

HEROES & VILLAINS of THEROS



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INTRODUCTION

Humans are born to tell stories. Every one of us.

I once read an article that put forth the suggestion that storytelling began with the first spark of campfire. Before humans had access to controlled fire the sun would go down and it would be very dark and everyone would be forced to sleep, but with the invention of campfire, all of that changed. Just in that small circle of warmth and light with their family group, the darkness was held at bay. They didn't have to sleep as soon as the sun went down anymore, but there wasn't much they could do, and so what better way to while away the hours than to weave tales?

I don't know whether I believe that this was actually how it began, but wouldn't it be marvellous if it was? The first sparks of fire, humanity, and imagination all converging, intertwining, and running away together through time until we arrive at the new fires, the new families, the new stories. All built on the foundations of the old.

D&D is one such fire. The adventuring party one such family. The campaign one such story.

A shared tradition practiced by every human being since the beginning.

As a byproduct of mostly luck, geography, and colonisation, many people today remain familiar with the story of how humanity got its fire, according to classical mythology; Prometheus, knowing that he would be punished for his actions, stole into the very heavens and took for us a burning coal from the Sun. And he was right! He was punished! In a pretty grizzly way, too, all livers and hungry eagles, it's pretty gross.

And that's worth remembering. We're used to assuming of DUNGEONS & DRAGONS a story with a medievalist fantasy setting. One with dungeons. And also dragons. Medievalist fantasy settings take a lot of influence from faerie tales and from folklore, stories wherein the hero is rewarded for their cunning and their trickery. These folkloric figures can, and frequently do, evade punishment. Fool fate. Deceive death.

But you're not in a medievalist fantasy now. You've crossed the boundary into myth, and this genre is a dangerous one. The conventions change. The mysteries of unknowable magic are replaced with the strict and vengeful wrath of gods. Rousing hope and triumph are replaced with bitter tragedy. Virtuous folk heroes are replaced with flawed demigods. Deeply flawed. *Deeply* flawed. So flawed that it catches up and kills them. In the realm of classical mythology fate cannot be bargained with; it is immutable and inescapable. I'm trying to call to mind, of the truly famous heroes of Greek legend, which ones didn't die at the end of their stories... Only three have come to me. Atalanta, Perseus and, not for lack of trying, Odysseus. That's it. Within the realm of myth, death becomes not just one possible ending to heroic endeavours, but the assumed standard.

By playing a myth instead of a fantasy, you choose a dangerous story... But a dramatic one. An epic one. A story worth telling.

You dare to steal fire from the gods.

CREDITS

This is version 1.1 of *Heroes & Villains of Theros* (August 8th, 2020).

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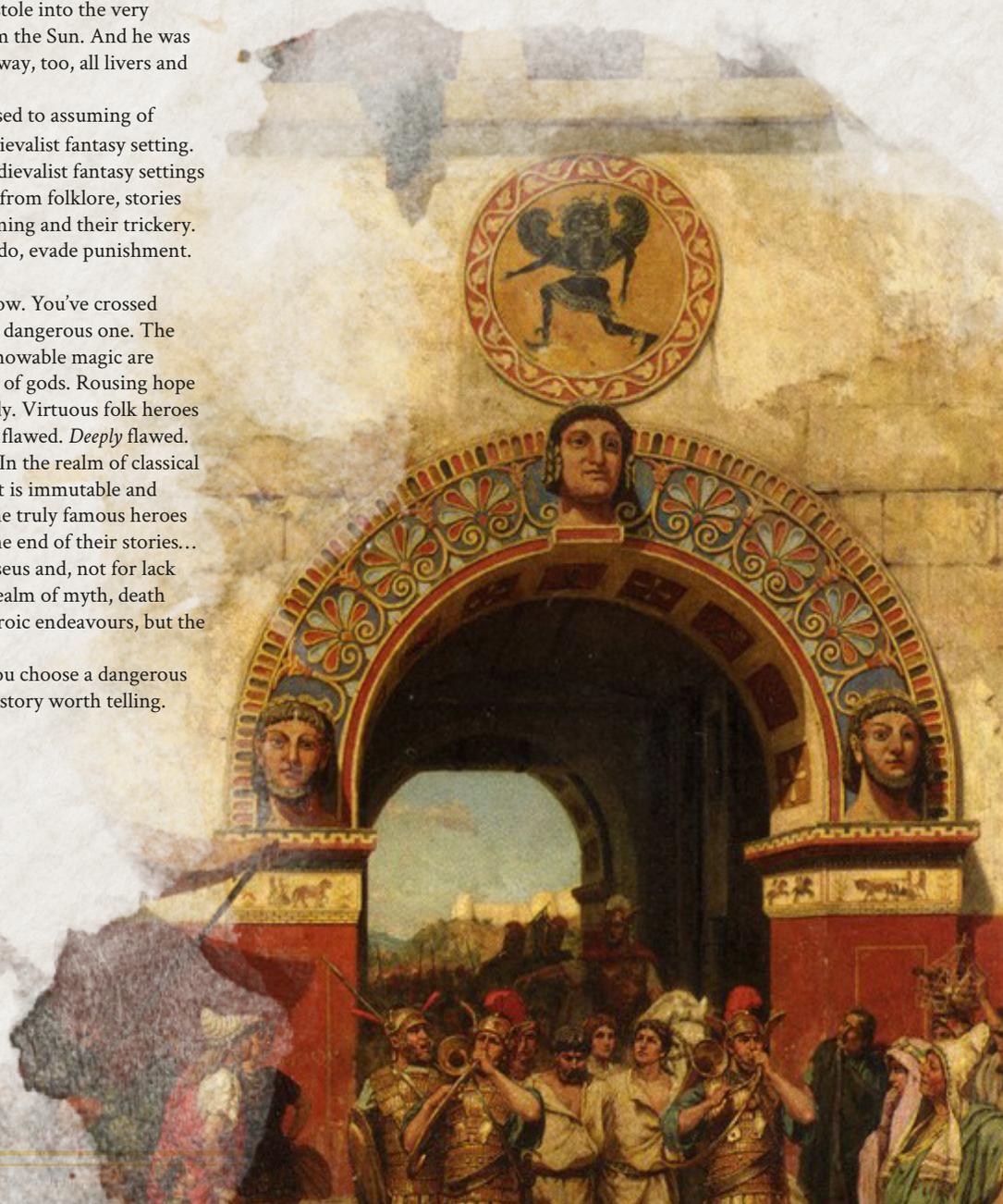
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You can find Dael and Jeremy on YouTube at [MonarchsFactory](#) and [ImaginaryJeremy](#) respectively.

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USING THIS GUIDE

Written for both players and Dungeon Masters, *Heroes & Villains of Theros* provides a ton of additional material to help you bring a mythic quality to your adventures.

Mythic Subclasses New class options make up the first portion of this book, with brand new archetypes for each of the 12 D&D classes. These class options were designed to integrate the tropes and lore of both Greek Mythology and the Theros setting. And while they would make for perfect choices in a Theros adventure they would also be right at home in any other D&D setting.

Epic Backgrounds. Following the class options, the two new backgrounds—the God-Scorned and the Returned—provide compelling narrative tools for players and Dungeon Masters interested in getting more mileage out of the character backgrounds. These backgrounds are designed to serve as easy hooks into compelling stories.

Allies & Adversaries. Following the player options, you'll find a selection of fourteen unique allies and adversaries detailed with their own descriptions, flaws, ideals, and more. Designed to offer a large selection of interesting NPC allies or compelling enemies, these characters can be dropped into any Theros adventure or adapted for use in other settings. Twelve of the NPCs have unique stat blocks based off the subclasses in this book. They can provide unique challenges to your adventuring party or can be used to introduce these new archetypes within the course of a campaign. This section also includes over 250 Theran names to help you create your own NPCs.

Items of Myth & Legend. Lastly, there are ten new items inspired by stories from Greek mythology and the legendary lore of Theros. Use them as epic rewards or make them sought after treasures your players can search for or take after defeating notable enemies. These items are sure to inspire you and help make your game as epic as possible.

From the team that worked on this, thank you for supporting our work, and let us know how your adventures go!

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MYTHIC SUBCLASSES

BARBARIAN: PATH OF THE MYTHIC TOTEM

It is no secret that some barbarians shape their rage through a connection to animal totems, but some stories speak of warriors who forge connections to greater, legendary creatures.

Walk the path and pursue spiritual encounters with one of three mythic benefactors: the Chimera, the Hydra, or the Sphinx. The Chimera ties your anger to the weave of magic itself. The Hydra grants you its relentless endurance and mighty strength. The Sphinx hones your mind, making you as unpredictable as you are strong.

BARD: COLLEGE OF TRAGEDY

The College of Tragedy trades style for substance. Laughter can easily win over an audience, but a performance that drives them to tears can stay with them for years to come and also teach hope and strength against even the most difficult of obstacles.

We need help most at our lowest points. Bards of the College of Tragedy recognize this. Their inspiration can touch their allies even when they are at death's door, and makes it easier for an entire party to work together when faced with shared adversity.

CLERIC: JOURNEY DOMAIN

There is a world of odysseys and pilgrimages, long quests, and epic adventures. These clerics understand the sacred aspects of travel: the bonds it can forge among new friends, the lessons it can teach, and the hardships it can present.

Guide your party through a dangerous world. Use your magical insights to unravel mysteries or undertake expeditions to distant lands. Serve as a scout or support your party by being there when they need you and learn spells and skills to make sure that nothing will keep you or your companions from reaching your destination.

DRUID: CIRCLE OF REVELRY

Druids of the Circle of Revelry express both the most playful and the most callous aspects of nature, which always moves at its own pace and can be unforgiving to those who don't follow its stride.

Transform into a wilder version of yourself. Charm friend and foe alike, and excite or exhaust those you come across... having a great time along the way.

FIGHTER: HOPLITE

Some fighters fight for glory, seeking to prove themselves over their enemies. But for Hoplites, only the results matter. They know that when victory is on the line, a single combatant can make a difference, but a squad, working in harmony, can win the day.

Talented frontline fighters, Hoplites elevate their allies, drawing out their utmost potential on the battlefield, directing the battle with a flexible set of Squad Tactics you can activate. Use your abilities to slow down powerful opponents or ensure your enemies have no chance to strike back.

MONK: WAY OF THE RAGE-CROWNED

Hone your body and anger to a razor sharp edge until your unstoppable might dominates all those you might come across. This tenet drives many monks who follow the Way of the Rage-Crowned.

Defeat your enemies with an iron grip, grappling your foes and disable them, while making yourself more resilient. Find grace in the art of slaughter and never let go of a chance to crush your enemies underfoot.



PALADIN: OATH OF ATONEMENT

Redemption is a noble purpose. But there are some for whom redemption seems too forgiving... too easy. They are committed to turning a new page on their lives and adopting new values, but they do not believe—or at least, do not expect—that their new path will earn them forgiveness. They simply hope to make up for the pain they have caused or the wrongs they have committed.

Put yourself at risk to protect your companions. Empower them with your spells and lead the charge when the odds seem overwhelming. Earn your redemption with a transformation empowered by divine magic.

RANGER: SACRED KEEPER

Sacred Keepers combine divine and primal magic to incredible effect, channeling the elements and calling upon the beasts of nature in order to protect the sanctity of the natural world.

Sacred Keepers serve as hunters and protectors for the gods of nature. Their abilities to mark enemies with their magic are enhanced by the deities they serve. They attune to the seasons in order to empower their attacks. Eventually, they even take on an aspect of the divine might wielded by their gods and patrons.

ROGUE: TACTICIAN

Brilliant minds on and off the battlefield, Tactician rogues understand the importance of a well thought out plan. Incomparable schemers, tacticians can be the downfall of their enemies, without ever putting themselves at risk. Of course, if they do appear on the battlefield, they are surgical strikers and dangerous adversaries.

Learn the arts of a Tactician and specialize in the preparation that occurs before a battle. Take your time to analyze the battlefield and let your cunning mind shift the odds in your favor. Help direct your allies to strike even more effectively themselves.

SORCERER: ASCENDANT ANCESTRY

Born to bloodlines that carry not only divinity, but also mortal greatness, sorcerers of an Ascendant Ancestry are incredibly powerful martial combatants.

Deepen your magical connection to your past to channel the skills of your heroic ancestors. Follow one of three legacies of your choice—The Great Crusader, the Undying Bulwark, or the Valiant Spellsworn—and master the powers it bestows upon you. Bypass years of martial training with your magical talent and surpass the legends of your ancestors.

WARLOCK: THE FORGOTTEN GOD (& PACT OF THE CAULDRON)

Powerful magic is often lost to time, whether a victim of circumstance or intentionally hidden out of fear or greed. Bringing forth the will of these primeval powers, warlocks of the Forgotten God wield occult magics that can ensorcel and befuddle the minds of their enemies. And the esoteric Pact of the Cauldron teaches them to brew an arsenal of potions.

Make blood offerings to catalyze your magical strength and continue casting long past when a lesser mage would be exhausted. Forge the Pact of the Cauldron to brew myriad magical potions to strengthen your allies and deceive your enemies.

WIZARD: SCHOOL OF FATE

There is no more esoteric magic than the magic of fate. But despite its obscurity, there are still Wizards who commit their lives to the study of this magic. Those who follow this magical school may only come to understand a tiny fragment of what Fate magic can actually do, but even that small sliver grants them awesome powers that seem to defy the very foundations of reality.

Tie your destiny to your allies or enemies and use that connection to manipulate the weave of the world. Pull at threads to change the course of attacks, transfer damage, and exert an unyielding influence on the flow of battle.



BARBARIAN: PATH OF THE MYTHIC TOTEM

If you follow the Path of the Totem Warrior from the Player's Handbook, you have access to the options presented here—new totems specific to Theros, inspired by its mythic monsters.

PATH OF THE MYTHIC TOTEM FEATURES

Barbarian Level	Feature
3	Spirit Seeker, Totem Spirit
6	Aspect of the Beast
10	Spirit Walker
14	Totemic Attunement

SPIRIT SEEKER

Yours is a path that seeks attunement with the natural world, giving you a kinship with beasts. At 3rd level when you adopt this path, you gain the ability to cast the *Beast Sense* and *Speak with Animals* spells, but only as rituals.

TOTEM SPIRIT

These options are available to you when you choose a totem animal at 3rd level.

As with the spirits in the Player's Handbook, the options here require a physical object incorporating some part of the totem beast, and you might acquire minor physical attributes associated with your totem spirit, such as scales across part of your body if you have a hydra totem or sharpened lion's teeth if you have a sphinx spirit.

Chimera. While you're raging, you have advantage on saving throws to resist spells and magical effects. In addition, you gain the benefits of your *Danger Sense* feature even when you are blinded or deafened. The spirit of the chimera makes you more resilient to hostile magic and grants you preternatural awareness.

Hydra. While you're raging, you regain hit points equal to half your barbarian level (rounded down) + your Constitution modifier at the start of each of your turns. If you take fire damage, this trait doesn't function on your next turn. The spirit of the hydra makes you incredibly tenacious in combat.

Sphinx. While raging, you have resistance to psychic damage. In addition, you have advantage on saving throws to see past illusions and resist being charmed. The spirit of the sphinx makes your mind impenetrably sharp.

ASPECT OF THE BEAST

These options are available to you when you choose a totem animal at 6th level.

Chimera. You gain the magical senses of a chimera. You can cast *detect magic*, but only as a ritual. Additionally, you gain proficiency in *Arcana*.

Hydra. You gain the relentless endurance of a hydra. Once per day when you finish a short rest you can reduce your exhaustion level by 1. The hydra's spirit grants you the strength to persevere through the most difficult of circumstances.

Sphinx. You gain the primal magic of a sphinx. When you enter your rage, you unleash a powerful, bestial roar. Each creature you choose within 30 feet of you must make a Wisdom saving throw (DC = 8 + your proficiency bonus + your Charisma modifier). A creature that fails the saving throw is deafened and frightened of you for 1 minute and takes thunder damage equal to 1d10 + your barbarian level. On a successful save, the creature takes half as much damage and isn't frightened or deafened. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. The spirit of the sphinx makes you proud and imperious.

MYTHIC SPIRITS

With the normal totems available to barbarians, the encounters made possible by the *Spirit Seeker* and *Spirit Walker* features can be spiritual and profound. With mythic totems they can—and should—take on a whole new dimension. The creatures that these Barbarians take on as spiritual guides, protectors, and inspirations are awesome—in the truest sense of the word.

Spiritual encounters with these creatures should be impactful, fully delivering upon the majesty of these mythic beasts. On the other hand, attempts to connect with them may be more difficult and dangerous than with more mundane creatures.

Mythic Spirits are similar to a warlock's Patron in that they grant the barbarian strength in much the same way that a warlock is bestowed their powers.

In a setting like Theros, you can take things even further by tying these mythic totems to longstanding traditions within a particular clan or set of clans that model themselves after their protector.

SPIRIT WALKER

At 10th level, you can cast the *Commune with Nature* spell, but only as a ritual. When you do so, a spiritual version of one of the animals you chose for *Totem Spirit* or *Aspect of the Beast* appears to you to convey the information you seek.

TOTEMIC ATTUNEMENT

These options are available to you when you choose a totem animal at 14th level.

Chimera. While you're raging, if you are targeted by a spell, you can use your reaction to immediately move up to your speed. If you end your movement within 5 feet of the caster, the caster must succeed on a Constitution saving throw (DC = 8 + your Strength bonus + your proficiency bonus) or the spell is interrupted and the caster takes bludgeoning damage equal to 1d12 + your Strength modifier. On a successful save, the spell is not interrupted and the caster takes half damage.

Hydra. While you're raging, if you attack at least two different creatures when you take the *Attack* action, you can make one additional melee weapon attack as a bonus action.

Sphinx. While you are raging, you can use your action to magically teleport, along with any equipment you are wearing or carrying, up to 120 feet to an unoccupied space you can see. When you appear in the targeted space, you can make one melee weapon attack against a creature within your reach as a bonus action.

BARD:

COLLEGE OF TRAGEDY

Bards of the College of Tragedy seek to empower the hearts of others by memorializing that which has been lost. Those who follow this tradition are intimately familiar with the immense hardships of a fickle world, but they have also witnessed the strength and beauty that blooms in the wake of loss.

These bards are often travelers, looking to experience life to its fullest, with all the highs and lows that journey entails. Members of the College of Tragedy are rarely gregarious performers living for the spotlight. They are more likely to be quiet observers composing heartrending ballads or contemplative poems and saving them for when they will have the greatest impact.

COLLEGE OF TRAGEDY FEATURES

Bard Level	Feature
3	Tragic Flaw, Katharsis
6	Reversal of Fortune
14	Shared Adversity

TRAGIC FLAW

When you join the College of Tragedy at 3rd level, you become adept at identifying the driving motivations of others. If you spend at least one day observing a target creature with whom you share a language you learn your choice of the creature's Ideal, Bond, or Flaw. When you make a Charisma (Deception), Charisma (Intimidation), or Charisma (Persuasion) check against the target you can utilize the Ideal, Bond, or Flaw learned this way to improve your chances of success.

For example, you might suggest to a creature whose Flaw is their greed that supplying your party with weapons will lead to a cut of any treasure you acquire, or a creature whose Ideal is the importance of community might be convinced that their town would enjoy boosted morale if your party are supplied with the means to kill the local monster.

Any time you do this you can expend one of your uses of Bardic Inspiration, rolling the Bardic Inspiration die and adding the number rolled to the ability check. You can wait until after you roll to use the Bardic Inspiration die, but must decide before the DM says whether the roll succeeds or fails.

KATHARSIS

Also at 3rd level, you learn to guide grief into a powerful rallying force. If an ally you can see within 60 feet of you is reduced to 0 hit points, you can expend one of your uses of Bardic Inspiration as a reaction and inspire two creatures other than yourself instead of one. All other restrictions of the Bardic Inspiration feature still apply.

