reactions, and it can take either an action or a bonus action on its turn, not both. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

5. **Enervation Ray.** The target must make a DC 20 Constitution saving throw, taking 45 (10d8) necrotic damage on a failed save, or half as much damage on a success.

6. **Telekinetic Ray.** If the target is a creature, it must succeed on a DC 20 Strength saving throw or the hive mother moves it up to 30 feet in any direction. It is restrained by the ray's telekinetic grip until the start of the hive mother's next turn or until the hive mother is incapacitated.

If the target is an object weighing 300 pounds or less that isn't being worn or carried, it is moved up to 30 feet in any direction. The hive mother can also exert fine control on objects with this ray, such as manipulating a simple tool or opening a door or a container.

7. **Sleep Ray.** The targeted creature must succeed on a DC 20 Wisdom saving throw or fall asleep and remain unconscious for 1 minute. The target awakens if it takes damage or another creature takes an action to wake it. The ray has no effect on constructs and undead.

8. **Petrification Ray.** The targeted creature must make a DC 20 Dexterity saving throw. On a failed save, the creature begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the *greater restoration* spell or other magic.

9. **Disintegration Ray.** If the target is a creature, it must succeed on a DC 20 Dexterity saving throw or take 54 (12d8) force damage. If this damage reduces the creature to 0 hit points, its body becomes a pile of fine gray dust.

If the target is a Large or smaller nonmagical object or creation of magical force, it is disintegrated without a saving throw. If the target is a Huge or larger object or creation of magical force, this ray disintegrates a 10-foot cube of it.

10. **Death Ray.** The targeted creature must succeed on a DC 20 Dexterity saving throw. The target dies on a failed save, or takes 55 (10d10) necrotic damage on a success. The target dies if this damage reduces it to 0 hit points.

Swallow. The hive mother makes one bite attack against a Medium or smaller creature it is grappling. If the attack hits, the target takes the bite's damage, the target is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the hive mother, and it takes 18 (4d8) acid damage at the start of each of the hive mother's turns.

If the hive mother takes 15 or more damage on a single turn from a creature inside it, the hive mother must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of it. If the hive mother dies, a swallowed creature is no longer restrained by it and can escape from the corpse.

Legendary Actions

The hive mother can take 3 legendary actions, using the Eye Ray option below. It can take only one legendary action at a time and only at the end of another creature's turn. The beholder regains spent legendary actions at the start of its turn.

Eye Ray. The hive mother uses one random eye ray.

OVERSEER

A creation of the hive mothers, an overseer serves a hive mother as a subordinate in a similar manner to the way that humanoid rulers employ others as generals and governors. Holding mastery over the lesser members of its hive-city but serving the hive mother, an overseer exhibits a strict tension of the tyrannical nature of beholderkin.

An overseer does not have the usually spheroid body of a beholder, but rather resembles a great mound or tree made of flesh, with three mouths around the trunk, a myriad of eye-stalks for branches, and thirteen sprawling tentacles for roots.

Master of Multitudes. An overseer was spawned to govern the subtle movements of the many beholders and beholderkin in a hive-city, that a hive mother need only command her overseers. For this reason, an overseer is specially able to command a myriad of different creatures, keeping up to 10 beholders under its telepathic control at a time.

An overseer is never properly comfortable unless it has a vast array of minions to attend to its every need, real or imagined.

Obedient Tyrant. Although it still has all the vanity of a beholder, an overseer is spawned to be utterly subservient to its hive mother, never rejecting or opposing her authority even when not under her direct control.

Because of this conditioning of its ambitions, an overseer expresses its natural ambition and xenophobia in enforcing its will upon its subordinates with an iron fist, and in destroying any creatures other than beholderkin that stumble upon its abode.

Social Nature. In order to be made fitting for its role in a hive-city, a hive mother creates an overseer with an abnormally social nature for beholderkin. Although still seeing its own kind as the epitome of existence, an overseer struggles to exist in complete isolation.

As such, the rare overseer which has become separated from a beholder community will always seek out societies of other creatures that it might infiltrate and dominate them behind the scenes.

AN OVERSEER'S LAIR

An overseer does not normally have a separate lair if it exists within a beholder community. However, when an overseer is separated from its beholder community, it may form its own lair among whatever society it has determined to infiltrate.

An overseer's lair is typically a deep cavern under the city or town it has infiltrated. An overseer encountered in its lair has a challenge rating of 15 (13,000 XP).

LAIR ACTIONS

When fighting in its lair, an overseer can invoke the ambient magic to take lair actions. On initiative count 20 (losing initiative ties), the overseer can take one lair action to cause one of the following effects:

- A 50-foot square area of ground within 120 feet of the overseer is covered in an acidic tar. The area is difficult terrain until initiative count 20 on the next round. A creature other than the overseer which ends its turn in contact with the tar must succeed on a DC 15 Constitution saving throw or take 6 (1d12) acid damage.

- Walls within 120 feet of the overseer emit grasping tendrils of black mist until initiative count 20 on the round after next. Each creature of the overseer's choice that starts its turn within 10 feet of such a wall must succeed on a DC 15 Intelligence saving throw or be stunned until the end of the creature's next turn.
- An eye opens on a solid surface within 60 feet of the overseer. One random eye ray of the overseer shoots from that eye at a target of the overseer's choice that it can see. The eye then closes and disappears.

The overseer can't repeat an effect until they have all been used, and it can't use the same effect two rounds in a row.

REGIONAL EFFECTS

A region containing an overseer's lair is warped by the creature's unnatural presence, which creates one or more of the following effects:

- Creatures within 1 mile of the overseer's lair sometimes feel as if they're being watched when they aren't.
- When a creature hostile to the overseer and aware of its existence finish a long rest within 1 mile of the overseer's lair, roll a d20 for that creature. On a roll of 10 or lower, that creature is subjected to the *domination ray* of the overseer.

If the overseer dies, these effects fade over the course of 1d10 days.



OVERSEER

Large aberration, lawful evil

Armor Class 17

Hit Points 136 (13d10 + 78)

Speed 5 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	13 (+1)	22 (+6)	20 (+5)	18 (+4)	22 (+6)

Saving Throws Dex +6

Skills Arcana +10, Perception +9, Survival +9

Condition Immunities prone

Senses darkvision 120 ft., passive Perception 19

Languages Deep Speech, Undercommon

Challenge 14 (11,500 XP)

Fungus Hide. The overseer's AC includes its Constitution modifier.

Actions

Multiattack. The overseer makes three bite attacks and one constrict attack.

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) piercing damage.

Constrict. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one creature. *Hit:* 16 (3d6 + 6) bludgeoning damage, and the target is grappled (escape DC 16). Until this grapple ends, the creature is restrained, and the overseer can't constrict another target.

Command Beholder. The overseer casts the *dominate monster* spell (8th level, save DC 19) against a beholder or beholderkin. A hive mother or overseer is immune. The overseer can concentrate on up to 10 uses of this feature simultaneously.

Eye Rays. The overseer shoots two of the following magical eye rays at random (reroll duplicates), choosing one or two targets it can see within 120 feet of it:

1. **Chain Lightning Ray.** The targeted creature and up to 3 other targets, each of which must be within 30 feet of the targeted creature, must make a DC 19 Dexterity saving throw. A target takes 45 (10d8) lightning damage on a failed save, or half as much on a successful one.

2. **Despair Ray.** The target must succeed on a DC 19 Wisdom saving throw or be afflicted with despair. A despairing creature has disadvantage on attack rolls, ability checks, and saving throws. The creature can repeat its saving throw at the end of each of its turns, ending this effect on a success.

3. **Domination Ray.** The targeted humanoid creature must succeed on a DC 19 Wisdom saving throw or be dominated by the overseer, as according to the *dominate person* spell. This domination lasts for 1 minute, or until the creature succeeds on its saving throw as detailed in the spell.

4. **Dispelling Ray.** Any spell of 5th level or lower on the target ends.

For each spell of 6th level or higher on the target, the overseer must make a Charisma check (DC equal to 10 + the spell's level). On a successful check, the spell ends.

5. **Holding Ray.** The targeted creature must make a DC 19 Wisdom saving throw or be paralyzed for 1 minute. Undead are immune to this effect. At the end of each of its turns, the paralyzed target can repeat its saving throw, ending this effect on a success.

6. **Polar Ray.** The target must make a DC 19 Dexterity saving throw, taking 49 (14d6) cold damage on a failed save, or half as much damage on a success.

7. **Stunning Ray.** The targeted creature must succeed on a DC 19 Constitution saving throw or be stunned until the end of its next turn.