REVERSAL OF FORTUNE

At 6th level, you gain the ability to magically influence the course of a creature's fate. Your Bardic Inspiration feature now allows you to inspire unconscious creatures who currently have 0 hit points. In addition, you can use your bonus action to expend one of your uses of Bardic Inspiration to choose one creature within 30 feet of you who can hear you and give it vulnerability to the damage type of your choice until the beginning of your next turn. If the creature is resistant to the chosen damage type, it instead loses its resistance. If the creature is immune to the chosen damage type, it instead has its immunity reduced to resistance.

SHARED ADVERSITY

At 14th level, your tales of hardship and heroism are retold by those around you as they aid each other through difficult burdens. A creature that has a Bardic Inspiration die from you can transfer it to another creature within 10 feet of them as a bonus action.



CLERIC: JOURNEY DOMAIN

The journey domain is overseen by gods who safeguard those setting out on travels across the world. These gods—including Hermes, Meili, Xaman Ek, Akadi, and Phenax—offer protection to any who travel by land, sea, or sky regardless of alignment or intent. Messengers, refugees, smugglers, and fugitives alike may enjoy the benefits that come from worshipping such deities. A cleric who serves a god of journeys seeks to accompany those who face hardship on the road and ensure their safe passage, often finding a welcome place for themselves among nomadic clans, touring players, or adventuring parties who must traverse the wild places between civilization.

JOURNEY DOMAIN FEATURES

Cleric Level	Feature
1	Domain Spells, Swift Traveler, Guiding Light
2	Channel Divinity: Divine Shepherd
6	Scenic Route
8	Divine Strike (1d8)
14	Divine Strike (2d8)
17	Blessed Crossing

JOURNEY DOMAIN SPELLS

Cleric Level	Spells
1st	<i>comprehend languages, longstrider</i>
3rd	<i>pass without trace, darkvision</i>
5th	<i>water walk, phantom steed</i>
7th	<i>freedom of movement, dimension door</i>
9th	<i>passwall, commune with nature</i>

SWIFT TRAVELER

At 1st level, your walking speed increases by 10 feet.

GUIDING LIGHT

Also at 1st level, the gods guide you in your path through signs in nature. You can name a location on the same plane of existence, such as Akros, and receive an indication of the direction you must travel. This sign might be a sudden change in the direction of the wind, a bright star shining in the night sky, or a deer running off into the distance.

Once you use this ability, you can't do so again until the next dawn. In addition, you gain proficiency in the Survival skill, if you do not have it already.

CHANNEL DIVINITY: DIVINE SHEPHERD

Starting at 2nd level, you can use your Channel Divinity to give your allies a head start on the next step of their journey. As an action, you present your holy symbol and call out to your companions.

Choose any number of creatures within 30 feet of you who can see or hear you. Those creatures can immediately use their reaction to move a distance up to their walking speed. This movement does not provoke attacks of opportunity.

SCENIC ROUTE

Starting at 6th level, you have a climbing and swimming speed equal to your walking speed.

DIVINE STRIKE

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

When you reach 14th level, the extra damage increases to 2d8.

BLESSED CROSSING

Starting at 17th level, you can use your action to call on the elements to aid your passage. For a number of hours equal to your Wisdom modifier, you and any number of others can cross otherwise impassable terrain. Boulders might form themselves into a bridge over a chasm, a tunnel might open through the heart of a mountain, or the sea might part to let you proceed. You must maintain concentration during this time, as if you were casting a spell. You can choose to close the path behind or before you by releasing the elements and dropping the effect, however you must maintain the effect in at least a 20 foot radius sphere centered on you.

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

DRUID: CIRCLE OF REVELRY

Druids who are members of the Circle of Revelry often come from regions where civilization has yet to leave its mark. Or, alternatively, from civilized areas from which they've sought an escape. These druids do not seek to act as guardians of the natural world, instead they seek to embody it, finding great joy and freedom within the simple pleasures of natural life.

These druids desire to share their joy with the rest of the world and provide a release from the many mundane problems that plague the daily lives of intelligent creatures everywhere. The revels these druids are known for provide a brief escape to replenish the spirit and heal the mind, and can be an important coping mechanism for those weighed down by the worries and responsibilities that come with civilization.

Free-spirited and irresistible, druids from this circle are generally some of the friendliest you can encounter. But not all encounters with them end as easily as they begin. Druids from the Circle of Revelry can be mischievous and have been known to inject a little bit of playful mayhem in the lives of those they meet.

CIRCLE OF REVELRY FEATURES

Druid Level	Feature
2	Reveler's Delight, Circle Form
3	Circle Spells
6	Incite Frenzy
10	Twisted Pleasures
14	Night of Revels

REVELR'S DELIGHT

When you choose this circle at 2nd level, you gain the ability to manifest the charismatic spirit of nature within yourself.

You gain proficiency in the Performance skill or one musical instrument of your choice.

In addition, you learn the *druidcraft* cantrip, which doesn't count against the number of druid cantrips you know. For you, the effect produced with this cantrip must fit within a 15-foot cube.

CIRCLE FORM

The rites of your circle grant you the ability to assume a Circle Form that enhances your connection to the spirits of nature. Starting at 2nd level, you can use your Wild Shape to transform into your Circle Form.

While transformed, your visage takes on a wild aspect. Many humans appear as satyrs when they use this ability, but others have been known to develop bark-like skin or have vines replace their hair. Your statistics, including your hit points, are the same in each form. Any equipment you are wearing or carrying isn't transformed and adapts to your new form. When you transform into your Circle Form you increase your maximum hit points by your Wisdom score (not modifier) + your druid level and gain the same number of hit points. You revert to your true form if you fall unconscious, drop to 0 hit points, or die. In addition, while transformed, you gain the following abilities:

Ecstatic Dance. While in your circle form, your AC can't be less than 10 + your Dexterity modifier + your Wisdom modifier, regardless of what kind of armor you are wearing.

Enchanting Performance. You may cast your Circle Spells while in your Circle Form. In addition, once per turn, when a creature fails a Wisdom saving throw against one of your spells or abilities, you gain temporary hit points equal to 1d8 + your Wisdom modifier.

Free Spirit. You have advantage on Wisdom saving throws to resist Charm effects.



CIRCLE SPELLS

Your mystical connection to the wilds infuses you with the ability to cast certain spells. At 3rd, 5th, 7th, and 9th level you gain access to circle spells connected to the hedonistic spirit that empowers you.

Once you gain access to a circle spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.

CIRCLE OF REVELRY SPELLS

Druid Level	Spells
3	<i>enthral, suggestion</i>
5	<i>haste, hypnotic pattern</i>
7	<i>confusion, conjure woodland beings</i>
9	<i>awaken, dominate person</i>

INCITE FRENZY

Beginning at 6th level, you can compel the spirits of those around you to enter into a frenzy.

As an action, when you activate this feature, choose one of the following effects:

- Allies within 10 feet of you are imbued with a strength born of passion. Until the end of your next turn, they make Strength (Athletics) checks at advantage and add your Wisdom modifier to their damage rolls with melee weapons.
- Allies within 10 feet of you are energized with frantic speed. They can immediately use their reaction to move up to their speed without provoking attacks of opportunity.
- Enemies within 10 feet of you are overcome by rage. They must succeed on a Wisdom saving throw against your spell Save DC or immediately use their reaction if available to move up to half their speed to a space adjacent to a randomly determined creature they can reach and make a single melee weapon attack against that creature.
- Enemies within 10 feet of you are plagued by chaotic thoughts. Any enemy within 10 feet of you who is concentrating on a spell must succeed on a Wisdom saving throw against your spell Save DC or stop concentrating on the spell.

You can use this feature a number of times equal to your Wisdom modifier (minimum of 1). You regain all expended uses of this feature after you finish a long rest.

TWISTED PLEASURES

Starting at 10th level, your grasp of the baser instincts of intelligent creatures allows you to use your magic to compel creatures into a magical trance-like state.

While in your Circle Form, as an action you can attempt to draw a number of creatures into revelry. Choose a number of humanoid or beast creatures within 60 feet of you, up to a number equal to your Wisdom modifier (minimum of 1). Each target must succeed on a Wisdom saving throw against your spell save DC or be charmed by you.

While charmed in this way, the target begins to comically dance in place—letting loose its inhibitions. A dancing creature uses all its movement to dance without leaving its space and has disadvantage on attack rolls and Dexterity saving throws. While the target is dancing, other creatures have advantage on attack rolls against it.

As an action while dancing, a charmed creature can make a Wisdom saving throw. If it successfully saves, the effect ends. If it fails three saves against this effect, it is stuck in the revelry and charmed for 1 hour, after which it suffers 2 levels of exhaustion. If another creature uses an action to shake the creature out of its stupor, the dancing creature gets advantage on their next Wisdom



saving throw. The effect ends early if an affected creature takes any damage or if you are incapacitated.

A creature who succeeds on its save against this effect manages to harness the energy of the dance without being controlled by it and can immediately use its reaction to move up to half its speed without provoking attacks of opportunity. In addition, such a creature is immune to your use of this effect until it completes a long rest.

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

NIGHT OF REVELS

At 14th level, you have fully mastered the arts of revelry and can use them to free the spirits of all those around you, easing their minds and refreshing their bodies. Over the course of a long rest, you project an aura of revelry with a 60-foot radius. Within this aura, you can conjure illusory music and manifest hypnotic lights that accompany you as you and your companions dance freely.

At the end of a long rest, you and any friendly creatures who spent the long rest within your aura and participated in your revelry are affected as if targeted with a *greater restoration* spell and gain the following additional benefits:

- Temporary hit points equal to your Wisdom modifier + your Druid level.
- Advantage on Constitution saving throws to maintain concentration on a spell.
- Advantage on Charisma saving throws.

These benefits last for 24 hours. Once you use this feature, you can't use it again for 7 days.

FIGHTER: HOPLITE

The Hoplite is a heavily armed soldier who knows how to be effective in battle, even with only a few allies at their side. Rarely acting alone, the Hoplite's skills shine brightest when fighting side-by-side with others. In these situations, Hoplites make use of their defensive prowess to defend their allies and apply their tactical training to allow their squad to take down enemies that an individual soldier would not be able to overcome alone.

Battle-hardened and experienced in the arts of war, Hoplites have a keen understanding of the flow of battle and intuit that individual moments in a single combat can turn the tides of an entire war. Hoplites know that these moments can come from anywhere and that victory relies on the unity of their squad.

HOPLITE FEATURES

Fighter Level	Feature
3	Squad Tactics (2 options), Rising Tide
7	Inspiring Advance, Squad Tactics (3 options)
10	Heroic Effort, Squad Tactics (4 options)
15	Hold the Line, Squad Tactics (5 options)
18	Press the Advantage

SQUAD TACTICS

When you choose this archetype at 3rd level, you begin to apply tactics that allow you and your allies to fight alongside one another more effectively. When you gain this feature, you learn two Squad Tactics of your choice (see "Squad Tactics Options" below).

You can use your Squad Tactics a number of times equal to your Charisma modifier (minimum of 1) and you regain all expended uses when you finish a short or long rest.

You learn additional Squad Tactics options at 7th, 10th, and 15th level. Each time you learn a new tactic, you can replace one tactic you know with a different one.

RISING TIDE

Also at 3rd level, you learn to provide cues to your allies, allowing them to take advantage of lulls in the rhythm of combat to sustain themselves.

When you use your Second Wind you can choose one ally that you can see within 5 feet of you. They also gain the benefits of your Second Wind.

INSPIRING ADVANCE

Starting at 7th level, your own resolve in battle can inspire the allies around you to push through seemingly insurmountable obstacles.

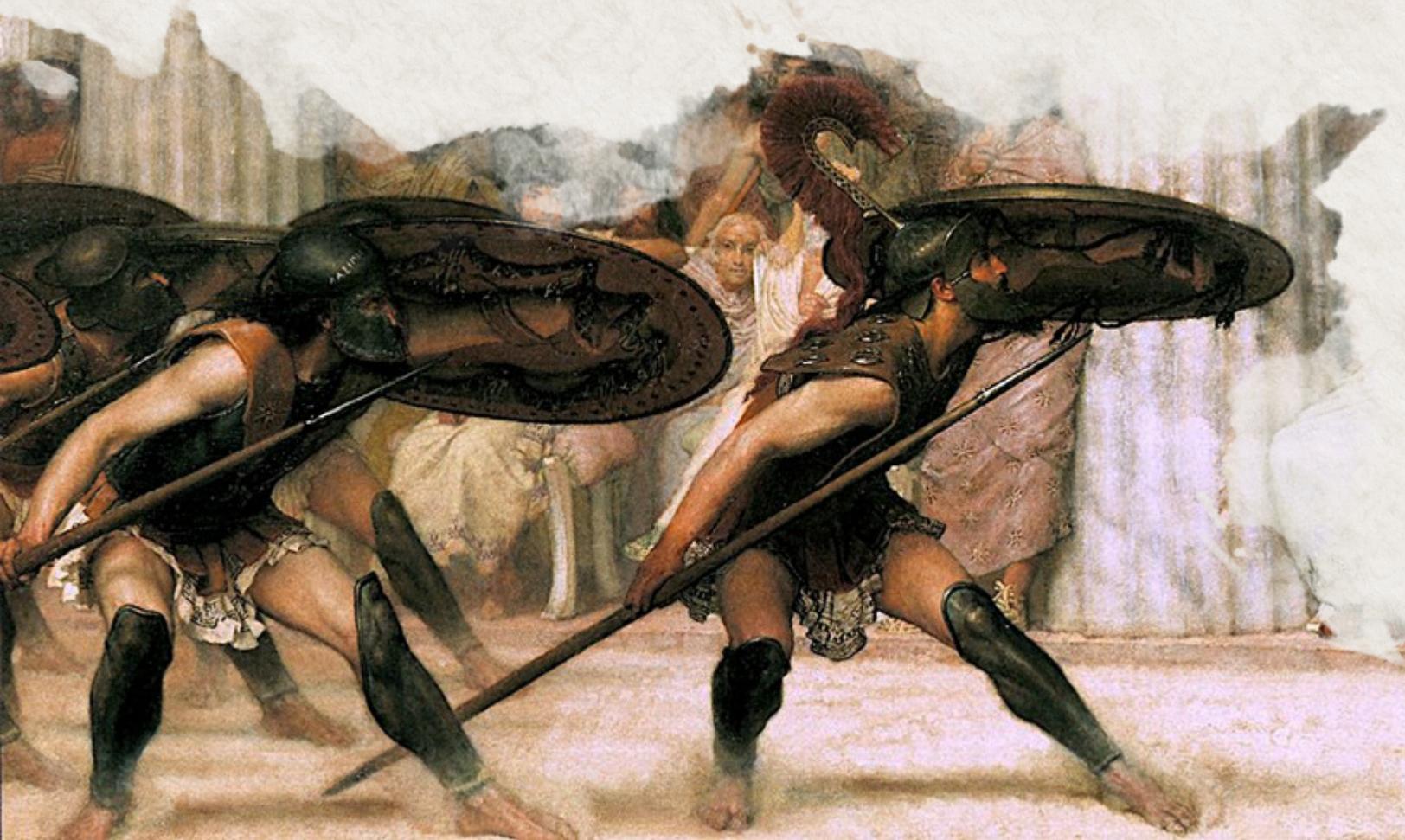
When you are subject to any effect that heals you, you may activate this feature. When you do, any allies within 30 feet of you that can hear you gain temporary hit points equal to your fighter level + your Charisma modifier.

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

HEROIC EFFORT

At 10th level, your commitment to your allies empowers you to react rapidly when they are in danger.

When an ally that you can see is reduced to 0 hit points, you can use your reaction to take the Dash action. If you do, you must end your movement as close to that ally as possible. Upon ending your movement, you may immediately make a melee weapon attack against a single enemy within reach.



HOLD THE LINE

At 15th level, you are able to split your attention between your allies and enemies in battle, supporting your companions while you remain engaged in combat.

When an ally within 5 feet of you fails a saving throw, you can use your reaction to allow that ally to reroll the saving throw using your saving throw bonus. Once you use this feature, you can't do so again until you complete a short or long rest.

PRESS THE ADVANTAGE

At 18th level, your understanding of the flow of combat has deepened and you learn to identify and seize critical moments of opportunity to turn the tides of battle.

When an ally you can see within 30 feet of you reduces a creature to 0 hit points, the first attack you hit with on your next turn deals additional damage equal to 1d10 + your fighter level.

SQUAD TACTICS OPTIONS

The Squad Tactics feature lets you choose options for it at certain levels. The options are presented here in alphabetical order.

Charge! When you take the Dash action, you can activate this tactic to allow any allies within 5 feet of you to take the Dash action as a reaction. Any allies who choose to dash in response to this tactic must end their movement in an unoccupied space within 10 feet of you.

Drive them Back! If you successfully shove a creature at least 5 feet or knock it prone, that creature provokes opportunity attacks from your allies.

Follow Me! When you hit a creature with a melee weapon attack, you can activate this feature as a bonus action. Any ally within 30 feet of you that can see or hear you who makes a melee weapon attack against this creature before the beginning of your next turn has advantage on their first attack against the target.

Form Up! As a bonus action, any allies within 30 feet of you that can see or hear you may immediately move up to their movement speed towards you. Any allies who choose to move in response to this tactic must end their movement in an unoccupied space within 10 feet of you.

Keep Moving! As a bonus action, you can activate this tactic. Any ally who can see or hear you when you activate this tactic is unaffected by difficult terrain until the end of your next turn.

Never Surrender! As an action, you can use this tactic. When you do, any ally within 30 feet of you that can see or hear you can use their reaction to make a melee weapon attack.

Scatter! When you are subjected to an area effect that allows you to make a Dexterity saving throw to take only half damage and you succeed on the saving throw, you can use your reaction to take no damage and immediately move up to half your movement speed. In addition, if you succeed on the saving throw, any allies within 5 feet of you can use their reaction to immediately move up to half their movement speed and gain advantage on their Dexterity saving throw against the effect.

Take Cover! As a bonus action, for 1 minute you increase the Armor Class of any allies within 5 feet of you by 1. The effect ends early on an individual ally if they are no longer adjacent to you at the end of their turn. You must be using a shield to use this tactic.

To Arms! When you roll initiative and are not surprised, any allies within 5 feet of you can add your Charisma modifier to their initiative roll.



MONK: WAY OF THE RAGE-CROWNED

Monks of this tradition tap into the beating heart of the battlefield by embracing their most violent impulses. They are an intimidating physical presence in combat, finding fulfillment and serenity in crushing opponents beneath their sheer power.

MONK FEATURES

Monk Level	Feature
3	Overpowering Might
6	Savage Resolve
11	Merciless Advance
17	Surrender to Slaughter

OVERPOWERING MIGHT

Starting when you choose this tradition at 3rd level, when grappling a creature you can choose whether it must use Strength (Athletics) or Dexterity (Acrobatics) when attempting to escape your hold. When you hit a creature you have grappled with an unarmed strike, you can spend 2 ki points to have the creature make a Constitution saving throw against a DC equal to 8 + your proficiency bonus + your Strength modifier. If it fails, you can impose one of the following effects:

- The creature is restrained as long as you maintain the grapple.
- The creature's speed is halved for one minute.
- The creature has disadvantage on attack rolls for one minute.

At the end of each of its turns, the creature can make another Constitution saving throw. On a success, the effect is ended.

SAVAGE RESOLVE

At 6th level, you gain a clarity in the chaos of battle which enables you to cast aside pain. As a bonus action on your turn you can spend 3 ki points to gain resistance to all damage types except psychic until the beginning of your next turn.

In addition, the DC for your Stunning Strike is now calculated using your Strength modifier instead of Wisdom, and you can spend 2 ki points to attempt to grapple a creature up to two sizes larger than you as an action.

MERCILESS ADVANCE

Beginning at 11th level, when you reduce a hostile creature to 0 hit points on your turn, you can immediately move a distance up to your speed and make a single attack (no action required).