8. **Suggestion Ray.** The target must succeed on a DC 19 Wisdom saving throw or suffer the effects of the *suggestion* spell, lasting for 8 hours or until the effect ends due to a special condition specified in the spell.

9. **Telekinetic Ray.** If the target is a creature, it must succeed on a DC 20 Strength saving throw or the hive mother moves it up to 30 feet in any direction. It is restrained by the ray's telekinetic grip until the start of the hive mother's next turn or until the hive mother is incapacitated.

If the target is an object weighing 300 pounds or less that isn't being worn or carried, it is moved up to 30 feet in any direction. The hive mother can also exert fine control on objects with this ray, such as manipulating a simple tool or opening a door or a container.

10. **Stasis Ray.** The targeted creature must succeed on a DC 19 Wisdom saving throw or enter a state of suspended animation. Time ceases to flow for the creature, it does not grow older, and no force or effect can harm it. The state persists until it is removed by magic (such as the *dispel magic* spell, for which it is considered a spell of 8th level).

Legendary Actions

The overseer can take 3 legendary actions, using the Eye Ray option below. It can take only one legendary action at a time and only at the end of another creature's turn. The beholder regains spent legendary actions at the start of its turn.

Eye Ray. The hive mother uses one random eye ray.

Reactions

Reactive Eye Ray. When the overseer sees a creature within 120 feet of it cast a spell, it can use a reaction to shoot one of the following magical eye rays at random (reroll duplicates), choosing the caster as a target:

1. **Spell Immunity.** The targeted creature must succeed on a DC 19 saving throw using its spellcasting ability. On a failure, the overseer is immune to all effects of the spell cast. If the spell targets multiple creatures, other creatures are affected normally.

2. **Spell Turning.** The targeted creature must succeed on a DC 19 saving throw using its spellcasting ability. On a failure, the spell targets or is centered on the caster. On a success, the spell dissipates harmlessly.

GRELL

Although devoted to little more than eating, grell society does acknowledge leadership in the form of a grell philosopher, described here.

GRELL PHILOSOPHER

An exceptionally intelligent and ruthless member of its species, a grell philosopher is a malicious and dominating creature, tolerating no threat to the colony of grell over which it presides.

In physical form, a grell philosopher resembles other grell, but larger and bulkier, with ridges of spines running over their brain shaped body. They often wear a plethora of jewelry, some of which may be magical, their status evident in the gold rings upon every tentacle.

Crafters and Wizards. Grell philosophers form the magical backbone of grell society. As well as providing immediate spellcasting, grell philosophers craft a range of alien devices and magic items for the use of the colony.

The most common of these is the *lightning lance*, which is included in the philosopher stat block and given as a magic item in the sidebar below.

Rule of Debate. Usually, any one grell colony will be presided over by a moderately sized group of grell philosophers, who determine the course of the colony through consensus and debate.

Very rarely do the philosophers resort to violence in imposing their rule. The grell trust their leaders' judgement, and it is only when disputes arise between the philosophers which discussion cannot resolve that one side or the other will use force of arms to settle the issue.

Patriarchs. The most powerful of grell philosophers are known as patriarchs. These are the leaders and chairmen of the discussions of the philosophers that lead a colony, and in some extreme causes may even lead as the lone ruler of the colony.

A grell patriarch is a 9th-level wizard, with 18 hit die. For guidelines on adjusting the statistics provided here for a patriarch, consult the *Dungeon Master's Guide*.

LIGHTNING LANCE

Wondrous item, rare (requires attunement)

This silver tubelike device is about 3 feet in length. It has 5 charges, and regains 1d4 + 1 charges daily at dawn.

As an action, you can expend one charge of the lance and make a ranged spell attack against a creature which you can see within 60 feet of you (attack bonus equal to your Intelligence modifier + your proficiency bonus). On a hit, that creature takes 5d6 lightning damage.

If a creature which is not a grell attempts to attune to the lightning lance, it must make a DC 20 Intelligence (Arcana) check. On a failed check, the attunement is unsuccessful, and that creature cannot attempt to attune to the lance again for 1d4 days.