SURRENDER TO SLAUGHTER

At 17th level, you have honed an instinct for bloodthirst which allows you to become one with the flow of battle. If you successfully deal 10 or more damage to your target when you use your reaction to make an opportunity attack, your opportunity attack does not use your reaction. You can use this feature a number of times equal to your Dexterity modifier. You regain all uses of this ability when you finish a long rest.



PALADIN OATH OF ATONEMENT

The Oath of Atonement is made by paladins who feel deeply moved to make amends for the great wrongs they have committed in their past. These warriors vow to lay down their lives in the defense of those more vulnerable than themselves; not with the expectation of achieving redemption, but from a desire to ease the world's ills. Paladins called to take this oath are dedicated to turning their penitence into action by protecting others from harm.

TENETS OF ATONEMENT

The fundamental ethics that a paladin swears by if they take this oath are simple in theory, but can be much more difficult in practice.

Balance the Scales. Be driven. Fight to make up for actions you regret. Never let another suffer when you could have eased their pain. Protect those whom you are able to protect.

Repent Wrongdoing. Be sincere. Make peace with your past sins by acknowledging them, openly and honestly. When you cause harm, do not hesitate to accept blame.

Forgive Transgressions. Be merciful. When you are harmed by the actions of others, freely offer forgiveness. Do not demand of those less mighty than you the path to absolution you have elected to walk.

PALADIN FEATURES

Paladin Level	Feature
3	Oath Spells, Channel Divinity
7	Shield of Contrition
15	Hold Back the Tide
20	Larger than Life

OATH SPELLS

You gain oath spells at the paladin levels listed.

PALADIN SPELLS

Paladin Level	Spell
3rd	<i>compelled duel, heroism</i>
5th	<i>enhance ability, warding bond</i>
9th	<i>counterspell, crusader's mantle</i>
13th	<i>death ward, mordenkainen's faithful hound</i>
17th	<i>antilife shell, hold monster</i>

CHANNEL DIVINITY

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

Inspiring Sacrifice. You can turn your suffering to the service of those around you. As a bonus action you can use your Channel Divinity to choose a creature within 30 feet of you. For 1 minute, whenever you take damage, that creature regains a number of hit points equal to half those lost by you. A creature cannot exceed their hit point maximum in this way, and the effect ends if the creature is healed to their hit point maximum.

Protective Charge. You can use your Channel Divinity to rush to the aid of a friend in need. As a reaction, when an ally is hit by an attack from an attacker you can see within 15 feet of you, you can spend your Channel Divinity to immediately move to an unoccupied space adjacent to the attacker and make a single melee attack against them in response.

SHIELD OF CONTRITION

Starting at 7th level, you can give up your own security for the safety of others. When an ally within 10 feet of you is targeted by an attack, you can use your reaction to reduce your armor class by an amount equal to your Charisma modifier, and raise that ally's armor class by the same amount. You can do this after the attack has been rolled but must declare your intent to do so before success or failure is announced. This effect lasts until the end of your next turn.

At 18th level, the range of this effect increases, allowing you to use it to protect an ally up to 30 feet away.

HOLD BACK THE TIDE

Beginning at 15th level, you have the strength to take on the lion's share of enemies, keeping them from reaching those under your protection. You gain +1 to your attack bonus for every additional hostile creature beyond the first that is within five feet of you.

LARGER THAN LIFE

At 20th level, you can take on a gigantic stature as the avatar of a truly heroic guardian. Using your action, you undergo a transformation. For 1 minute, you gain the following benefits:

- You grow to large size, filling an area of 10 feet by 10 feet in combat.
- Your walking speed increases by 10 feet.
- Your Strength modifier is doubled on melee weapon attacks you make, and your melee weapon attacks have their reach extended by 5 feet.
- You have advantage on Strength checks and saving throws.
- You gain temporary hit points equal to your Paladin level + your Charisma score.

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



RANGER: SACRED KEEPER

Sacred Keepers have dedicated themselves to protecting the sanctity of the natural world. Often working alongside druids or in communities where nature is revered, they draw strength from either their primal connection to the natural world or a divine connection to the nature deity that they serve.

These rangers are often outcasts from their homes who find a place for themselves living harmoniously with nature. They are typically found in large forests, where they serve as guardians and protectors—watching vigilantly for outside influences that seek to encroach into their protected lands.

Sacred Keepers express their reverence and respect for nature through their connection to and understanding of the cycle of seasons through which nature grows, withers, lives, dies, and is born again. For the Sacred Keeper, this endless cycle of metamorphosis and rebirth reveals the eternal grandeur of nature and puts the brief life known to mortals into perspective as something to be treasured while it exists but not held on to past its time.

This attitude reveals itself in the relationship that Sacred Keepers have to the hunt. To these rangers, hunting is a sacred act that embodies the relationship mortal creatures have with the natural world. To the Sacred Keeper, it is a ritual that expresses gratitude for the gift of life. However, when performed to excess, it is a crime that Sacred Keepers will gladly punish.



RANGER FEATURES

Ranger Level	Feature
3	Sacred Keeper Magic, Divine Mark, Blessed Armaments
7	Devoted Mind
11	Nature's Mantle
15	Avatar of the Hunt

SACRED KEEPER MAGIC

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Sacred Keeper Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

RANGER SPELLS

Ranger Level	Spell
3rd	<i>hunter's mark</i>
5th	<i>find steed</i>
9th	<i>conjure animals</i>
13th	<i>mordenkainen's faithful hound</i>
17th	<i>commune</i>

DIVINE MARK

Starting at 3rd level, your regard for the sanctity of the hunt empowers your ability to mark your targets.

When you make an initiative roll you can immediately cast *hunter's mark* without using a bonus action.

In addition, when you roll a 1 on a damage die for your *hunter's mark*, you can reroll the die and must use the new roll, even if the new roll is a 1. Any damage dealt by your *hunter's mark* is radiant damage.

BLESSED ARMAMENTS

Also at 3rd level, your dedication to the hunt is reflected in your equipment. Either by the blessing of a patron or your own efforts, the natural world supports your dedication to the hunt and you will never go without weapons or ammunition.

As a bonus action, you can touch a natural material, such as a tree, log, or rock and conjure a nonmagical simple weapon or piece of ammunition from it that is made of that material. You can use this ability a number of times equal to your Wisdom bonus (minimum 1).

Alternatively, you can expend all uses of this feature to duplicate one magical piece of ammunition in your possession. You can only have a number of conjured pieces of ammunition equal to your ranger level. If you create a piece of ammunition once you have reached this limit, your oldest existing conjured piece of ammunition is dispelled and disappears. You can dispel your conjured ammunition at any time.

You regain all expended uses of this feature after a long rest.

DEVOTED MIND

Beginning at 7th level, you learn to clear your mind of all distractions while in pursuit of your prey. You have advantage on Constitution saving throws to maintain your concentration. In addition, when you cast *hunter's mark*, it does not require concentration.

NATURE'S MANTLE

At 11th level, your pursuit of the hunt has deepened your connection to the natural world, earning you its favor. Choose one of the blessings below. A mantle forms around you that carries the essence of the season you choose.

Spring—The Endless Cycle. The blessing of spring allows you to draw strength from your victories. When you reduce a creature to 0 hit points with a weapon attack, you regain hit points equal to your Constitution modifier + ranger level.

Summer—The Light of the Sun. The blessing of summer fills you with strength. Whenever you deal radiant damage, you add your Wisdom modifier to your damage.

Fall—The Darkening Days. The blessing of fall enables you to invite others to your hunt. When an ally makes an attack targeting a creature marked with your hunter's mark, you can use your reaction to give them the benefits of the hunter's mark as if they had cast the spell.

Winter—The Still and Quiet. The blessing of winter coats your weapons with a thin layer of frost. The first time each turn you hit a creature with a weapon attack, you can force the creature to make a Constitution saving throw. On a failed save, reduce the creature's speed by 10 feet for the next minute. If you reduce a creature's speed to 0 using this feature, the creature also becomes restrained. On a successful save, the creature's speed is not reduced and it has advantage on saving throws to resist this effect for the next 24 hours. A creature affected by this feature can try to break free by taking an action on their turn to make a Strength check against your spell saving throw DC. If the affected creature's speed is already 0, the creature has disadvantage on the saving throw to break free.

At the end of each long rest, you can choose a different blessing. When you do so, you lose the benefits associated with the previous season and gain the benefits associated with the new season.

AVATAR OF THE HUNT

At 15th level, your deepened connection to the forces of nature allows you to manifest a divine aspect of the hunt, enhancing your appearance. This change to your appearance can be unique, but it should reflect your connection to the source of your power—plant life near you may grow subtly towards you, a silhouetted shadow may appear over you, or your weapons and armor might be blessed with divine power and markings.

Using your action, you undergo a transformation. For 1 minute, you gain the following benefits:

- You can use a bonus action to change the blessing you receive from Nature's Mantle
- While in your Favored Terrain, your ranged weapon attacks ignore half-cover.
- You know the location and number of any creatures of creature types you have chosen as your Favored Enemies within a radius of 120 feet.
- When you roll damage for a critical hit scored against any of your Favoured Enemies you can choose to deal all your damage as radiant damage instead. When you do so and roll a 1 on any of the damage dice, you can reroll the die and must use the new roll, even if the new roll is a 1.

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



ROGUE: TACTICIAN

You direct your efforts to the cunning art of battlefield strategy. Tactician rogues are careful planners, considering the best course of action available before enacting it with patience and precision. Preparation and attention to detail enable you to lead your allies to organized victory.

ROGUE FEATURES

Rogue Level	Feature
3	Ignoble Methods, Calculated approach
9	Sharp Mind
13	Field Command
17	Visionary Strategy

IGNOBLE METHODS

When you choose this archetype at 3rd level, you gain proficiency in your choice of either Persuasion or the disguise kit and forgery kit.

CALCULATED APPROACH

Starting at 3rd level, you've learned the value of stepping back and assessing combatants before charging into battle. During the first round of combat you can choose to take your turn on initiative count 1 to spend time studying an opponent. At the beginning of your turn, choose one creature you can see within 60 feet of you that has already acted. For 1 minute you have advantage on any attack rolls made against the creature you observed.

SHARP MIND

Starting at 9th level, you can see through the magic designed by others to control you. You can add half your proficiency bonus, rounded down, to any saving throws you make against charm effects or spells of the Enchantment school that don't already include your proficiency bonus.

FIELD COMMAND

By 13th level, you know how to identify weaknesses in seemingly insurmountable foes and communicate them to your allies. When you have attacked or been attacked by the same creature for three consecutive rounds, you can use your cunning action to activate this feature targeting that creature. Each ally within 30 feet of you that is able to hear you deals an additional 2d6 damage to the first successful attack they make against that creature before the beginning of your next turn. Once you have used this feature, another three consecutive rounds of attacking or being attacked by the target must pass before you can use it again.

VISIONARY STRATEGY

When you reach 17th level, you become an expert at leading others in strategic warfare. You can spend at least 1 hour instructing a number of creatures up to your Intelligence modifier with whom you share a language. Until they complete their next long rest, these creatures gain a +2 bonus to their armor class and a single strategy die, a d6. A creature can roll their strategy die and add the number rolled to any initiative check, attack roll, or saving throw they make. Once the die is rolled, it is lost. Once you use this ability, you cannot use it again until you finish a long rest.



SORCERER:

ASCENDANT ANCESTRY

Bloodlines can be powerful things. Portents of potential. Living legacies, carried down through a family line. When these bloodlines mix with the magical potential in an individual - they can sometimes express themselves by forging a deep connection between an individual and their ancestors. These individuals can become powerful sorcerers, drawing upon the martial might of their forebears to manifest incredible powers.

This Ascendant Ancestry blesses sorcerers with the same incredible strength their ancestors once held, allowing them to wield both martial and magical power. This spiritual connection is most often passive—filling the sorcerer with well-honed instincts born from a previous lifetime. However, it can also be more active, as the sorcerer learns to tap into the connection to manifest aspects of their ancestors in battle.

Sorcerers that explore their Ascendant Ancestry learn to commune with their ancestors through their bloodline connection. However, the rekindling of this power can carry its own dangers. Sometimes the burden of a heroic destiny can carry over from an ancestor to a sorcerer with an Ascendant Ancestry and ancient enemies may see the return of the power as a threat. The only way a sorcerer can overcome this is by drawing all the power they can from their bloodline and then surpassing it, forging their own legacy greater than the ancestors that came before them.

SORCERER FEATURES

Sorcerer Level	Feature
1	Warrior's Instincts, Ancestral Guidance
6	Extra Attack
14	Heroic Legacy
18	True Inheritance

WARRIOR'S INSTINCTS

At 1st level, you gain a natural connection to your ancestors' choice of arms. Choose two melee weapons (eg. longswords, morningstars) and gain proficiency with those weapons. You may choose a shield instead of one of your weapons. You can perform the somatic components of spells even when you have your chosen weapon(s), or shield, in one or both hands.

When you attack with either of the weapons you have chosen, you can use your Charisma modifier, instead of Strength or Dexterity, for the attack and damage rolls.

ANCESTRAL GUIDANCE

Also at 1st level, you can pull on your ancestral magic to enhance your reflexes for a short period of time.

You can use a bonus action to activate Ancestral Guidance, which lasts for 1 minute. It ends early if you are incapacitated. You can also dismiss Ancestral Guidance at any time you choose (no action required).

While your Ancestral Guidance is active, you gain the following benefits:

- 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.
- You have advantage on Dexterity Saving throws.
- When a creature misses you with a melee attack, you can use your reaction to make a melee weapon attack against the creature.

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



EXTRA ATTACK

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

HEROIC LEGACY

At 14th level, your own heroic legacy has begun to resonate with the legacy of your ancestor(s). You gain one of the following benefits of your choice:

The Great Crusader. When you roll a critical hit with a weapon attack, you regain 3 expended sorcery points.

The Undying Bulwark. You can stir your magic to replenish your vital energy. On your turn, you can use an action and expend a sorcery point to activate this feature. When you do, regain hit points equal to 1d8 + your Charisma modifier. When you activate this feature you may expend an additional sorcery point to increase the healing by 1d8 for each sorcery point spent.

The Valiant Spellsword. You can meld your magic more seamlessly into your fighting style. When you successfully hit a target with a spell attack, you have advantage on all melee weapon attacks against that creature until the end of your next turn.

TRUE INHERITANCE

At 18th level, you have actualized the potential of your ancestry. When rolling damage for a melee weapon attack made with either of the weapons you chose as part of Warrior's Instincts you can now add your Charisma modifier to either your Strength or Dexterity modifiers, as opposed to using your Charisma modifier instead of either of the two modifiers.

In addition, when you use your action to cast a sorcerer spell, you can make one weapon attack as a bonus action. You can also spend 2 sorcery points to activate Ancestral Guidance as a bonus action even when you have no remaining uses of the feature.



WARLOCK:

THE FORGOTTEN GOD

Your patron was once a god. A primeval deity from the beginnings of creation, long pushed from the spotlight of mainstream worship. They were, and remain, an embodiment of major elements of the material plane, such as the earth, the heavens, darkness, or time. While there are few mortals left who recall their name, tribute continues to be offered by those who find value in their forgotten power. Most commonly they are driven to reclaim their lost authority by cultivating a resurgence in their cults of followers, though some are content to simply play their part in maintaining the ongoing mechanisms of the universe.

WARLOCK FEATURES

Warlock Level	Feature
1	Expanded Spell List, Blood Tithe
6	Forgotten Purpose
10	Primordial Protection
14	Succumb to Nature

EXPANDED SPELL LIST

The Forgotten God 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.

FORGOTTEN GOD EXPANDED SPELLS

Spell Level	Spells
1st	<i>entangle, sleep</i>
2nd	<i>augury, beast sense</i>
3rd	<i>call lightning, conjure animals</i>
4th	<i>polymorph, fire shield</i>
5th	<i>dominate person, awaken</i>

BLOOD TITHE

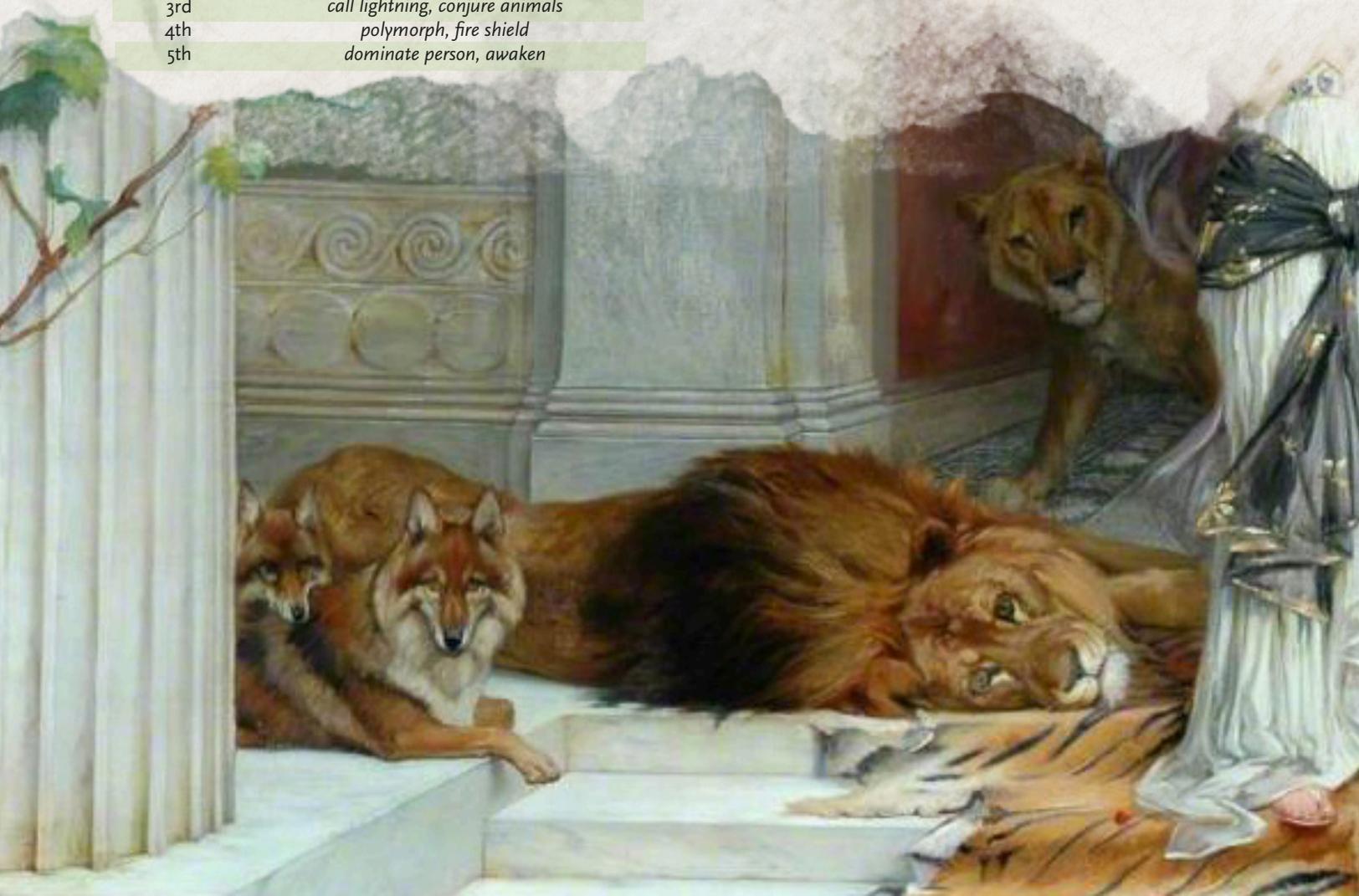
Starting at 1st level, your patron offers you access to magic through secret, long obscured rituals. As a bonus action, you can make a blood sacrifice to create an extra spell slot of your current warlock spell slot level or lower. The offering must be of your own blood or that of a beast.

To cast with an offering of your own blood, you must roll a number of your warlock hit dice equal to the spell slot level you wish to create and subtract the result from your current hit points at the end of your turn. These hit dice are not considered spent.

To cast with the blood of a beast, you must sacrifice an unconscious creature of the beast subtype. The minimum challenge rating of this beast depends on the level of the spell slot created and is given on the table below. For every additional spell slot you create this way, the required CR for the sacrifice is raised by one level. All CR requirements reset after a long rest.

Spell Level	Challenge Rating
1st	CR 0
2nd	CR 1/8
3rd	CR 1/4
4th	CR 1/2
5th	CR 1

A spell slot created through this feature disappears at the end of your turn if it is not used.



FORGOTTEN PURPOSE

Beginning at 6th level, enemies who stray too close to you find themselves feeling groggy and confused. When a creature comes within 5 feet of you, you can use your reaction to give them disadvantage on their next attack roll.

The creature must also make an Intelligence saving throw against your warlock spell save DC. On a failed save, the creature has disadvantage on Dexterity based attacks, ability checks, and saving throws, and it can't use reactions. Attacks made against the creature have advantage.

The effect lasts for 1 minute. At the end of each of its turns, the creature can make another Intelligence saving throw ending the effect on a success.

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

PRIMORDIAL PROTECTION

From 10th level, your patron grants you a measure of protection from a domain they once governed. You gain resistance to your choice of fire, cold, lightning, psychic, or necrotic damage.

SUCCUMB TO NATURE

Starting at 14th level, you can twist people into a more bestial state. As an action, you can force each humanoid creature you choose within 20 feet of you to make an Intelligence saving throw against your warlock spell save DC. On a failed save, the targets take on an animalistic appearance and begin behaving like wild beasts, cattle, and swine.

This effect lasts for 1 minute and ends early if you fall unconscious. At the end of each of their turns, transfigured creatures can make another Intelligence saving throw ending the effect on a success and altering it on a failed save.

A creature affected by Succumb to Nature begins to transform at the beginning of its next turn—its muscles bulge and its body hair thickens into a coat of fur reminiscent of a bear's. The creature drops any weapons it is holding and uses its turn to make two unarmed strikes against a creature it can reach.

If a creature fails a second save, then—at the start of their next turn—bull-like horns begin sprouting from their head as their fur becomes patchy and thin. The creature uses its turn to charge towards a creature within its movement and shove them. If it can't reach a target with its movement, the creature uses its action to dash towards the nearest creature.

If a creature fails a third save, then—at the start of its next turn—its horns fall out, tusks extend from its bottom teeth, and its nose grows into a hog's snout. The creature becomes frightened of all other creatures and must use its movement to flee from combat. Having failed a third save, the creature can no longer repeat its saving throw at the end of each of its turns.

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



PACT BOON: PACT OF THE CAULDRON

You can use your action to summon a large, ornate cauldron from the ether. Through the guidance of your patron, you can use the cauldron as a tool for ritual casting and potion brewing. When using the cauldron you can choose from the following effects:

- By submerging an item in the cauldron you can discover its properties as if casting the *identify* spell. The opening of the cauldron is approximately 1 foot in diameter, and items must be able to fit through that space from at least one angle (other dimensions of the object have no bearing on its ability to be submerged). This ritual takes 1 minute.
- You can spend 1 minute gazing into the liquid's surface to perceive cryptic images foretelling the future. This functions as per the divination spell. Once you have used this feature of the cauldron, you cannot do so again until you have completed a long rest.
- You can spend 1 hour brewing a potion of healing from curious but common ingredients. The cauldron's power can sustain the magic of 3 potions at any given time. Any additional potions brewed after the third cause the oldest potion brewed in your cauldron to lose its potency and become useless if it has not already been consumed.

You can dismiss the cauldron into an extradimensional space as a bonus action.

ELDRITCH INVOCATIONS

FORMULARY MANUSCRIPT

Prerequisite: 9th level, Pact of the Cauldron feature

You can now brew a wider variety of potions using your pact cauldron. Choose three recipes from the list below. By spending 1 hour brewing, you create one dose of a potion which, when consumed, creates a spell effect targeting the drinker. This invocation does not increase the number of potions sustained through your Pact of the Cauldron at any given time. You must use the material components listed as ingredients when brewing a potion. All ingredients are consumed by the brewing process. Any saves required by the potions you brew are made against your spell save DC.

DARKVISION

Ingredients: Either a pinch of dried carrot or an agate

You can brew a potion that gifts the drinker with the ability to see through darkness. A creature that consumes this potion is granted darkvision out to a range of 60 feet for the next 10 minutes.

DOMINATE PERSON

Ingredients: A puppet's string or a playing card

You can brew a potion which overpowers the free will of another. A humanoid creature that ingests this potion must succeed on a Wisdom saving throw or be charmed by you for the next 10 minutes.

While the drinker is charmed, you have a telepathic link with it as long as the two of you are on the same plane of existence. You can use this telepathic link to issue commands to the creature while you are conscious (no action required), which it does its best to obey. You can specify a simple and general course of action, such as "Attack that creature," "Run over there," or "Fetch that object." If the creature completes the order and doesn't receive further direction from you, it defends and preserves itself to the best of its ability.

You can use your action to take total and precise control of the drinker. Until the end of your next turn, the creature takes only the actions you choose, and doesn't do anything that you don't allow it to do. During this time you can also cause the creature to use a reaction, but this requires you to use your own reaction as well. If you or creatures that are friendly to you attack the charmed creature, the effect ends.

ENHANCE ABILITY

Ingredients: Fur or feather of the animal

You can brew a potion which bestows magical aptitude on the drinker. When brewing the potion, choose one of the following effects to be granted by it. The potion's effect lasts for 10 minutes.

- **Bear's Endurance.** The drinker has advantage on Constitution checks. It also gains 2d6 temporary Hit Points, which are lost when the effect ends.
- **Bull's Strength.** The drinker has advantage on Strength checks, and his or her carrying capacity doubles.
- **Cat's Grace.** The drinker has advantage on Dexterity checks. It also doesn't take damage from falling 20 feet or less if it isn't incapacitated.
- **Eagle's Splendor.** The drinker has advantage on Charisma checks.
- **Fox's Cunning.** The drinker has advantage on Intelligence checks.
- **Owl's Wisdom.** The drinker has advantage on Wisdom checks.

FEIGN DEATH

Ingredients: A pinch of grave dirt

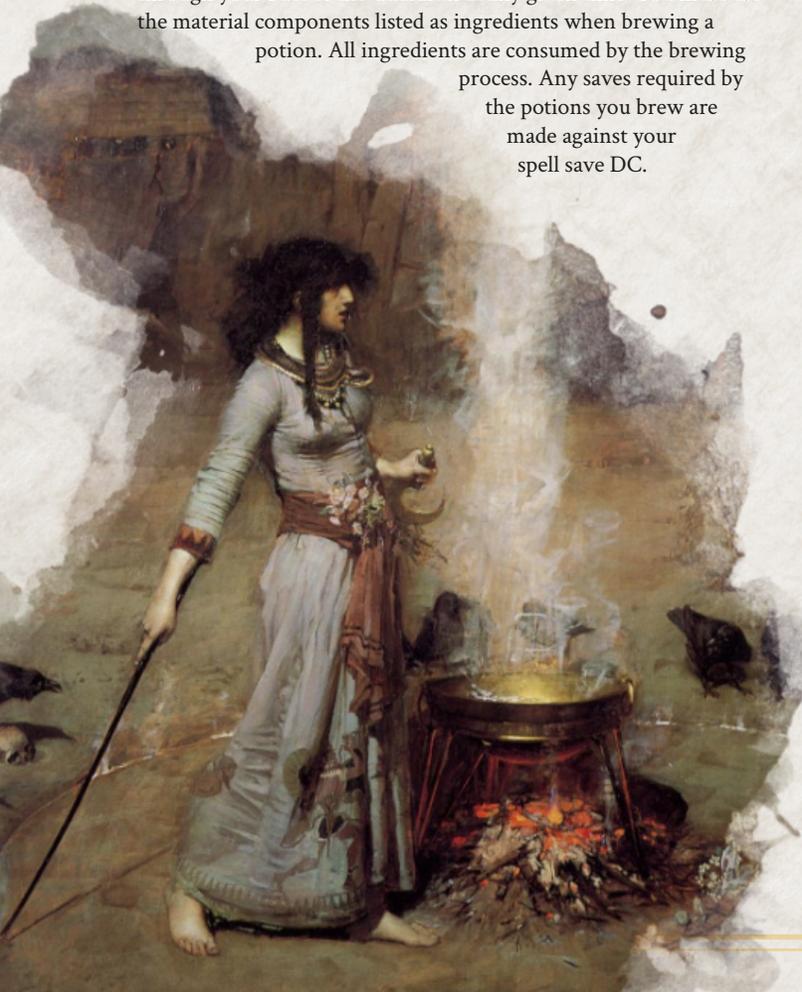
You can brew a potion that acts as a draught of living death. A creature that consumes this potion must succeed on a Constitution saving throw or enter a cataleptic state that is indistinguishable from death. A creature can choose to fail this saving throw.

For the next 10 minutes the drinker appears dead to all outward inspection and to spells used to determine their status. The creature is blinded and incapacitated, and its speed drops to 0. The creature has resistance to all damage except psychic damage. If the creature is diseased or poisoned when they drink the potion, or becomes diseased or poisoned while under the potion's effect, the disease and poison have no effect until the potion wears off.

INVISIBILITY

Ingredients: An eyelash encased in gum arabic

You can brew a potion which renders the drinker impossible to see with the naked eye. A creature that consumes this potion becomes invisible for the next 10 minutes. Anything the creature is wearing or carrying is invisible as long as it is on their person. The effect ends if the creature makes an attack or casts a spell.



MODIFY MEMORY

Ingredients: Either a drop of pond water or a twig of dried bramble

You can brew a potion that will change the drinker's perception of the past. A creature that ingests this potion must succeed on a Wisdom saving throw or become vulnerable to having their memories manipulated by you. On a failed save, the creature becomes charmed by you for 10 minutes. The charmed creature is incapacitated and unaware of its surroundings, though it can still hear you. If it takes any damage or is targeted by a spell, this effect ends, and none of the creature's memories are modified.

While this charm lasts, you can alter the creature's memory of an event that it experienced within the last 24 hours and that lasted no more than 10 minutes. You can permanently eliminate all memory of the event, allow the target to recall the event with perfect clarity and exacting detail, change its memory of the details of the event, or create a memory of some other event.

You must speak to the creature to describe how its memories are affected, and it must be able to hear you and understand your language for the modified memories to take root. Its mind fills in any gaps in the details of your description. If the potion wears off before you have finished describing the modified memories, the creature's memory isn't altered. Otherwise, the modified memories take hold when the charm effect ends.

A modified memory doesn't necessarily affect how a creature behaves, particularly if the memory contradicts the creature's natural inclinations, alignment, or beliefs. An illogical modified memory, such as implanting a memory of how much the creature enjoyed dousing itself in acid, is dismissed, perhaps as a bad dream. The DM might deem a modified memory too nonsensical to affect a creature in a significant manner.

A remove curse or greater restoration spell cast on the creature restores its true memory.

POLYMORPH

Ingredients: A caterpillar cocoon

You can brew a potion which will transfigure the drinker into another form. A creature with at least 1 hit point that ingests this potion must succeed on a Wisdom saving throw or be transformed into a beast of challenge rating 3 or lower that you choose when you brew the potion. A creature can choose to fail this saving throw and a shapechanger can choose to automatically succeed.

The transformation lasts for 10 minutes, or until the creature drops to 0 Hit Points or dies. The creature's game statistics, including mental ability scores, are replaced by the statistics of the chosen beast. It retains its alignment and personality.

The drinker assumes the hit points of its new form. When it reverts to its normal form, the creature returns to the number of hit points it had before it transformed. If it reverts as a result of dropping to 0 hit points, any excess damage carries over to its normal form. As long as the excess damage doesn't reduce the creature's normal form to 0 hit points, it isn't knocked unconscious.

The creature is limited in the actions it can perform by the nature of its new form, and it can't speak, cast spells, or take any other action that requires hands or speech.

The drinker's gear melds into the new form. The creature can't activate, use, wield, or otherwise benefit from any of its equipment.



SLEEP

Ingredients: A pinch of fine sand, a passionflower, or a cricket

You can brew a potion that causes the drinker to instantly fall asleep. A creature with 50 hit points or fewer that ingests this potion enters a magical slumber and is rendered unconscious for 10 minutes. The effect ends early if the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake.

Undead and creatures immune to being charmed aren't affected by this potion.

SPEAK WITH DEAD

Ingredients: A drop of blood and a pinch of ash

You can brew a potion which, when poured into the mouth of a corpse, grants it the semblance of life and intelligence required for it to answer the questions you pose to it. The corpse must still have a mouth and jaw, though they do not need to be in perfect condition. The potion has no effect if the corpse was already subject to a similar magical effect within the last 10 days.

For the next 10 minutes, you can ask the corpse up to five questions. The corpse knows only what it knew in life, including the languages it knew, and it can only comprehend questions asked by you. Answers are usually brief, cryptic, or repetitive, and the corpse is under no compulsion to offer a truthful answer if you are hostile to it or it recognizes you as an enemy.

This potion doesn't return a creature's soul to its body, only its animating spirit. Thus, the corpse can't learn new information, doesn't comprehend anything that has happened since it died, and can't speculate about future events.

WATER BREATHING

Ingredients: A stalk of bulrush or the leg of a frog

You can brew a potion which gives the drinker a set of amphibious gills. A creature that consumes this potion gains the ability to breathe underwater for 10 minutes. Affected creatures also retain their normal mode of respiration.

WIZARD: SCHOOL OF FATE

The workings of fate are a mystery to most. Those who follow the arcane tradition of the School of Fate seek to unravel these mysteries, peering into the workings that even the gods cannot deny. The School of Fate blends principles of divination with the esoteric magic of destiny and teaches techniques that allow a wizard to either deny or reinforce fate.

These wizards have the ability to peer into the workings of fate and see its woven threads that allows them to have a better grasp on the individual fates of the people around them and the destinies that fate calls them towards. If they are so inclined, wizards of this school can tie destinies together, binding their own fate to those of the people around them, either to help allies actualize their potential or to hinder enemies in realizing their own.

Followers of this tradition are often known as seers or prophets, though some do take a more academic bent. However, the docile presentation of these wizards poorly reflects the true power they learn to wield, manipulating reality itself even with a simple tug of a thread.

WIZARD FEATURES

Wizard Level	Feature
2	Shared Destinies, Tangled Threads
6	Watcher's Eyes
10	Promise and Peril
14	Weaver's Workings

SHARED DESTINIES

Beginning at 2nd level, you recognize fate's interwoven nature, and can even weave your thread with that of another.

As an action, choose a creature you can see within 60 feet and weave your destinies together. While connected in this way, as long as you are on the same plane, you each always know the other's location.

At 2nd level, you can connect to 1 creature in this way. You can connect to 2 creatures at 5th level, 3 creatures at 11th level, and up to 4 creatures at 17th level. You can dismiss the connection between you and any number of creatures you are connected to at any time as a bonus action.

If the creature you are attempting to connect to is unwilling, the creature must succeed on a Wisdom saving throw against your spell save DC in order to resist the connection. If you are touching the creature they have disadvantage on the saving throw.

All creatures you are connected to in this way know your location, but they do not know each other's location.

TANGLED THREADS

Also at 2nd level, you can use your power to tangle the threads of fate.

When you or a creature you are connected to by your Shared Destinies feature are targeted by an attack, you can use your reaction to attempt to change the target of the attack. The attacking creature must make a Wisdom saving throw against your spell save DC. On a failed save, you can choose a new target for the attack. The new target must:

- Be yourself, or a creature you are connected to with your Shared Destinies feature;
- Be within range of the attacking creature's original attack; and
- Not be the creature making the original attack

If you can find a suitable target, the creature must make its attack against the new target instead.

WATCHER'S EYES

Beginning at 6th level, you can peer deep into fate's workings and more easily keep track of certain threads.

You add the *scrying* spell to your spell book. You always have it prepared, and it doesn't count against the number of spells you have prepared. You can cast it once without expending a spell slot. Once you do so, you can't do so again until you finish a short or long rest.

A creature you are connected to with Shared Destinies automatically fails the Wisdom saving throw to resist being scryed upon by you.

PROMISE AND PERIL

Beginning at 10th level, you can tug the threads of fate into and out of place for a brief moment.

When a creature you have connected to using your Shared Destinies feature takes damage, you can use your reaction to deal the same amount and type of damage to any one of the other creatures you are also connected to that is within 120 feet of you.

In addition, when a creature you have connected to using your Shared Destinies feature is healed, you can use your reaction to heal any one of the other creatures you are also connected to that is within 120 feet of you for the same amount.

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

WEAVER'S WORKINGS

Beginning at 14th level, you can more easily pull the threads of fate.

In combat, you gain a special reaction that you can take once on every creature's turn, except your turn. You can use this special reaction only to activate Tangled Threads, and you can't use it on the same turn that you take your normal reaction.

SCHOOL OF FATE: CUSTOM SPELLS

The esoteric magics of fate are rare and hard to come by, focusing on the manipulation of reality itself.

SPELLS BY SPELL LEVEL

Spell Level	Spells
1st	<i>broken path, chains of fate, deliverance, gambler's reprieve</i>
2nd	<i>weaver's reading</i>
3rd	<i>harbinger of doom, unturning wheel</i>

BROKEN PATH

1st-level illusion

Classes: Wizard

Casting Time: 1 reaction, which you take in response to a creature within range moving at least 10 feet

Range: 60 feet

Components: V, S

Duration: Instantaneous

You mentally disrupt a creature's movement. When a creature within range moves 10 feet or more, you force the creature to succeed on a Wisdom saving throw or immediately end its movement.

CHAINS OF FATE

1st-level enchantment

Classes: Wizard

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: Concentration, up to 1 minute

You twist a creature's destiny on a minute scale to keep them locked in place. One creature that you can see must succeed on a Wisdom saving throw or be restrained by illusory chains that remain until the spell ends. A creature restrained by the chains can use its action to make a Wisdom check against your spell save DC. On a success, it frees itself. On a failed save it remains restrained and takes 1d8 psychic damage.

DELIVERANCE

1st-level enchantment

Classes: Wizard

Casting Time: 1 reaction, which you take in response to a creature within range taking damage

Range: 60 feet

Components: V, S

Duration: Instantaneous

You bend a creature's fate in to protect it. When a creature you can see within range takes damage, you reduce the damage by 1d6.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage reduced increases by 1d6 for each slot level above 1st.

GAMBLER'S REPRIEVE

1st-level necromancy

Classes: Wizard, Bard

Casting Time: 1 reaction, which you take in response to a creature within range failing a death saving throw

Range: 60 feet

Components: V, S

Duration: Instantaneous

You entangle your fate with that of another creature in an attempt to save it. When a creature within range fails a death saving throw, you cause the saving throw to succeed instead. In exchange, if you fall to 0 hit points within the next minute, you immediately fail your first death saving throw. This spell has no effect on undead or constructs.

HARBINGER OF DOOM

3rd-level enchantment

Classes: Wizard, Warlock

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You instill existential dread in a creature, causing it to believe that you will be its doom. When you cast this spell, choose a creature within range that you can see. The creature must make a Wisdom saving throw, suffering 3d8 psychic damage on a failed save, or half as much damage on a successful save. On a failed save the creature also becomes frightened of you for the duration. While frightened by this spell, a creature must take the Dash action and move away from you by the safest available route on each of its turns, unless there is nowhere to move. If the creature ends its turn in a location where it cannot see you, the creature can make a Wisdom saving throw. On a successful save, the spell ends for that creature.