GRELL PHILOSOPHER

Medium aberration, neutral evil

Armor Class 12 (15 with *mage armor*)

Hit Points 71 (13d8 + 13)

Speed 10 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	13 (+1)	19 (+4)	11 (+0)	9 (-1)

Skills Arcana +7, Perception +6, Stealth +8

Damage Immunities lightning

Condition Immunities blinded, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 13

Languages Grell, Common, Dragonic, Undercommon

Challenge 4 (1,100 XP)

Spellcasting. The grell philosopher is a 4th-level spellcaster. It spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The philosopher has the following wizard spells prepared:

Cantrips (at will): *chill touch, dancing lights, mage hand, minor illusion*

1st level (4 slots): *charm person, fog cloud, mage armor, magic missile, ray of sickness*

2nd Level (3 slots): *hold person, invisibility, ray of enfeeblement*

Actions

Multiattack. The grell makes three attacks: two with its tentacles and one with its beak. It can use its Lightning Lance instead of one of its tentacle attacks.

Tentacles. Melee Weapon Attack: +6 to hit, reach 10 ft., one creature. **Hit:** 14 (2d10 + 3) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. The poisoned target is paralyzed, and it can repeat the saving throw at the end of each of its turns, ending the effect on a success.

The target is also grappled (escape DC 16). If the target is a Medium or smaller creature, it is also restrained until the grapple ends. While grappling the target, the grell has advantage on attack rolls against it and can't use this attack against other targets. When the grell moves, any Medium or smaller target it is grappling moves with it.

Beak. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. **Hit:** 13 (4d4 + 3) piercing damage.

Lightning Lance (5/Day). Ranged Spell Attack: +7 to hit, range 60 ft., one target. **Hit:** 17 (5d6) lightning damage.



ILLITHIDAE

Originating from the same alien and hostile world whence the mind flayers came, the illithidae are to mind flayers as wolves, bears, and apes are to humanoids, lesser beasts with some shared kindred. Illithidae inhabit the underground areas where illithid lairs and cities can be found, though it is unknown whether they are merely attracted by the psychic energies of these places or whether they are intentionally domesticated by mind flayers.

Illithidae come in as many different sizes and natures as the animals familiar to humanoid species on the Prime Material world, if not more so. The following section covers only a handful of the most common species of illithidae, those most likely to be encountered by adventurers.

Alien Animalia. Illithidae act under an animalian mind, but one that was forged on an utterly alien world. As such, in most cases they will act as any animal from the Prime Material world. However, at times they will also exhibit abnormal behaviour patterns due to their alien heritage.

Lesser Psionics. All illithidae have access to psionic abilities of a lesser degree than full illithids. They are frequently surrounded by a strange mental buzzing or chirping, a kind of animalian telepathy, differing from full telepathy akin to how dog barks and birdsong differ from humanoid language.

If you are using expanded rules for psionics (such as those discussed in *Unearthed Arcana*), you can substitute the illithidae Innate Spellcasting (Psionics) feature for an appropriate psionics feature in the system of your choice.

EMBRAC

The hulking body of an embrac resembles a large sack, slimy skin blotched with black, gray, white, and a dull red. It has stout limbs appended in sharp claws, a saw-edged beak in its large, lumpy head.

EMBRAC

Large aberration, unaligned

Armor Class 15 (natural armor)
Hit Points 75 (10d10 + 20)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	15 (+2)	4 (-3)	13 (+1)	9 (-1)

Saving Throws Dex +2, Wis +5, Cha +2

Skills Perception +7, Stealth +5

Senses darkvision 60 ft., passive Perception 17

Languages Understands Undercommon but can't speak

Challenge 7 (2,900 XP)

Grasping Tentacles. The embrac has eight tentacles. Each tentacle can be attacked (AC 15; 10 hit points; immunity to poison and psychic damage). Destroying a tentacle deals 5 points of damage to the embrac, which regrows severed tentacles after 15 (1d10 + 10) days.

Innate Spellcasting (Psionics). The embrac's innate spellcasting ability is Charisma (spell save DC 10). It can innately cast the following spells, requiring no components:

3/day each: *bane*, *sleep* (3rd level), *thunderwave*
 1/day each: *blur*

Stone Camouflage. The embrac has advantage on Dexterity (Stealth) checks made to hide in rocky terrain and underground.

Actions

Multiattack. The embrac makes four tentacle attacks and one bite attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Tentacle. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 9 (2d4 + 4) bludgeoning damage, and the target is grappled (escape DC 15). Until the grapple ends, the embrac cannot use the same tentacle to attack another target. The target must also succeed on a DC 15 Constitution saving throw. A creature takes 6 (1d12) poison damage and is poisoned for 1 minute on a failed save, or it takes half as much damage and is not poisoned on a success. The poisoned creature can repeat its saving throw at the end of each of its turns, ending this effect on a success.

KIGRID

Medium aberration, unaligned

Armor Class 20 (natural armor)

Hit Points 65 (10d8 + 20)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	14 (+2)	7 (-2)	12 (+1)	11 (+0)

Saving Throws Dex +4, Wis +4, Cha +3

Skills Acrobatics +4, Athletics +7, Perception +4, Stealth +4, Survival +4

Senses darkvision 60 ft., passive Perception 14

Languages Understands all languages, telepathy 120 ft.; Undercommon

Challenge 5 (1,800 XP)

Innate Spellcasting (Psionics). The embrac's innate spellcasting ability is Charisma (spell save DC 11). It can innately cast the following spells, requiring no components:

3/day each: *blink*, *detect thoughts*, *tasha's hideous laughter*

Pack Tactics. The kigrig has advantage on attack rolls against a creature if at least one of the kigrig's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Multiattack. The kigrig makes one bite attack and two claw attacks. If it starts its turn grappling a creature, the kigrig can make two rake attacks instead of its two claw attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 8 (1d8 + 4) piercing damage, and the target is grappled (escape DC 15). Until the grapple ends, the kigrig cannot use its bite to target another creature.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Rake. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature that the kigrig is grappling. *Hit:* 7 (1d6 + 4) slashing damage, and the target must make a DC 15 Constitution saving throw. The creature takes 6 (1d12) poison damage and is poisoned for 1 minute on a failure, or it takes half as much damage and is not poisoned on a success. The creature can repeat its saving throw at the end of each of its turns, ending this effect on a success.

From its back sprouts eight long, thick tentacles, each of which is coated in numerous suckers and bony hooks on its underside, and tapers down to three fingerlike appendages at the end.

Ambush Predator. An embrac prefers to capture its prey unawares, and despite its vast size, its mottled skin allows it to lie camouflaged in the shadows of the underground. It will lash out from hiding at whatever prey happens by, disabling the prey with its poison before dragging it off to a prepared bolthole to enjoy its meal.

Because of their preponderance for stealth, an embrac tends to avoid large outright confrontations. If heavily outnumbered or outmatched, it will attempt to avoid battle, and if forced into combat it may attempt to flee back to its prepared bolthole.

Hunting Guards. Frequently, when one or more embracs move in around an illithid lair, the mind flayers will allow it to continue to hunt the surrounding area, acting as a guard for the illithid city by devouring any lesser creatures which may have otherwise disturbed the lair.

It is unknown for certain whether embrac have been totally tamed by the mind flayers. They have been known to wander among a mind flayer colony accompanied by a trainer, but in such cases they are often heavily controlled by the psionic powers of their master, left with almost no free will of their own.

KIGRID

In build and form reminiscent of tigers, lions, and other big cats of the Prime Material plane, a kigrig is a stocky quadruped with a short tail, muscular legs, and a flat, broad head. Its fur is stone-gray in color, its eyes a dull red, and its snout and jaws are elongated and lined with small, sharp teeth.

Typically roving the underground tunnels they inhabit either alone or in small packs, kigrig will stalk their prey for hours on end, following their quarry until the first sign of weakness, at which moment they strike with incredible speed and ferocity.

Cunning Predators. Kigrig are clever, trying to force their prey into dead-end tunnels, off cliff edges, and into other obstacles to corner them and prevent escape. Kigrig develop an intimate familiarity with their hunting grounds, and will use any and every feature of the environment to their advantage on ways that sometimes outdo even humanoid minds.

Kigrig are predators, hunting most any creature that enters into their domain. However, they will readily attempt to negotiate or withdraw if the supposed prey turns out more powerful than anticipated and the livelihood of the pack is threatened.

Pack Animal. Although they can be found as solitary hunters, kigrig are naturally pack creatures, gathering in small groups of 4 to 7 kigrig to hunt together. Kigrig understand that the needs of the pack are greater than the needs of an individual, and one kigrig will often be willing to stand its ground to protect the pack's retreat if they are unable to escape together.