UNTURNING WHEEL

3rd-level enchantment

Classes: Wizard

Casting Time: 1 reaction, which you take in response to a creature you can see within range succeeding on a saving throw

Range: 90 feet

Components: V, S, M (a spider's leg)

Duration: Instantaneous

You manipulate the workings of a minute moment of fate, forcing it to submit to your will. When a creature you can see within range succeeds on a saving throw, you force the creature to reroll its save, subtracting your spellcasting modifier from the result of the roll.

WEAVER'S READING

2nd-level divination (ritual)

Classes: Wizard

Casting Time: 1 minute

Range: Touch

Components: V, S, M (A gem worth at least 250 gp and a thread of spider's silk)

Duration: Instantaneous

Choose one creature that you must touch throughout the casting of the spell. You learn what spells, curses, or other magical effects, if any, are currently affecting it. You also learn what class levels the creature has, if any, and one fact about the creature's life at your DM's discretion.



EPIC BACKGROUNDS

As a land of myths and magic, there are some rather unorthodox origins that characters in Theros may have.

GOD-SCORNE

At some point in your family's history, your ancestors deeply offended one or more of the gods, earning their ire and saddling your bloodline with an immortal grudge. Your ancestor may have been punished for their crime, or perhaps such a punishment was meant to be passed down—with the gods making the lives of all your predecessors more difficult in the ways that only such far-reaching deities can. Whatever the initial offense and the gods' subsequent response, the story was passed down through the generations, until you became the next in line to carry it, burdened with both the gods' enduring ire, and the hope that the family name might be cleared some day.

Skill Proficiencies: History, Religion

Tool Proficiencies: One of your choice

Languages: One of your choice

Equipment: A trinket you inherited from your family, a set of traveler's clothes, the tool you choose for this background's tool proficiency, and a pouch containing 15 gp

OFFENSE & PUNISHMENT

Though immortal gods can be very patient, making plans that can take generations to come to fruition, they can also be quick to anger, bearing eternal grudges against those who offend them. The grudge of such a powerful being is a dangerous thing, and the punishment that the gods impose and inflict upon those who cross them can often be felt for generations. None know this more than the victims of the gods' wrath. You can choose the way in which your ancestor offended a god, as well as the punishment inflicted in return, or roll on the table below. You should also consider how well you know the story of your ancestors' offense and which god, specifically, they offended.

d6 Offense & Punishment

- 1 Your ancestor made a god jealous, winning the heart of a mortal being whose love a god was unable to win. Your lineage has since been punished to never know a love that ends well.
- 2 Your ancestor stole something a god valued, whether out of need or hubris. Your lineage has since been punished to never know riches or wealth.
- 3 Your ancestor injured a favored descendent of a god, slighting the god's pride and power. Your lineage has since been hunted by devotees of the god seeking to curry favor with their deity by injuring your family the same way.
Your ancestor outsmarted a god in a contest of wits, embarrassing the deity. Your lineage has since been punished with minds that age faster than your bodies.
- 4 Your ancestor blasphemed the name of a prideful god, or refused to offer the worship they demanded—perhaps unreasonably. Your lineage has since been punished with misfortune.
Your ancestor lived an honorable life, above reproach, and was greatly respected among their community, threatening to outshine a god they worshipped. Your lineage has since been tarnished, a cruel plot orchestrated by the gods to soil your family's good name. You and yours have lived in the shadow of that dishonor ever since.

FEATURE: GODLESS AUTHORITY

Your own history has taught you to be skeptical of wrathful gods and unjust religious institutions. Though they may be cautious, people who have been similarly let down by the gods or their churches will extend you every courtesy and do their utmost to help you. Unless you have shown yourself to be a danger to them, they will even take up arms to fight alongside you, should you find yourself facing an enemy alone.

SUGGESTED CHARACTERISTICS

The generational weight of the burden the God-Scorned carry can affect them in a variety of ways, often depending on their relationship to their family's past.

d8 Personality Trait

- 1 I am extremely cautious of offending any god in even the slightest of ways.
- 2 I find devotees to the gods naive and untrustworthy.
- 3 I value family over everything else.
- 4 I am determined to become famous for my exploits, to outshine my ancestry.
- 5 I am relentlessly optimistic, despite the burden of my lineage.
- 6 I often feel hopeless, due to my family's circumstances.
I get angry when I hear people complaining about their lives.
- 7 They don't know what true misfortune is!
- 8 I don't talk about the thing that torments me. I'd rather not burden others with my curse.

d6 Ideal

- 1 **Honor.** I will show that the gods' judgement does not determine the kind of person I am. (Good)
- 2 **Ambivalence.** Nothing that we do really matters if the gods decide everything for us. (Neutral)
- 3 **Sacrilege.** The institutions that support the wrathful gods must fall by any means necessary. (Chaotic)
- 4 **Anathema.** The gods' wrath is second to none... but my own. (Evil)
- 5 **Redemption.** I will make my ancestor's sin right and clear our family name. (Lawful)
- 6 **Overcome.** I am determined to succeed in spite of the gods' to prove that I control my own life. (Any)

d6 Bond

- 1 I was run out of my hometown because they were afraid I'd bring bad luck.
- 2 I parted ways with my lover, unwilling to pass down my burden to another generation.
- 3 I was raised by a cleric who believes my bloodline has long paid the price for my ancestor's sin.
- 4 A devotee of the god my ancestor angered hunts after me.
- 5 The gods' punishment hurt someone I care about deeply.
I am my family's best hope of bringing an end to our torment.

d6 Flaw

- 1 I secretly wish I could turn the god's anger upon someone else to take their attention away from me.
- 2 I have grown cold and distant to ensure nobody else gets close enough to me to be hurt by the god.
- 3 I live in constant fear that takes great willpower to overcome.
- 4 I have an addiction I turn to in order to keep my mind off things.
- 5 I try to undermine other people's faith in their gods.
- 6 I can barely contain my anger at the unjust circumstances of my life and often lash out angrily at the people around me.



RETURNED

You are one of the dead who have escaped the Underworld and returned to the sunlit realm of the living. To do so, you had to give up key pieces of your identity: your memories, name, and even your face. You retain the skills, personality, and habits you developed in life, but have no recollection of the events that gave them to you. Now that you've made it back, you find the world unwelcoming, frightened by your deathly gray complexion, by the golden mask you wear to cover your face, by your very existence. While you can't recall your reasons for risking everything and leaving the Underworld, you know with certainty that they were important.

Skill Proficiencies: Intimidation, Stealth

Tool Proficiencies: One of your choice

Languages: One of your choice

Equipment: A personalized golden funerary mask, a set of fine clothes, 2 trinkets (you can roll for random trinkets on the Trinkets table in chapter 5 of the PHB), and 25 gp.

MASK DESIGNS

When a mortal dies in Theros, it is customary that a clay mask be crafted which frames the most important aspects of their identity, allowing the deceased to remember themselves once they reach the afterlife. In order to escape the Underworld, a being must abandon that identity and become a blank slate, destroying the mask that was made for them. To replace it, the Returned cast new masks from gold. Often these will replicate the symbolism of the original, in the hopes that it might remind the Returned of who they were, but sometimes the individual will try to leave clues for themselves in the artistry of the mask, in order to achieve some unknown goal in the world of the living. You can choose the kind of symbolism used in the casting of your mask or roll on the table below.

d6 Mask Design

- 1 My mask uses symbolism which alludes to the way in which I died
- 2 My mask uses symbolism which alludes to my lineage
- 3 My mask uses symbolism which alludes to my homeland
- 4 My mask uses symbolism which alludes to my favorite pastime
- 5 My mask uses symbolism which alludes to my emotional disposition
- 6 My mask uses symbolism which alludes to my purpose for returning

FEATURE: RESTLESS DEAD

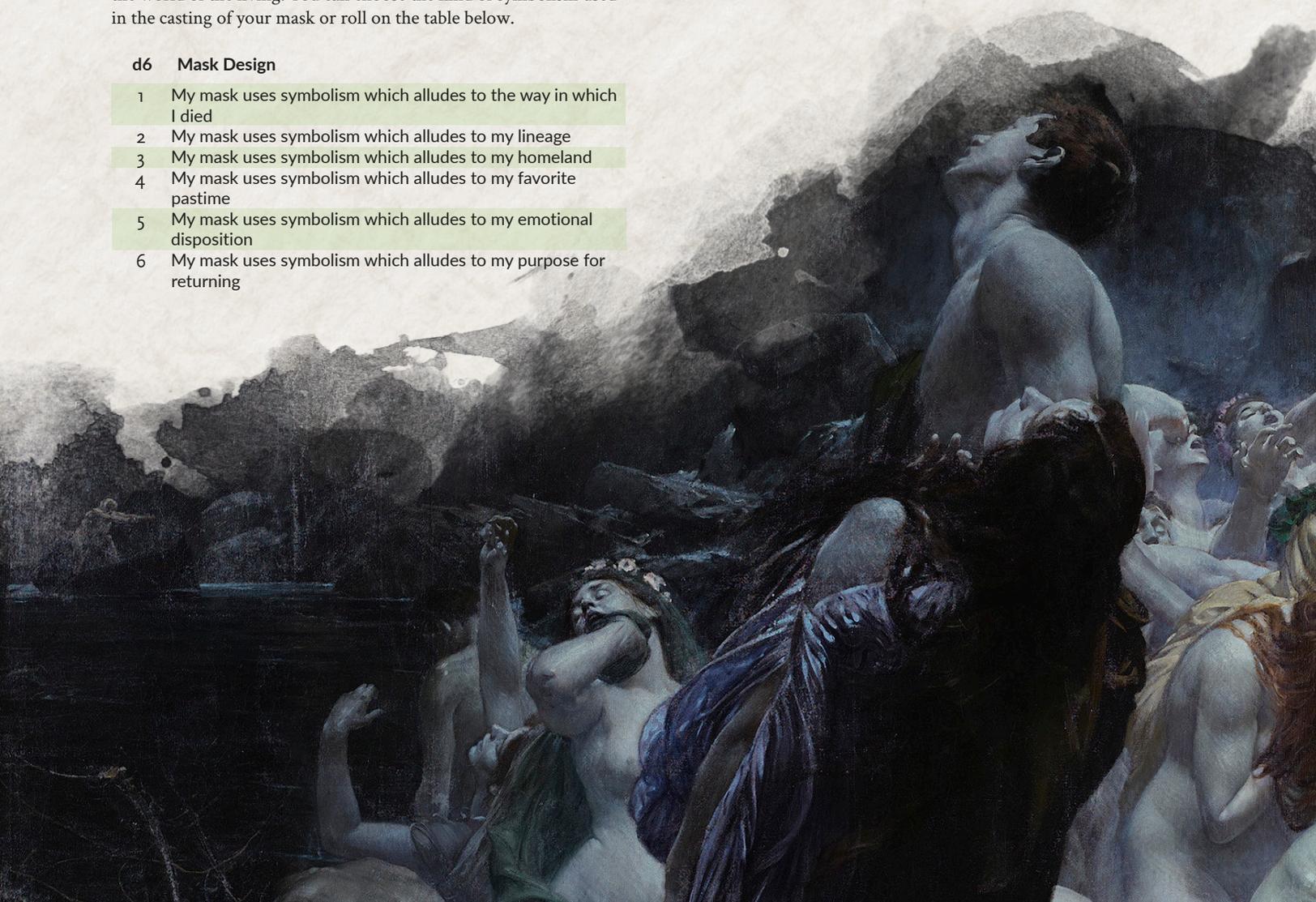
Since you are not truly living, you are not bound by the physical needs that hold the living back. While you still become thirsty and tire from physical exertion, your body does not require food or rest to fuel it, so you suffer no ill effects from not eating or sleeping.

SUGGESTED CHARACTERISTICS

The loss of their memories and sense of self leaves most Returned unsure of their place in the world. The unusual nature of their situation can result in highly emotional individuals, whether they are angry at their rejection, overjoyed by their freedom, or fearful of what might have killed them in the first place.

d8 Personality Trait

- 1 I feel compelled to protect even strangers from experiencing the trials death brings.
- 2 It frightens me to use skills that I don't remember learning.
- 3 The only memory I have retained is a melody which I obsessively hum.
- 4 I refuse to choose a new name for myself since I cannot remember my own.
- 5 I find myself habitually making superstitious gestures against bad luck.
I compulsively write down everything that happens to me in this second life so that I can't forget it like the first.
- 7 I like to talk with strangers. Learning about their lives brings me peace.
- 8 I take meticulous daily care of the equipment I carried back with me from the afterlife.



d6 Ideal

- 1 **Improvement.** Now that I know how suddenly life can end, I want to use my second chance to better the world while I can. (Good)
- 2 **Conformity.** I fought to rejoin society, so I should strive to meet its standards. (Lawful)
- 3 **Instinct.** Without memories to guide me, emotional whims must take their place. (Chaotic)
- 4 **Retribution.** Since the world doesn't want me, I choose not to care about the world. (Evil)
- 5 **Closure.** The ideals that I once lived by are lost to me; all that matters is the here and now. (Neutral)
- 6 **Reclamation.** I must recover my past life, however long it takes. (Any)

d6 Bond

- 1 I keep the shattered pieces of my clay funerary mask and would do anything to keep them together.
- 2 I've noticed the value of gold to the living, so I hoard as much as I can. One day I will buy my way back into society's good graces.
- 3 I may not recall the person I love, but I feel that love leading me to seek them out.
- 4 I came back from the underworld with nothing but the clothes on my back and the dagger on my belt, so I keep hold of them to remind me of the struggles I've overcome.
- 5 The town that embraced and cared for me when I first returned means the world to me.
- 6 The story I've pieced together from the imagery on my mask is the only clue to my identity. Anything that threatens that story threatens me.

d6 Flaw

- 1 I don't remember ever needing to eat or sleep, so I lack compassion for the physical needs of the living.
- 2 I can't help but overindulge in the pleasures of life now that I have a second chance.
- 3 My anger at the world for rejecting my return leads me to lash out at others.
- 4 My jealousy towards the living and the things they take for granted can get out of hand.
- 5 I am proud to have escaped death and will not sit idle while the living slander that accomplishment.
- 6 I sometimes forget that others have lives and families at stake.



ALLIES & ADVERSARIES

What is an adventure without a compelling villain or empathetic ally? With the Allies & Adversaries below, you can drop in original, unique characters each designed with their own personalities and motivations which will fit right in to any Theros adventure.

NPCs BY ALPHABETICAL ORDER

- [Sky-Taming] Amillyta (Ascendant Hero)
- Anaxander, the Gray Wolf (Hoplite Fighter)
- Bakkremos, Wayfinder (Journey Domain Cleric)
- Bastus, High-Hearted (Druid Reveler)
- Carila, the Oracle's Claw (Mythic Totem Barbarian)
- Clover (Sacred Keeper Ranger)
- Demne, the Enchantress (Warlock of the Forgotten God)
- Hypesia (Politician)
- [Heavyhorn] Irekea (Oath of Atonement Paladin)
- Jaire Anatyrus, River Fisherman (School of Fate Wizard)
- Lannic, Student of War (Rogue Tactician)
- Pereske, Endseeker (College of Tragedy Bard)
- Ruin-Caller (Rage-Crowned Warlord)
- Tyresian (Triton Academic)

NPCs BY CHALLENGE RATING

CR 2

- Lannic, Student of War (Rogue Tactician)

CR 4

- Pereske, Endseeker (College of Tragedy Bard)

CR 5

- Bakkremos, Wayfinder (Journey Domain Cleric)

CR 7

- Bastus, High-Hearted (Druid Reveler)
- Ruin-Caller (Rage-Crowned Warlord)

CR 8

- Skytaming Amillyta (Ascendant Hero)

CR 9

- Carila, the Oracle's Claw (Mythic Totem Barbarian)

CR 10

- Demne, the Enchantress (Warlock of the Forgotten God)

CR 11

- Anaxander, the Gray Wolf (Hoplite Fighter)

CR 12

- Heavyhorn Irekea (Oath of Atonement Paladin)

CR 13

- Jaire Anatyrus, River Fisherman (School of Fate Wizard)

Non-Combat, Social Allies

- Hypesia (Politician)
- Tyresian (Triton Academic)

SKYTAMING, AMILLYTA

Famed throughout Theros as a monster hunter, warrior, and for having won many events at the Iroan games, Amillyta (NG female human) is surprisingly small in person. Years of service beneath the hot Akroan sun have lightened her braided curls and left the muscles beneath her dark skin obviously toned. Amillyta acts as one of the lead scouts for the Akroan army in the border territories, able to see trouble from the air on her pegasus steed. She's entrusted with the responsibility to engage monsters in battle if she can handle them on her own, or else fly to the nearest Stratian encampment with a warning.

Amillyta does not like to share the spotlight with others, preferring to take risks and keep all the glory of a victory to herself over working as part of a group. The Akroan soldiers posted out in the wilderness aren't particularly fond of working with Amillyta, either. They feel she achieved her rank through nepotism and luck, inheriting the heroic traits of her bloodline easily through magic instead of hard work. While they must sustain themselves for long stretches of time on the frontier, Amillyta wings her way back to the Kolophon and rubs elbows with the city's elite.

Whatever they might think of her, Amillyta hardly cares. She is exceptionally skilled in battle, does her duty for the polis, and strives for ever greater glories. She knows her worth.

Personality Traits. Confident and boisterous, Amillyta frequently interrupts others while they are speaking. If someone can make their point quickly or speak up and interrupt her right back, they rapidly earn her respect.

Ideal. A legacy shouldn't be wasted. Amillyta's mother and grandfather before her made their marks as heroes of Theros and she feels it is her duty to live up to their memory, just as it is the duty of all to rise to their full potential.

Bond. Amillyta's steed, her pegasus Laertes, is her closest friend. He sets her apart from her fellow soldiers as a living legend and has become an irreplaceable piece of her identity.

Flaw. Amillyta feels that she should be able to handle any situation on her own. She doesn't want help from others and, in her opinion, she doesn't need it.

LAERTES, AMILLYTA'S STEED

Large celestial, neutral good

Armor Class 12

Hit Points 59 (7d10 + 21)

Speed 50 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	10 (+0)	15 (+2)	13 (+1)

Saving Throws Dex +4, Wis +4, Cha +3

Skills Perception +6

Senses passive Perception 16

Languages understands Celestial and Common but can't speak
Challenge 3 (700 XP)

Swooping Attack. If Amillyta's Steed is flying and dives at least 30 feet straight toward a target and then hits it with its hooves, the attack deals an extra 7 (2d6) bludgeoning damage to the target.

ACTIONS

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.
Hit: 11 (2d6 + 4) bludgeoning damage.

Beating Wings. Amillyta's Steed rears up and beats its wings in a flurry of wind, dust, and feathers. Creatures in a 10 foot cone must make a DC 14 Strength save or be pushed 5 feet away from Amillyta's Steed.



SKYTAMING AMILLYTA

Medium humanoid (human), neutral good

Armor Class 13 (shield) (17 with Ancestral Guidance)

Hit Points 117 (18d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	13 (+1)	15 (+2)	12 (+1)	13 (+1)	20 (+5)

Saving Throws Con +5, Cha +8

Skills Athletics +4, Perception +4, Persuasion +8, Stealth +4

Senses passive Perception 14

Languages Common, Celestial

Challenge 8 (3,900 XP)

Ancestral Guidance (Recharges after a Short Rest). When Amillyta uses a bonus action to activate Ancestral Guidance, her AC increases to 17, she has advantage on Dexterity Saving throws, and when a creature misses her with a melee attack, she can use her reaction to make a spear attack against that creature. Ancestral Guidance lasts for 1 minute and ends early if Amillyta is incapacitated.

Empowered Spell (Recharge 5-6, or Great Crusader). When Amillyta rolls damage for a spell she rerolls up to 5 damage dice. She must use the new rolls.

Warrior's Instinct. Amillyta can perform the somatic components of spells even while wielding her spear and shield.

Great Crusader. When Amillyta rolls a critical hit with a weapon attack she can recharge either her Quickened Spell or Empowered Spell if they are currently recharging.

Quickened Spell (Recharge 5-6, or Great Crusader). Amillyta casts a spell with a casting time of 1 action as a bonus action.

Spellcaster. Amillyta is a 14th level spellcaster. Her spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). She has the following sorcerer spells prepared:

Cantrips (at will): *blade ward, fire bolt, friends, light, mage hand, message*

1st level (4 slots): *feather fall, magic missile, thunderwave*

2nd level (3 slots): *hold person, misty step*

3rd level (3 slots): *blink, counterspell, lightning bolt*

4th level (3 slots): *banishment, dimension door*

5th level (2 slots): *hold monster*

6th level (1 slot): *chain lightning*

7th level (1 slot): *reverse gravity*

ACTIONS

Multiattack. Skytaming Amillyta makes two melee attacks with her spear.

Fire bolt. Ranged Spell Attack: +8 to hit, range 120 ft., one target. Hit: 16 (3d10) fire damage.

Spear. Melee or Ranged Weapon Attack: +10 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 8 (1d6 + 5) piercing damage or 9 (1d8 + 5) piercing damage if wielded with two hands.

ANAXANDER, THE GRAY WOLF

The warriors of Akros are feared and renowned across Theros, but there are some legends that never escape their borders. Such is the case with Anaxander (LE human male), an elderly commander of the Lukos—or wolves—of Akros. The Lukos are the elite backbone of Akros' military might, vilified elsewhere for their role in capturing slaves and plundering villages for the glory of their polis, and Anaxander is the man who trains them. He is a severe figure, with a body of taught muscle, covered in scars, and topped with a mane of long, graying hair.

Credited for the learned viciousness of the Lukos, Anaxander commands unwavering loyalty from the warriors he trains. But his most promising students never go on to join the legions proper. Instead, he recruits them for his own personal guard—a capable group of warriors tasked with carrying out secret missions for Akros far beyond the reach of their polis, supporting insurrections against their enemies, carrying out assassinations, and more.

Personality Traits. Anaxander is an extremely demanding man who carries himself like he is in battle at all times and sees conversations as spars in which one person always has the momentum and initiative. Highly adaptable, he is adept at keeping those he speaks to off-balance.

Ideal. Mercy is a weakness. Anaxander believes a warrior's most important weapon is their mind and that mercy, pity, and compassion can blunt that most critical of blades.

Bond. Anaxander is loyal to himself, to his personal guard, and to Akros, in that order. His loyalties have not come into conflict... yet.

Flaw. Anaxander's cruelty knows no limits and it's often unnecessarily excessive, earning him enemies both at home and abroad.

ANAXANDER, THE GRAY WOLF

Medium humanoid (human), lawful evil

Armor Class 20 (breastplate, shield)

Hit Points 255 (30d8 + 120)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	18 (+4)	10 (+0)	12 (+1)	14 (+2)

Saving Throws Str +7, Con +8

Skills History +4, Insight +5, Intimidation +6, Perception +5

Senses passive Perception 15

Languages Common

Challenge 11 (7,200 XP)

Indomitable (2/Day). Anaxander rerolls a failed saving throw.

Improved Second Wind (Recharges after a Short or Long Rest). As a bonus action, Anaxander and an ally he can see within 5 feet of him regain 17 (3d10) hit points.

Inspiring Advance (Recharges after a Short or Long Rest). When Anaxander is subject to any effect that heals him, any allies within 30 feet of him that can hear him gain 10 temporary hit points.

Martial Advantage. Once per turn, Anaxander can deal an extra 21 (6d6) damage to a creature he hits with a weapon attack if that creature is within 5 feet of an ally of Anaxander that isn't incapacitated.

ACTIONS

Multiattack. Anaxander makes three weapon attacks with his longsword or his light crossbow.

Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Light Crossbow. *Ranged Weapon Attack:* +6 to hit, ranged 80/320 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Never Surrender! (2/day). Any ally within 30 feet of Anaxander that can see or hear him can use their reaction to make a melee weapon attack.



BAKKREMOS, WAYFINDER

It can be dangerous to travel the realms. That's where Bakkremos (CG male satyr), and other Wayfinders like him come in. A handsome satyr of well-brushed fur and immaculately polished horns, Bakkremos takes great care of his appearance—considering it a part of the services he provides. A devotee of Phenax, the God of Deception, he finds his vain presentation often leads people to underestimate him, and he takes advantage of this fact as much as possible.

If you need to get somewhere quickly or reach a place that is difficult to reach, there is no better guide than Bakkremos—assuming you can afford his extortionate fees. Some suppose that the extravagant prices he charges go to fund his extensive grooming habits, but careful study would reveal that he uses these funds to help other travelers who are escaping unfair ends or making trips through dangerous stretches of land.

Personality Traits. Always performing, Bakkremos will exert whatever effort is necessary to take center stage in a room. He hates being shown up or outshined and is not above using his magical abilities to harass someone he feels isn't giving him the proper respect.

Ideal. Bakkremos believes that civilization is built on lies and that these “mis-truths” are as important of a currency as gold. He considers himself a merchant, in this way, willing to play the games in order to undermine the system.

Bond. Bakkremos has a younger sister who disappeared while traveling. He keeps his ears peeled for any word of her.

Flaw. Bakkremos' greatest flaw is his arrogance and his refusal to reflect upon his actions and choices. Entangled in the very societies he despises, such introspection may very well be his undoing, but as long as he keeps moving, he won't have to confront his hypocrisy.

BAKKREMOS, WAYFINDER

Medium fey (satyr), chaotic good

Armor Class 15 (leather armor, shield)

Hit Points 156 (24d8 + 48)

Speed 45 ft., climb 45 ft., swim 45 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	11 (+0)	18 (+4)	16 (+3)

Saving Throws Wis +7, Cha +6

Skills History +3, Medicine +7, Performance +6, Persuasion +6, Survival +7

Senses passive Perception 14

Languages Common, Sylvan

Challenge 5 (1,800 XP)

Divine Strike. Once on each of his turns, when he hits a creature with a weapon attack, Bakkremos can cause the attack to deal an extra 5 (1d8) radiant damage to the target.

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

Spellcaster. Bakkremos is an 8th level spellcaster. His spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). He has the following cleric spells prepared:

Cantrips (at will): *guidance, light, sacred flame, spare the dying*
1st level (4 slots): *comprehend languages, detect magic, guiding bolt, healing word, longstrider, sanctuary*

2nd level (3 slots): *enhance ability, find traps, hold person, pass without trace, darkvision*

3rd level (3 slots): *create food and water, meld into stone, phantom steed, sending, spirit guardians, water walk*

4th level (2 slots): *dimension door, freedom of movement, guardian of faith*

ACTIONS

Divine Shepherd (1/day). Bakkremos chooses any number of creatures within 30 feet of him who can see or hear him. Those creatures can immediately use their reaction to move a distance up to their walking speed. This movement does not provoke attacks of opportunity.

Guiding Light (1/day). Bakkremos names a location on the same plane of existence, such as Akros, and receives an indication of the direction he must travel. This sign might be a sudden change in the direction of the wind, a bright star shining in the night sky, or a deer running off into the distance.

Quarterstaff. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6) bludgeoning damage or 5 (1d8) bludgeoning damage if used with two hands.



BASTUS, HIGH-HEARTED

Bastus (CN male human) is a large and jolly man with a constant smile and shining cheeks. Having come from money and means, he makes it his business to throw frequent and lavish celebrations. He'll take any excuse—the full moon, the harvest, the new moon, the solstice—and invite guests by the hundreds to some strange, secluded spot in the wilds, always somewhere different.

Bastus wants only to have a good time. While he is connected in some way to almost every famous figure in Theros and knows a great deal about the various machinations of the world's factions, he isn't interested in dragging down a celebration by getting mired in tactical shop talk. Bastus has no patience for someone who isn't looking to enjoy themselves, and that sort of buzz kill will find themselves swiftly removed from his events—forcefully, if necessary. But if, over the course of an evening, through good wine and pleasant conversation, a little bit of gossip slips out here and there, well... that's all in good fun, isn't it?

Personality Traits. Bastus speaks in a big, booming voice that fills any space he's in. He becomes easily distracted by other people, the impulse to dance, the clothes someone might—or might not—be wearing, anything; and he doesn't appreciate it when someone tries to stymie his frivolous whims.

Ideal. As far as Bastus is concerned, if you're not having fun, you may as well be dead. He thinks the world would be a much happier place if everyone would just relax once in a while.

Bond. Bastus needs for his parties to be beloved by all. He values the opinions of his guests more than anything, and he greatly fears them losing interest and no longer attending.

Flaw. Bastus is openly, indulgently hedonistic. He wants the finest things life has to offer and he wants them in great excess, regardless of what he has to give to get them.



BASTUS, HIGH-HEARTED

Medium humanoid (human), chaotic neutral

Armor Class 10

Hit Points 130 (20d8 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	11 (+0)	15 (+2)	11 (+0)	18 (+4)	18 (+4)

Saving Throws Int +3, Wis +7,
Skills Arcana +3, History +3, Insight +7, Nature +7,
Performance +7, Persuasion +7

Senses passive perception 14

Languages Common, Sylvan

Challenge 7 (2,900 XP)

Circle Form. As a bonus action, Bastus can transform, taking on a satyr like appearance while his hair turns to leaves and vines snake down his arms. While in this form his AC becomes 14 and he has advantage on Wisdom saving throws to resist charm effects.

Spellcaster. Bastus is a 10th level spellcaster. His spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). He has the following druid spells prepared:

Cantrips (at will): *druidcraft, poison spray, produce flame, resistance, thorn whip*

1st level (4 slots): *charm person, faerie fire, purify food and drink, thunderwave*

2nd level (3 slots): *enthrall, heat metal, hold person, moonbeam, suggestion*

3rd level (3 slots): *dispel magic, haste, hypnotic pattern, plant growth*

4th level (3 slots): *confusion, conjure woodland beings, grasping vine, ice storm, stone skin, wall of fire*

5th level (2 slots): *awaken, dominate person, greater restoration*

ACTIONS

Incite Frenzy (4/day). Enemies within 10 feet of Bastus, High-Hearted must succeed on a Wisdom saving throw (DC 15) or immediately use their reaction, if available, to move up to half their speed and make a single melee weapon attack against a randomly determined creature they can reach.

Thorn Whip. *Melee Weapon Attack:* +7 to hit, reach 30 ft., one target. *Hit:* 7 (2d6) piercing damage and the target is pulled 10 feet towards Bastus, High-Hearted.

Twisted Pleasures (1/Short Rest). Up to 4 humanoid or beast creatures within 60 feet of Bastus must make a DC 15 Wisdom saving throw. On a failed save, the creatures are charmed by him and begin to dance in place. A dancing creature must use all of its movement to dance and has disadvantage on Dexterity saving throws and attack rolls. While the target is affected by this spell, other creatures have advantage on Attack rolls against it.

A dancing creature charmed by this effect can make another Wisdom saving throw at the end of each of its turns. On a success, the effect ends. If a creature fails its saving throw three times, it is stuck in the revelry and charmed for 1 hour, after which it suffers 2 levels of exhaustion. If another creature uses an action to try and pull the dancer out of its revelry, the dancing creature has advantage on its next saving throw to end the effect. The effect ends early if an affected creature takes any damage or if you are incapacitated.

A creature who succeeds on its save against this effect can immediately use its reaction to move up to half its speed without provoking attacks of opportunity. Such a creature is immune to this ability until it completes a long rest.

CARILA, THE ORACLE'S CLAW

Hailing from the badlands of Phoberos, Carila (NG female leonin) was once a young scion from a tribe of marauding Leonin. When she was young her family was betrayed and killed as part of a rival's bid for power. Carila, however, managed to escape. In the process, she awakened her primal connection to her mythic totem—the wise and ancient sphinx, Medomai, the wandering oracle—and her yellow-brown fur turned an arcane blue and purple hue. Years have passed since then and, under the guidance of her mysterious benefactor, Carila has traveled the realm—her appearances as infrequent and impactful as the cryptic sphinx from whom she draws her strength.

It is this habit that has earned her the title Oracle's Claw, with wise observers believing that her appearances are not random chance, but are instead informed by Medomai's oracular gifts. Indeed, those who meet Carila along her journey can all attest to her aloof nature. Her actions seem as if they are in accordance with—or perhaps defiance of—a larger tide none around her can quite understand. The ascetic lifestyle she now enjoys suits Carila. She is now more of a warrior monk now than the marauding warrior she once was. She holds on to her purpose with great fervor, in an effort to forget her anger at the betrayal her family suffered and her desire to take revenge on their behalf.

Personality Traits. Quiet and reserved, Carila's cold exterior belies the heat and passion underneath. She rarely turns away a person in need and, when riled, her anger is a truly awesome thing to behold.

Ideal. Power should be used. Unlike her more restrained patron, Carila doesn't hesitate to use her formidable strength to try to influence the outcome of events.

Bond. Carila's tribe—the Iron Pride—remains on her mind and in her heart at all times. While her path has taken her far from home, she still hopes to someday return and set her past right.

Flaw. Carila is suspicious of her benefactor, wondering if he is to blame for her family's death. Medomai acts in ways that can be difficult to parse, often taking actions based on the results they will have dozens of moves down the line. She fears that her awakening to her mythic totem may have been orchestrated by the oracle in an effort to recruit himself an enforcer.

CARILA, THE ORACLE'S CLAW

Medium humanoid (leonin), neutral good

Armor Class 15 (unarmored defense)

Hit Points 153 (18d8 + 72)

Speed 45 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	15 (+2)	12 (+1)	11 (+0)

Saving Throws Str +8, Con +8

Skills Athletics +8, Arcana +6, Insight +5, Intimidation +4, Perception +5, Survival +5

Damage Resistances psychic; bludgeoning, piercing, and slashing damage from non-magical weapons

Senses darkvision 60 ft., passive perception 15

Languages Common, Leonin

Challenge 9 (5,000 XP)

Danger Sense. Carila has advantage on Dexterity Saving Throws against effects that she can see, such as traps and spells.

Feral Instinct. Carila has advantage on Initiative rolls.

Unarmored Defense. While Carila is not wearing any armor, her Armor Class equals 10 + her Dexterity modifier + her Constitution modifier.

ACTIONS

Multiaction. Carila makes three attacks with her greataxe.

Greataxe. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 17 (2d12 + 4) slashing damage.

Aspect of the Beast (Sphinx). Carila unleashes a powerful, bestial roar. Each creature of her choice within 30 feet must make a DC 13 Charisma saving throw. A creature that fails the saving throw is deafened and frightened of her for 1 minute and takes 16 (3d10) thunder damage. On a successful save, the creature takes half as much damage and isn't frightened or deafened. A frightened and deafened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Totemic Attunement (Sphinx). Carila teleports up to 120 feet to an unoccupied space she can see. When she appears in the targeted space, she can make one melee weapon attack against a creature within reach as a bonus action.

CLOVER

Clover (LG human female) enjoys a peaceful serenity in the waning years of her life. She has long white hair she keeps in a braid, woven with leaves and vines. She wears simple leathers, with no ornamentation. The only extravagant thing about her is the bow and quiver on her back, intricately detailed, and gifted to her by Anthousan, leader of Karametra's Council of Warriors.

Clover resides in Setessa, living in worship of Nylea and her various seasons. An outsider among the Setessans, Clover earned her honored place there after years of demonstrating her values and proving her fidelity to Nylea. Committed to passing along the wisdom her life has taught her, Clover is one of Nylea's most favored disciples and embodies many of the god's principles.

Personality Traits. Clover is fundamentally kind and playful, much like Nylea herself. However, she also struggles with a terrible grief over the death of her son, who died of illness. It was his love of nature that led her to spend more time outside in the wake of his passing. Through that experience she eventually came to the protection of forest creatures.

Ideal. Clover believes that the world is a garden and that mortal beings are just its temporary tenders. She believes it's every person's responsibility to make the world better in the time they have.

Bond. Clover sees her lost son in the children of Setessa—the arkulli ("little bears"). She'll protect them fiercely, as if they were her own.

Flaw. Despite her faith in Nylea, Clover has come to fear that they are fighting a losing battle and that the development of civilization will continue without end.

CLOVER

Medium humanoid (human), lawful good

Armor Class 17 (studded leather)

Hit Points 187 (22d8 + 88)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	20 (+5)	18 (+4)	15 (+2)	18 (+4)	14 (+2)

Saving Throws Str +4, Dex +9

Skills Nature +6, Perception +8, Survival +8

Senses passive perception 18

Languages Common, Sylvan

Challenge 11 (7,200 XP)

Divine Mark. Clover casts *hunter's mark* when she rolls initiative. In addition, when she rolls a 1 on a damage die for her *hunter's mark* she can reroll the die and must use the new roll, even if the new roll is a 1. Any damage Clover deals with her *hunter's mark* is dealt as radiant damage.

Devoted Mind. Clover has advantage on Constitution saving throws to maintain her concentration. In addition, when she casts *hunter's mark*, it does not require concentration.

Feral Senses. When Clover attacks a creature she can't see, her inability to see it doesn't impose disadvantage on her attack rolls against it. She is also aware of the location of any invisible creatures within 30 feet of her, provided that the creature isn't hidden from her and she isn't blinded or deafened.

Mantle of Spring. When Clover reduces a creature to 0 hit points with a weapon attack she regains 22 (4d10) hit points.

Spellcaster. Clover is an 18th level spellcaster. Her spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). She has the following ranger spells prepared:

1st level (4 slots): *animal friendship*, *cure wounds*, *fog cloud*, *hunter's mark*

2nd level (3 slots): *darkvision*, *find steed*, *spike growth*

3rd level (3 slots): *conjure animals*, *plant growth*, *speak with plants*, *water walk*

4th level (3 slots): *Mordenkainen's faithful hound*, *freedom of movement*

5th level (1 slot): *commune*, *tree stride*

ACTIONS

Multiattack. Clover makes three weapon attacks.

Longbow. *Melee Weapon Attack:* +9 to hit, range 150/600 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage and, if using *hunter's mark*, 4 (1d8) radiant damage.

Shortsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage and, if using *hunter's mark*, 4 (1d8) radiant damage.

DEMNE, THE ENCHANTRESS

Those who sail the Dakra Isles fear wrecking upon the rocks for a multitude of reasons. One of the most whispered about is Demne, the Enchantress (N female human). Demne is a mysterious woman who inhabits the Isles, where she performs ancient and veiled rituals. Descriptions of her vary, but she is often said to appear as a densely freckled woman, adorned in bright feathers and animal furs.

She claims to have been taught her magic by the darkness between the stars and has been rumored to offer her services to those who need them in exchange for the fulfillment of strange tasks. She might call on a lost sailor or unlucky triton to learn and pass on an old, forgotten song, or to spend a small pouch of unusually marked copper coins. Other times she might simply bewitch those who stumble upon her abode, transforming them into birds or dogs or enchanting them to serve her on the island for the next ten years. She is fickle and more safely avoided than escaped.

There are rewards, however, for those intrepid few who might seek her out with purpose. Her island is said to harbor many rare and wondrous items, and the enchantress is known to be capable of brewing all manner of powerful concoctions. The more pressing question is what such heroes are willing to give over in return.

Personality Traits. Demne gives nothing away for free, not even information. As a result of this, she tends to speak predominantly in questions until a deal has been struck. If she senses that she will gain nothing by the end of an interaction, Demne quickly abandons negotiation and will not hesitate to dispatch the uncooperative intruder.

Ideal. As far as Demne is concerned, the preservation of tradition is paramount. She practices ancient modes of worship, aware of just how easily history can be lost to the world.

Bond. Demne sees the treasures that have come to her island as evidence of her patron's favor and is loath to part with any piece of it.