Telepathic Understanding. Kigrig demonstrate a slight, latent telepathic ability in their capacity to understand the meaning of any spoken language in their vicinity. If a creature has a feature which prevents telepathic communication with it, the kigrig is unable to understand it.

However, this telepathy is only rudimentary, and only allows the kigrid to understand other creatures. In order to communicate a response, a kigrid is able to speak in broken Undercommon.

SALTOR

The large and surprisingly intelligent blue-black eyes of this baboon-like creature stare out over a beard of half a dozen small tentacles, which hangs from its chin. Its prickly hide is murky brown in color. It stands around 3 feet high, but swings itself forward in a crouching posture, with arms longer than its hind legs.

Rudimentary Intelligence. Saltor are cunning creatures, demonstrating the first signs of a burgeoning, humanoid-like intelligence. They are capable of mastering language and the use of various weapons and tools for use in foraging and hunting for small game. Their troops often show the hints of societal structures, with greeting codes and hierachy.

Because they are still in the early stages of tool usage, saltor struggle to create new advantaged tools themselves, with most tools and weapons made by saltor being crafted from flint and wood. They will frequently accept metal tools and weapons from humanoid creatures in exchange for information or for being let go.

Scavengers and Hunters. Saltors are omnivores, and their primary substance is on scavenging what natural materials are readily available. They live a hunter-gatherer lifestyle, hunting small creatures such as fish, while gathering moss and fungi for their nutrients.

Saltor are not carrion eaters, and will generally only eat another creature's kill if they are starving. However, they will gladly loot any corpses of wayward adventurers for tools or weapons they would not be able to produce of their own volition.

SALTOR

Small aberration, unaligned

Armor Class 16 (natural armor)

Hit Points 36 (8d6 + 8)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	12 (+1)	9 (-1)	12 (+1)	11 (+0)

Saving Throws Int +1, Wis +3, Cha +2

Skills Acrobatics +5, Athletics +4, Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages Undercommon

Challenge 3 (700 XP)

Innate Spellcasting (Psionics). The embrac's innate spellcasting ability is Charisma. It can innately cast the following spells, requiring no components:

3/day each: *blur*, *magic missile*

1/day: *haste* (self only)

Actions

Multiattack. The saltor makes two attacks, one with its bite and one with its handaxe.

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

Handaxe. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Screech (Recharge 6). The saltor emits a high-pitched screech in a 20-foot cone centred on itself. Each creature in the area must make a DC 14 Constitution saving throw. A creature takes 18 (4d8) thunder damage and is stunned until the start of the saltor's next turn on a failed save, or it takes half as much damage and is not stunned on a success.





TSOCHARI

Murderous assassins and infiltrators from a cold and distant world, the tsochari come to this world to steal magic for their nefarious purposes. A race of monstrous imposters, the tsochari can steal the bodies of their victims and pass unnoticed in humanoid society.

A tsochar resembles a tangled mess of knotted robes or a ball of barbed wire, with dozens of thin but strong tentacles, each studded with small, sharp, sickelike claws. The creature's eyes are small, dark orbs resting at the end of smaller, hidden tentacles, hidden in the mass of its other limbs, and its mouth is a round, lampreylike orifice in the middle of its underside. A tsochar is indigo blue in color, with a mottled pattern of lighter spots on its upper surface.

Alien Invaders. The tsochari hail from a world distant among the planes, a cold and lightless place existing as a pocket plane in the darkness between the worlds. There, the sun is little more than a bright star in a black sky, the world consisting of cold, thin air, shrieking winds, and a gloom that drives all who go there to madness, where monsters far worse than the tsochari stalk the endless night. Long ago, evil wizards and cultists built *gates* linking certain terrible ruins in the Prime Material with the world of the tsochari, and it was through these gates that tsochari stole to roam human lands and infiltrate humanoid society.

The tsochari are not a numerous race, neither as prevalent or powerful as the aberration civilisations of aboleths and mind flayers, nor as individually powerful or commonplace as the dreadful beholders. The threat of the tsochari is of an entirely different nature, the threat of infiltration and assassination.

Arcane Lust. Tsochari are devoured by an overpowering desire for magic. Incapable of calling on magic themselves, they seek out humanoid wizards and similar spellcasters to capture their bodies and make use of their magical power.

Because of this drive for arcane power, a tsochar can often be bought by offering incredibly rare and powerful magical items. However, it is just as likely to take the items, and then attempt to infiltrate the party to determine whence those items came, and where more may be found.