Flaw. Faith drives every move Demne makes. She is dedicated to the cause of restoring the dominion that was once taken from her patron and will unerringly follow their commands, even to her own undoing.

HYPESIA

Hypesia (LN female human) is a young rising philosopher within Meletis who aspires to join the ranks of the Twelve. She has bold ideas for the betterment of the polis and its people but has rarely been taken seriously due to her inexperience and a tendency to let anger and passion cloud her reasoning in debates. She'd rather build a lasting society than friendships, and a perpetual frown and angular face only serve to encourage her hostile reputation.

Recently, Hypesia has earned more attention from the people of Meletis after being blessed by Klothys, the god of destiny. The city woke up one morning to find many of its streets tangled in a web of winding threads leading from the temple of Klothys to Hypesia's door. When she stepped out, she plucked a single thread and the entire network fell to the ground. Hypesia has since been regarded by some as the voice of fate, advising the Reverent Army regarding tactics and targets alike. Though the councilmembers of the Twelve haven't yet given sanction to her political positions or officially recognized her blessing, they're keeping a ready eye out for Hypesia's next move.

In actuality, the blessing of Klothys was entirely fabricated. It took Hypesia months of planning to orchestrate the hoax, and now that it's given her the respect she needed for her opinions to be heard she doesn't admit the truth to a single soul.

Personality Traits. Hypesia is bursting with ideas for where the polis should focus its efforts and desperate to have those ideas heard. Her typical fashion of sharing her thoughts, however, is to shout them loudly at the people who disagree with her. She is well intentioned, but difficult to get along with.

Ideal. Hypesia is frustrated by the passive inaction of the Twelve. She firmly believes that philosophical discussion must be backed by tangible enforcement if anything is to change for the better.

Bond. Everything Hypesia does comes from her love for her polis and the people who live there. She believes rising to power will help Meletis to be the best city it can be.

Flaw. Since she is neither charming nor congenial enough to win political favor in Meletis, Hypesia is not above using deception to get her way and improve her prospects. Her arrogance can lead her to take extreme action without first thinking through the consequences.

Hypesia is intended as a social ally and, therefore, has no stat block.



DEMNE, THE ENCHANTRESS

Medium humanoid (human), neutral

Armor Class 12 (leather armor)

Hit Points 183 (18d8 + 90)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	20 (+5)	12 (+1)	14 (+2)	20 (+5)

Saving Throws Wis +6, Cha +9

Skills Deception +9, Insight +6

Damage Resistances cold

Condition Immunities frightened

Senses passive perception 12

Languages Common, Abyssal, Celestial, Primordial, Sylvan
Challenge 10 (5,900 XP)

Blood Tithe. Demne can cast spells by spilling her own blood. The spell must be a warlock spell she can cast. After resolving the spell's effects, she must roll a number of dice equal to the spell's slot level and subtract the total from her current hit points.

Formulary Manuscript. Demne can brew *potions of healing*, *dominate person*, *sleep*, and *modify memory*.

Innate Spellcasting. Demne's innate spellcasting ability is Charisma. She can innately cast the following spells (spell save DC 17), requiring no material components:

At will: *alter self*, *speak with animals*

1/day each: *feblemind*, *finger of death*, *mass suggestion*, *true polymorph*

Spellcaster. Demne is a 17th level spellcaster. Her spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). She has the following warlock spells prepared:

Cantrips (at will): *chill touch*, *eldritch blast*, *friends*, *minor illusion*

5th level (4 5th-level slots): *awaken*, *beast sense*, *blight*, *conjure animals*, *dispel magic*, *dominate person*, *entangle*, *fear*, *hunger of Hadar*, *ray of enfeeblement*, *scrying*, *sleep*

Witch Sight. Demne can see the true form of any shapechanger or creature concealed by illusion or transmutation magic while the creature is within 30 feet of her and within line of sight.

ACTIONS

Eldritch Blast. Ranged Spell Attack: +9 to hit, range 120 ft., four targets. Hit: 5 (1d10) force damage.

Sculptor of Flesh (Recharges after a Long Rest). Demne can cast polymorph once using a warlock spell slot.

Succumb to Nature (Recharges after a Long Rest). Demne forces any number of humanoids within 15 feet of her to make an Intelligence saving throw (DC 17). The effect lasts for 1 minute and creatures can repeat their save at the end of each of their turns.

If a creature fails its first save, at the beginning of its next turn it drops any items it's holding and uses its turn to make two unarmed attacks against any creature within melee range.

If a creature fails a second save, it uses its next turn to charge towards a creature within its movement and shove them. If it can't reach a target with its movement, the creature uses its action to dash towards the nearest creature.

If a creature fails a third save, it becomes frightened of all other creatures on its next turn and must use its movement to flee from combat. Having failed a third save, the creature can no longer repeat its saving throw at the end of each of its turns.

HEAVYHORN IREKEA

Ireke (LG female minotaur) is a tall gray-skinned minotaur with large horns, curved forward, ready for charging. Years of battle on behalf of the minotaur polis of Skophos, in service to Mogis, the minotaur god of slaughter, have rendered her tough and savage. And though her bloodlust and wrath earned her much glory, it also cost her the things she cared for most—her family. Fighting in conflict after conflict, her anger grew immense and uncontrollable, until the rage within her sat only just under the surface of her spirit, spilling out even when she didn't call on it.

A powerful, trusted warrior, Ireke was called on by the powers that be in the polis of Skophos to bring other minotaurs who didn't agree with the worship of Mogis into line. With her anger unleashed she was a frenzied storm of steel and horn. So deep was her rage that in one such battle she tore apart an entire group of rebels without even first uttering a word. It was only in the moments after that she realized her mate was among them and that she had killed her lover. She was lost after that, for a long time, afflicted by grief, guilt, and regret. Now she walks a new path, hoping to atone for her anger and her sins, searching for a way to change the world that does not require blood to be spilled so mindlessly.

Personality Traits. Ireke has found laughter a great coping mechanism to deal with the anger in her past. She does her best to be jovial and friendly, to undercut her intimidating stature.

Ideal. Ireke believes that though she may never be redeemed for the carnage she has wrought, it is still right for her to attempt to atone.

Bond. In exploring this new path, Ireke has turned to the worship of Heliod, seeking solace in his message of self-sacrifice and the importance of the bonds of kinship. She hopes to live by those ideals.

Flaw. Ireke still struggles with her anger, an uncontrollable rage that threatens to unravel the discipline she holds so dear.

HEAVYHORN IREKEA

Medium humanoid (minotaur), lawful good

Armor Class 20 (plate armor, shield)

Hit Points 357 (42d8 + 168)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	7 (-2)	19 (+4)	13 (+1)	11 (+0)	15 (+2)
Saving Throws Str +8, Con +8					
Skills Athletics +8, Intimidation +6, Religion +5, Survival +4					
Senses passive Perception 10					
Languages Common, Minotaur					
Challenge 12 (8,4000 XP)					

Divine Health. Ireke is immune to disease.

Hammering Horns. After Ireke attacks something no more than one size larger than her, she can use a bonus action to force it to make a DC 16 Strength saving throw or be pushed 10 feet away.

Rage of Mogis. If Ireke begins her turn with half her hit points or less, she must succeed on a DC 17 Wisdom saving throw or activate this ability as a bonus action. When Rage of Mogis is activated, Ireke gains resistance to bludgeoning, piercing, and slashing damage from non-magical weapons. In addition, she may make a single melee weapon attack as a bonus action on each of her turns. She also gains advantage on Strength checks and saving throws and can't be charmed or frightened. This effect only ends after 1 hour or when she is knocked unconscious.

Spellcaster. Ireke is a 3rd level spellcaster. Her spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). She has the following paladin spells prepared:

1st level (3 slots): *bless*, *cure wounds*, *heroism*

ACTIONS

Multiattack. Ireke makes three attacks. Two with her greatsword and one with her horns.

Greatsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Horns. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

REACTIONS

Protective Charge (1/day). When an ally is hit by an attack from an attacker Ireke can see within 15 feet of her, she can immediately move to an unoccupied space adjacent to the attacker and make a single melee attack against them in response.

JAIRE ANATYRUS, RIVER FISHERMAN

Some see fate as a tangle of threads. Others look at it as a river, flowing along its course. The latter perfectly describes the perspective of Jaire Anatyrus (CN human male). He sees fate—and life, by extension—as a living, moving thing. And as he has learned more about its nature he has become more content to sit and ride the tide finding peace in the chaos and complexity of the world.

A superficial glance at Jaire Anatyrus would not reveal his academic and philosophical interests. By all appearances, he presents himself as a simple fisherman: bamboo fishing rod, straw hat, and clothing only a handful of threads away from being rags. His lifestyle, too, reflects this, as he spends his days boating and fishing, living a rather simple life in the comfort of the village he calls his home and the community he enjoys there. He finds this a much more meaningful existence than an endless commitment to academia or the futile work of struggling against the limits of being a mortal.

Personality Traits. Calm and serene, Jaire Anatyrus is never quick to do anything. Friendly and welcoming to all he meets, he takes particular delight in meeting adventurers, who always seem to be in a rush. He finds them—and their behaviors—humorous, in an almost patronizing sort of way.

Ideal. Live and let be. The world will be what it will be and it is useless for mortal creatures to attempt to change or influence it.

Bond. Jaire Anatyrus feels bound to his lifestyle. He harbors fear that plucking wantonly at the threads he sees could have disastrous consequences. It has in the past.

Flaw. Jaire Anatyrus is not cruel but his detachment does make him rather callous.

JAIRE ANATYRUS

Medium humanoid (human), chaotic neutral

Armor Class 11

Hit Points 117 (18d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	14 (+2)	20 (+5)	15 (+2)	15 (+2)

Saving Throws Int +10, Wis +7

Skills History +10, Insight +7

Senses passive Perception 12

Languages Common, Celestial

Challenge 13 (10,000 XP)

Spellcaster. Jaire Anatyrus is a 17th level spellcaster. His spellcasting ability is Intelligence (spell save DC 18, +10 to hit with spell attacks). He has the following wizard spells prepared:

Cantrips (at will): *light*, *mage hand*, *mending*, *minor illusion*, *prestidigitation*

1st level (4 slots): *broken path**, *chains of fate**, *deliverance**, *gambler's reprieve**

2nd level (3 slots): *Nystul's magic aura*, *rope trick*, *weaver's fortune**

3rd level (3 slots): *clairvoyance*, *counterspell*, *dispel magic*, *harbinger of doom**

4th level (3 slots): *banishment*, *Mordenkainen's faithful hound*

5th level (3 slots): *contact other plane*, *legend lore*, *scrying*

6th level (2 slots): *true seeing*

7th level (2 slots): *Mordenkainen's sword*, *forcecage*, *teleport*

8th level (1 slot): *control weather*, *power word: stun*

9th level (1 slot): *foresight*

REACTIONS

Tangled Threads. When targeted by an attack, Jaire Anatyrus can use his reaction to force the attacking creature to make a DC 18 Wisdom saving throw. On a failed save, Jaire Anatyrus can choose a new target for the attack that is within range of the attacking creature's original attack and is not the attacking creature.

LANNIC, STUDENT OF WAR

Lannic (LG Human male) believes that someday he will change the world. Were he any other young man, that might simply be naive confidence, but Lannic has the brilliance and ambition to see it through. Hair unkempt and clothes usually out of sorts, Lannic has the disheveled look of a person caught up in their own world. And indeed he spends almost all of his time slaving over books, battle maps, and records of previous wars.

Born in Meletis to a family of wizards, he was never the most magically adept of his siblings. Instead, he admired The Reverent Army, their battlewise warriors and brilliant tacticians. Committed to his studies, he enrolled at the Dekatia—Meletis' legendary academy—but instead of studying philosophy and magic, he focused his efforts on studying the tactics of battle, with a goal of one day helping to lead the Reverent Army to greater glories.

Personality Traits. Lannic has a wry sense of humor and sarcastic manner that can make him a bit annoying to speak with if you're on the receiving end of his sharp wit.

Ideal. Duty. Lannic lives by the ideal that individuals have a responsibility to serve their polis. He loves his home and intends to show that love through action rather than piety.

Bond. Lannic wholeheartedly believes in the ideals of Meletis and is loyal to the nation he calls home.

Flaw. Lannic can be single-minded in his pursuits, focused on his goals to the detriment of everything—and everyone—else.

LANNIC, STUDENT OF WAR

Medium humanoid (human), lawful good

Armor Class 14 (leather armor)

Hit Points 66 (12d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	13 (+1)	19 (+4)	10 (+0)	10 (+0)
Saving Throws Int +6, Wis +2					
Skills Athletics +1, Insight +2, Perception +2, Persuasion +2					
Senses passive Perception 12					
Languages Common, Thieves' Cant					
Challenge 2 (450 XP)					

Calculated Approach. During the first round of combat, Lannic acts on initiative count 1. He chooses one creature he can see within 60 feet of him that has already acted and, for the next minute, has advantage on any attack rolls made against that creature.

Sneak Attack (1/Turn). Lannic deals an extra 3 (1d6) damage when he hits a target with a weapon attack and has advantage on the attack roll.

Spellcaster. Lannic is a 1st level spellcaster. His spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). He has the following wizard spells prepared:

Cantrips (at will): *mending, message, true strike*

1st level (2 slots): *alarm, longstrider, shield, unseen servant, sleep*

ACTIONS

Rapier. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Hand Crossbow. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.



PERESKE, ENDSEEKER

The Gods are flawed. Not that any one of their sycophants would admit to that, of course. But if you ever meet Pereske (NG nonbinary human), they'll be more than happy to regale you with songs and stories of their misdeeds. Their pride, their jealousy, and most of all... their wrath. It is this latter subject which most fascinates Pereske, or the Endseeker, as they prefer to be known.

One of the only survivors of the fall of Arixmethes, cast into the ocean by an angered god, Pereske bears great hate for the gods above and hopes to find others who are similarly suffering as a result of the god's machinations. Pereske doesn't pursue these tragic tales out of morbid interest, but out of a respect for the strength it takes to carry on after the greatest of losses. Though they wouldn't readily admit it, Pereske's curiosity is a coping mechanism for them to be better able to deal with their own profound grief and guilt.

Personality Traits. Pereske puts on a brave, extroverted front to mask the pain they're suffering. Their curiosity is their main escape and when they become interested in a topic, they will never let go of it.

Ideal. Rebellion. Authority is a weapon the gods use unjustly. It is only right to seek an alternative to their dominion.

Bond. Though they might not let it on, Pereske is empathetic to all those who have been victimized by the gods.

Flaw. Sometimes, Pereske's grief drives them to lash out at the people around them

PERESKE, ENDSEEKER

Medium humanoid (human), neutral good

Armor Class 14 (leather armor)

Hit Points 77 (14d8 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	13 (+1)	15 (+2)	14 (+2)	17 (+3)

Saving Throws Cha +5, Dex +5

Skills Deception +5, Insight +6, Performance +7, Perception +4

Senses passive perception 14

Languages Common, Aquan, Primordial

Challenge 4 (1,100 XP)

Spellcaster. Pereske is a 4th level spellcaster. Their spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). They have the following bard spells prepared:

Cantrips (at will): *mage hand*, *message*, *vicious mockery*
1st level (4 slots): *charm person*, *comprehend languages*, *detect magic*, *Tasha's hideous laughter*
2nd level (3 slots): *calm emotions*, *detect thoughts*, *shatter*

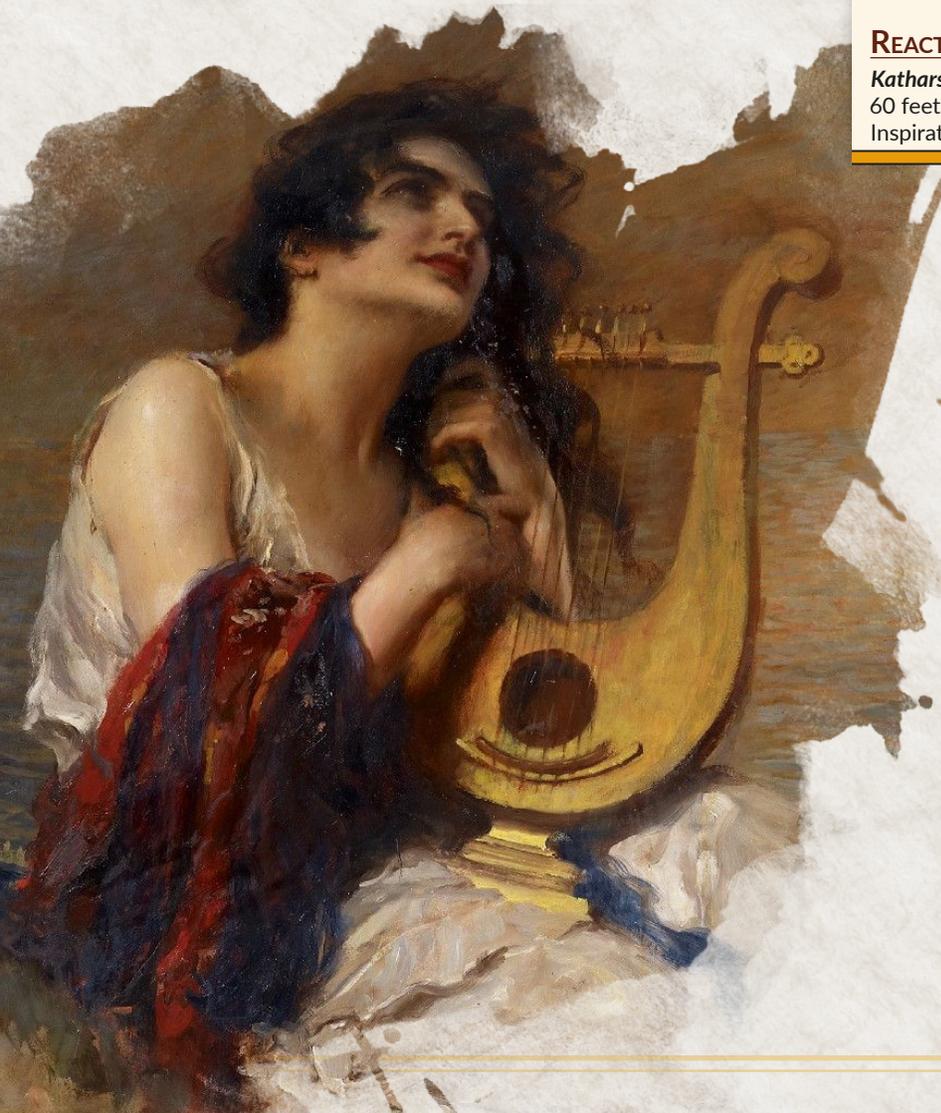
ACTIONS

Multiattack. Pereske makes two melee weapon attacks with their rapier.

Rapier. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.
Hit: 7 (1d8 + 3) piercing damage.

REACTIONS

Katharsis (3/Day). When a creature Pereske can see within 60 feet is reduced to 0 hit points, they can grant a d6 Bardic Inspiration die as a reaction to two other creatures.



RUIN-CALLER

Born in the midst of battle, Ruin-Caller (NE male centaur) earned his name when his newborn crying heralded a great victory for his warband, and so it is said that he was always destined for greatness. Ruin-Caller grew to become a feared Pheres band warlord, with the body of a strong, white destrier and a human torso to match. He prefers to crush his opponents with the hands and hooves the gods gave him and so his hair is cropped roughly, close to the scalp so that it cannot be used against him in close combat.

Ruin-Caller controls several leagues of the wilderness between Akros and Setessa through sheer force of might and responds to trespassing with violent retribution. The Akroan military would gladly pay a large sum to be rid of his raiding parties so that they could move their soldiers freely through his lands. Ruin-Caller cares more for his own reputation in battle than for the wellbeing of the other centaurs under his leadership. He demands strength and obedience from his followers and does not hesitate to abandon any he deems to be a weak link.