Otherworldly Physiology. The tsochari are the products of the alien world in which they grew. A tsochar is not actually a single living creature, but rather an aggregate being. Each of the dozens of coiling tentacles and limbs that seem to comprise its body is a separate, living creature, known as a strand. A strand is capable of living independently of the body of the tsochar, but in such a state it would be virtually mindless. Only when connected to 20 or 30 other strands in a tangle, joined by blood vessels and a shared telepathic connection, can the strands gain a sense of self and a burgeoning sentience, which becomes more powerful the more strands are added to the tangle.

Scheming Mind. Tsochari are spiteful, ambitious, avaricious, and self-centered. They would certainly hold all manner of murderous schemes against one another, were it not for the fact that their natural abilities are not well equipped to inflict serious harm upon another tsochar. As such, the competition in tsochari society is played in battles of intrigue, status, and prestige, each of a myriad rival castes constantly struggling for greater power. The highest virtue in tsochar society is manipulation.

TSOCHAR

Small aberration, chaotic evil

Armor Class 18 (natural armour)

Hit Points 32 (5d6 + 15)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	16 (+3)	15 (+2)	14 (+2)	13 (+1)

Saving Throws Str +3, Wis +5, Cha +3

Skills Perception +5, Stealth +6

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 15

Languages all, telepathy 100 ft.

Challenge 4 (1,100 XP)

Magic Resistance. The tsochar has advantage on saving throws against spells and other magical effects.

Shapechanger. The tsochar is considered to be a shapechanger for the *polymorph* spell and similar magic.

Spider Climb. The tsochar can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Take Spells. When the tsochar uses its *Wear Flesh* to replace a creature with the Spellcasting feature, the tsochar gains that feature while replacing that creature. The tsochar has the same spells prepared and available spell slots as the original spellcaster.

Actions

Multiattack. The tsochar makes three tentacle attacks and one Constrict attack. It can then use its *Wear Flesh*.

Constrict. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 9 (2d4 + 4) bludgeoning damage, the target is grappled (escape DC 11), and the tsochar cannot use this attack on another target until the grapple ends. In addition, the target must succeed on a DC 15 Constitution saving throw or be poisoned. A creature poisoned by this effect deals only half damage on weapon attacks which use Dexterity. The creature can repeat its saving throw at the end of each of its turns, ending the effect on a success.

Tentacle. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 6 (1d4 + 4) bludgeoning damage.

Wear Flesh. The tsochar targets one Small or larger creature that is incapacitated or grappled by the tsochar and forces it to make a DC 15 Constitution saving throw. The target must repeat this saving throw at the start of each of the tsochar's turns, and the tsochar can't target another creature with this feature. If the target fails three of these saving throws, the tsochar can choose to replace or inhabit the creature. If the target succeeds three saving throws, this effect ends.

A tsochar can use an action to abandon a body it has inhabited or replaced. The host takes 10 (3d6) necrotic damage from this process. The tsochar can be forced to leave the body with a *lesser restoration* spell. The caster must succeed on a DC 20 spellcasting ability check, expelling the tsochar on a success. The host takes damage as if the tsochar had abandoned the body. Alternatively, a *heal* or *wish* spell can expel the tsochar. These spells automatically succeed, and the host takes no damage.

Inhabit: The tsochar leaves its victim alive and aware. As an action on its turn, it can inflict between 3 (1d6) and 21 (6d6) necrotic damage to the host (the tsochar chooses how many d6 damage to deal). The host must succeed on a DC 15 Constitution saving throw or be stunned by the pain until the end of their next turn.

A tsochar cannot take its normal physical actions while inhabiting a host, but it can communicate with its host by means of its telepathy. The tsochar cannot be targeted by attacks or effects originating outside of the creature it is inhabiting. However, when the host takes damage, the tsochar takes half as much damage.

Replace: The tsochar bores out the victim's nervous system, killing the victim. It then animates the body, acting as the nervous system of the host. The body remains alive while hosting the tsochar.

The tsochar is considered transformed into the victim's exact form as if by the *polymorph* spell. This transformation lasts for up to 1 year, and the victim's body is left behind when the tsochar ends the effect. The tsochar uses the victim's physical ability scores but retains its own mental ability scores, as detailed in the *polymorph* spell. Once the tsochar abandons the form, it cannot reanimate the body.