Personality. Ruin-Caller is not content to simply be the strongest and best warrior, he also wants everyone to know it, so he shows off his power at every opportunity. He sees fury as the path to victory and will frequently mock and harangue his fellow band members until they snap.

Ideal. Through his might alone, Ruin-Caller has provided for his band. He feels that he deserves to be celebrated as a leader because of that might and he believes any pursuit other than strength to be a pointless diversion.

Bond. Ruin-Caller is fiercely protective of the lands he has accrued and claimed as Pheres band territory. He sees it as proof that his reputation is earned and will not relinquish even a foot of it without a fight.

Flaw. Ruin-Caller is so proud of his legacy as a warrior that he will enter conflict needlessly and impatiently. If anyone were to question his supremacy of strength, he would immediately challenge them, whether enemy, stranger, or family member.

RUIN-CALLER

Medium fey (centaur), neutral evil

Armor Class 14 (hide armor)

Hit Points 108 (13d8 + 26)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	14 (+2)	8 (-1)	12 (+1)	10 (+0)

Saving Throws Str +8, Con +5

Skills Athletics +8, Intimidation +3, Perception +4, Survival +4

Condition Immunities frightened

Senses passive perception 14

Languages Common, Sylvan

Challenge 7 (2,900 XP)

Charge. If Ruin-Caller moves at least 20 feet straight towards a target and then hits that creature with the next melee attack he makes on the same turn, the target suffers an extra 10 (3d6) bludgeoning damage.

Equine Build. Ruin-Caller has advantage on Strength saving throws made against effects that would knock him prone.

Overpowering Might. When a creature attempts to escape Ruin-Caller's grapple they must use Ruin-Caller's choice of Strength (Athletics) or Dexterity (Acrobatics) for the skill check (DC 16).

ACTIONS

Multiattack. Ruin-Caller makes two melee weapon attacks with his hooves.

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

Grapple. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* If the target is a creature, it is grappled (escape DC 16). Until this grapple ends, Ruin-Caller can't grapple another target.

Rage-Crowned (Recharge 5-6). If Ruin-Caller has a creature grappled, he can deal 7 (1d4 + 5) bludgeoning damage to the creature and it must succeed on a DC 16 Constitution saving throw or make attack rolls with disadvantage for one minute. At the end of each of its turns, the target can make another Constitution saving throw. On a success, the effect is ended.



TYRESIAN

Tyresian (LG male triton) secured his position as a historical archivist at the Dekatia, the elite academy for higher education, predominantly through persistence and the judicious rationing out of ancient secrets. He isn't particularly welcome among either the sea-dwelling tritons or the other academics and philosophers in Meletis, so he has become well acquainted with solitude. Tall and bony for a triton, his blue is notably pale for one who has spent so much time on land, betraying a tendency to hide himself away in the academy library.

While he might be hesitant to share the information with strangers, Tyresian knows a great deal about the history of Theros, its legendary figures, battles, geography, and gods. While he has travelled very little, he has read every historical text he has been able to get his hands on—which, since he began working at the Dekatia, has been many—and he is able to speak and read in Common, Primordial, Sylvan, and Celestial.

Personality Traits. Due to Tyresian's general isolation from others, socializing isn't his strong suit. He alternates between speaking too much on irrelevant tangents and becoming too self-conscious to say anything at all. When he gets to discussing something he finds truly fascinating, though, even a rampaging hydra isn't likely to stop him.

Ideal. Tyresian has witnessed the power knowledge has to create alliances. He believes education and understanding are the only viable paths to a better future.

Bond. Tyresian keeps meticulous notes on the things he thinks and learns. He writes them down into personal scrolls which he feels are too precious to be kept in the academy library with the other texts of the age. He would give anything to protect these documents and the secrets they hold.

Flaw. A habit of secrecy colors Tyresian's interactions with others. Experience has taught him that holding back and doling out only small morsels of information at a time is the best way to maintain a relationship for an extended period. Once an acquaintance has the answers they seek, they will have no more use for him.

Tyresian is intended as a social ally and, therefore, has no stat block.



250+ THERAN NAMES

FEMININE NAMES

Acantha	Calliope	Dione	Hippolyta	Metra	Sophia
Adriana	Callisto	Dionysia	Hygea	Myia	Styx
Aella	Calyce	Echo	Hymnia	Nemesis	Sybil
Aeschylia	Cassandra	Electra	Illiria	Nikea	Sycorax
Aite	Ceres	Enyo	Ilythia	Niobe	Theths
Alcina	Chara	Eos	Iaso	Nyssa	Thalia
Alcyone	Charity	Epione	Io	Olympia	Theano
Alecto	Chloe	Erinna	Iola	Omphale	Theia
Althea	Circe	Eris	Iphigenia	Pallas	Themis
Amytis	Clio	Ersa	Iris	Pandia	Theodosia
Anaxa	Clymene	Eryx	Isadora	Penelope	Thera
Andromeda	Clytemnestra	Eumydia	Ismene	Persephone	Thisbe
Ankia	Corinna	Eurydice	Jocasta	Phaedra	Timaea
Antiope	Cressida	Eurynome	Lachesis	Phoebe	Timandra
Arcadia	Cynisca	Fury	Latona	Pleiade	Tyche
Ariadne	Cynthia	Gaia	Leaena	Psyche	Xanthe
Arete	Cyrene	Galatea	Leda	Pyrrha	Xenia
Artemis	Danae	Hecate	Lucretia	Pythia	
Aspasia	Daphne	Hecuba	Lyssa	Rhea	
Astra	Dela	Helen	Medea	Sappho	
Aura	Desdemona	Hermione	Megara	Scylla	
Basillia	Diadora	Hero	Melissa	Selene	
Brione	Dido	Hestia	Metis	Semele	

MASCULINE NAMES

Acteon	Aristotle	Deucalion	Itonus	Origenes	Rhianus
Achaeus	Asterion	Diogenes	Jason	Orion	Rhode
Actor	Athamas	Diomedes	Kallias	Paris	Sarpedon
Admetus	Atlas	Draco	Kallos	Parthenus	Simonides
Adonis	Autolycus	Endymion	Kreon	Patroclus	Sisyphus
Adrastos	Axius	Erasmus	Laios	Pentheus	Socrates
Aeolus	Bellenos	Erisichthon	Leandros	Pericles	Solon
Aeson	Billius	Eros	Leonidas	Perseus	Sophocles
Aesop	Boreas	Euphorion	Lysander	Phaethon	Straton
Agamemnon	Brontes	Euripides	Marathon	Philo	Tantalus
Ajax	Broteas	Evander	Markos	Phineus	Telemachus
Alekos	Cadmus	Gaius	Menelaus	Phoenix	Themistocles
Alexandros	Calais	Ganymede	Mentor	Phrixus	Theon
Amphitryon	Calyx	Hades	Midas	Pindar	Theseus
Anchises	Castor	Haemon	Milos	Plato	Thyestes
Apis	Challimachus	Hector	Mopsus	Plutarch	Timon
Apollodorus	Chiron	Hermes	Myles	Praxis	Typhon
Apollonius	Chyros	Hesiod	Nereus	Priam	Xeno
Archimedes	Cosmo	Hissarion	Nessus	Proteus	Xenophon
Ares	Cronus	Hyades	Nicandros	Ptolemy	Zephyr
Argus	Daedelus	Hyllas	Nicodemos	Pyramus	Zetes
Aristaeos	Damocles	Hyperion	Nixion	Python	
Aristophanes	Damon	Icarus	Oceanus	Rhesus	

ITEMS OF MYTH & LEGEND

Mythic adventures require mythic equipment. The magic items below are the perfect companion for any adventurer making their way through Theros.

BOW OF THE WILDS

Weapon (short bow), legendary (requires attunement)

This bow, crafted by initiates to Nylea's personal hunting party, magically enhances your aim. Every time you fail a ranged attack roll against a hostile creature using the *bow of the wilds* you gain an additional +1 to future attack rolls made with the bow. This bonus resets to +0 daily at dusk.

CLOAK OF THE HORIZON

Wondrous item, legendary (requires attunement)

This cloak is a tattered shred from the mantle of Kruphix, oldest of the gods, made from the star scattered fabric of Nyx itself. It holds only a fraction of the knowledge he keeps. While wearing this cloak, your Intelligence score changes to 22. The cloak has 20 charges. It regains 1d6+2 expended charges daily at dawn.

Spells. While a spellcaster is wearing the cloak, they can use an action to expend some of its charges to cast one of the following spells from it, using their spell save DC and spellcasting ability: *detect thoughts* (2 charges), *find the path* (6 charges), *legend lore* (5 charges), *scrying* (5 charges), *telepathic bond* (5 charges), *true seeing* (6 charges)

You can also use an action to cast one of the following spells from the cloak without using any charges: *comprehend languages*, *identify*.

Once per day, as an action, the cloak of the horizon can become a gateway to a different plane of existence. You can specify a target destination on another plane in general terms and a creature passing through the gateway appears in or near that destination. Alternatively, if you know the sigil sequence of a teleportation circle on another plane of existence, the cloak can take you to that circle directly. The gateway remains open for up to a minute, can be closed at will as a bonus action, and a creature must be of size Medium or smaller in order to pass through. When the gateway closes the cloak's wearer can decide to remain on the originating plane or arrive at the chosen destination.

You can use the cloak to contact Kruphix, god of mysteries, directly and ask any question. The answer you receive will be truthful, complete, and straight forward. Once three questions have been asked in this way, the cloak fades out of existence.

FERRYMAN'S CROOK

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

Supposedly crafted from the same dark wood as the staff of Athreos, these staves were made to identify his most devoted cultists. The *ferryman's crook* can be wielded as a magic quarterstaff that grants a +2 bonus to attack and damage rolls made with it. While you hold it, you gain a +2 bonus to spell attack rolls.

The staff has 10 charges for the following properties. It regains 1d4 expended charges daily at dawn.

Death Touch. When you hit a creature with a melee weapon attack using the staff, you can expend up to 3 of its charges. For each charge you expend, the target takes an extra 1d8 necrotic damage.

Spells. While holding the staff, you can use an action to expend some of its charges to cast one of the following spells from it, using your spell save DC and spellcasting ability: *animate dead* (3 charges), *antilife shell* (5 charges), *blight* (4 charges), *death ward* (4 charges), *false life* (4th level version, 4 charges), *ray of enfeeblement* (2 charges), *speak with dead* (3 charges).

You can also use an action to cast *gentle repose* from the staff without using any charges.

FORGEMASTER'S SCION

Wondrous item, legendary

These magical clockwork automatons were abandoned by Purphoros to the far reaches of the wilds. If you spend 1 minute winding up one of the constructs, it awakens.

The construct is friendly to the creature that wound it up and anyone they designate as an ally. It understands Celestial and obeys your spoken commands. A *forgemaster's scion* can record audio up to 1 minute in duration and play the recording back at will. The next time the construct is ordered to record audio it will erase the previous recording. Each construct also has additional features specific to its form. If you issue no commands, the construct defends itself but takes no other actions.

The construct is imbued with life for 3 days. At the end of the duration, the construct winds down and ceases all functions until it is wound up again.

The DM can choose from the list of scions below or roll to determine one at random. Complete stat blocks for each are included in Appendix A.

d6 Creature Details

1	Ant	Climb 30 ft., Carry capacity 500 lb.
2	Hind	Speed 60 ft., Alarm
3	Hound	Speed 60 ft., Grapple
4	Owl	Fly 60 ft., Light
5	Ram	Climb 30 ft., Charge
6	Scorpion	Burrow 30 ft., Poison sting

LIONHEART HIDE

Armor, legendary

This magical animal skin, once worn by a great hero of the gods, is a simple draping made from the pelt of a monstrous lion. While wearing the lionheart hide your AC is 10 + your Dexterity modifier and you have immunity to all piercing and slashing damage.



MASK OF SHADOWS

Wondrous item, legendary (requires attunement)

Phenax was the first mortal to escape the gaze of the god of death. Now a god himself, he offers this golden funerary mask, which carries that same power to those willing to accept its price. The wearer of this mask cannot be targeted by spells or magical effects from the divination school.

In addition, the *mask of shadows* provides its wearer with true invisibility. Once per day the wearer can become invisible. They must concentrate on this effect as if concentrating on a spell. Anything they are wearing or carrying is invisible as long as it is on their person. While invisible, the wearer cannot be seen or revealed by any means including *faerie fire*, *see invisibility*, *true seeing*, and similar magics. The mask's power hides you even from the gods. The effect lasts for one hour or ends early if the wearer loses concentration. This property cannot be used again until the next dusk.

Curse. A creature who dies while wearing the Mask of Shadows will be forgotten, wholly and immediately, by everyone. Their soul will not pass into the afterlife and it will seem as if they had never existed.

Once a creature is attuned to the Mask of Shadows it can never be removed while that creature is alive. A creature can only attune to this artifact with fully informed consent to the conditions of its power.

SHIELD OF ANAX

Armor (shield), legendary (requires attunement)

For many years this magical shield served the king of Akros in battle. You gain a +2 bonus to AC while wearing this shield, in addition to a shield's normal bonus to AC.

The *shield of Anax* draws fire away from the warrior who wields it and toward itself. The *shield of Anax* has 1d6 charges and regains 2 expended charges daily at dawn to a maximum of 6. When you are targeted by a ranged weapon attack you can expend one of the shield's charges (no action required) to roll 1d6, subtracting the number rolled from the attack. You can choose to use this feature after the attack roll is made, but before the DM determines whether it succeeds or fails.

While wearing the *shield of Anax*, as long as you are not incapacitated, you have advantage on Dexterity saving throws against effects you can see. You can use your reaction and expend one charge when making such a saving throw to take half damage on a failed save or no damage on a successful one.

SPEAR OF THE CHAMPION

Weapon (spear), legendary (requires attunement)

This spear once belonged to a famous hero, long hailed as unkillable. You gain a +3 bonus to attack and damage rolls made with this magic weapon.

While you are attuned to the *spear of the champion* you have advantage on initiative checks and cannot be surprised. While wielding the spear of the champion two-handed, the spear has reach.

In addition, while attuned to the spear you can reroll one failed death saving throw you make. You must use the second roll. Once you use this property, it can't be used again until the next dawn.

VICTOR'S WREATH

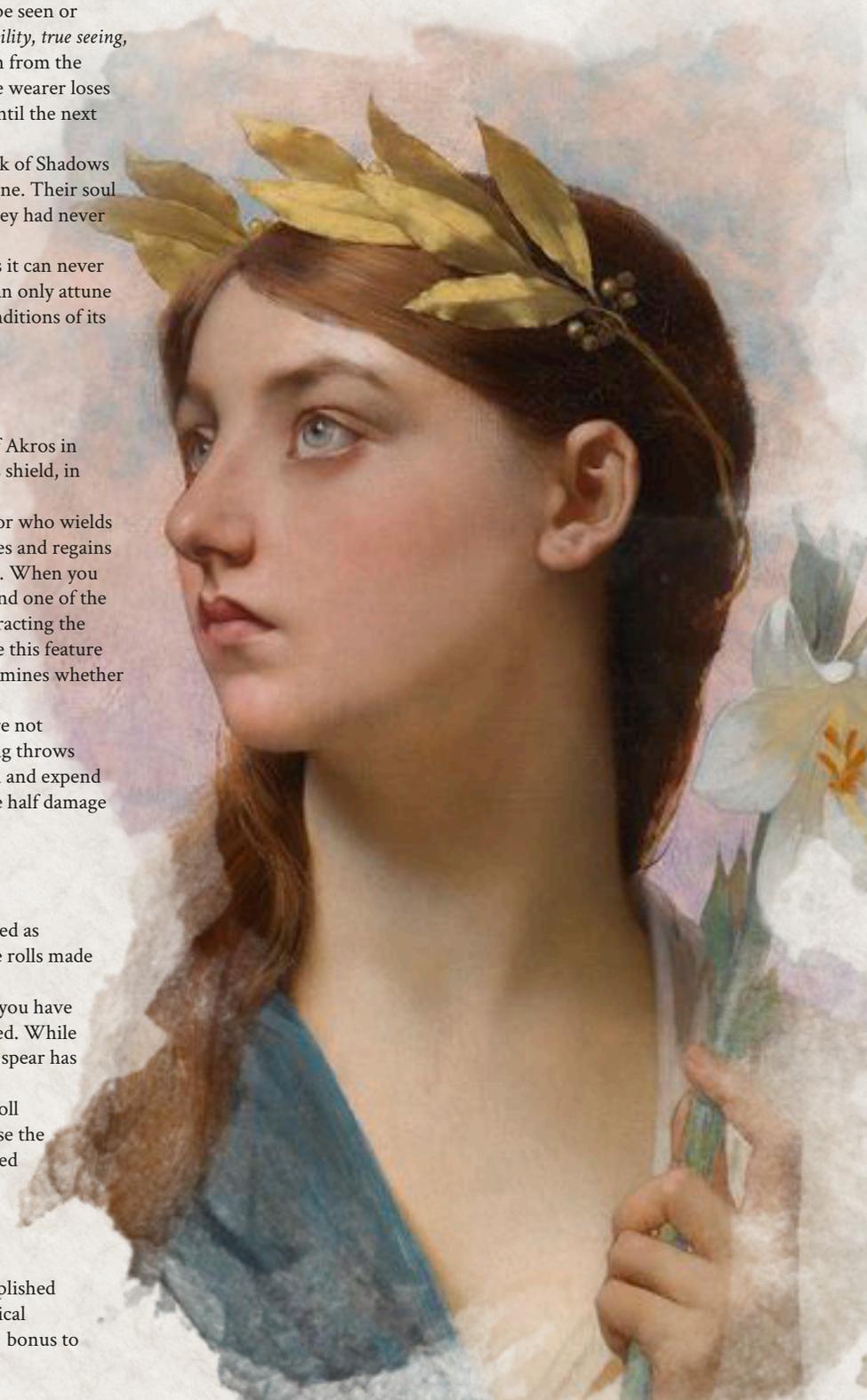
Wondrous item, uncommon (requires attunement)

Wreaths such as this are awarded to the most accomplished athletes to compete in the Iroan games. All non-magical weapons you use while attuned to this item gain a +1 bonus to attack and damage rolls you make with them.

WINGS OF DALAKOS

Wondrous item, rare

Crafted by the famous triton engineer, these wings are powerful but fragile. The *wings of Dalakos* provide their wearer with a fly speed of 60 ft. If the wearer takes more than 5 points of fire damage or is saturated with water while wearing them, for example becoming submerged or getting caught in a heavy downpour of rain for 10 seconds or more, the wings are permanently destroyed.



APPENDIX A: FORGEMASTER'S SCION

FORGEMASTER'S ANT

Small construct, unaligned

Armor Class 18 (natural armor)

Hit Points 75 (10d6 + 40)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	3 (-4)	14 (+2)	3 (-4)

Skills Athletics +7, Perception +5, Stealth +4

Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 15

Languages understands Celestial but can't speak

Challenge 5 (1,800 XP)

Divine Construct. The forgemaster's ant's weapon attacks are magical.

Immutable Form. The forgemaster's ant is immune to any spell or effect that would alter its form.

Lift. The forgemaster's ant can carry a weight of up to 500 lb. without impediment and can lift up to twice as much while immobile. An unwilling creature must be incapacitated or restrained to be lifted or carried in this way.

Magic Resistance. The forgemaster's ant has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The forgemaster's ant makes two bite attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.
Hit: 6 (1d4 + 4) piercing damage.

FORGEMASTER'S HIND

Medium construct, unaligned

Armor Class 20 (natural armor)

Hit Points 85 (10d8 + 40)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	18 (+4)	3 (-4)	14 (+2)	3 (-4)

Skills Perception +5, Stealth +6

Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 15

Languages understands Celestial but can't speak

Challenge 5 (1,800 XP)

Alarm (1/day). You can designate an area, no larger than a 15 foot radius, for the forgemaster's hind to watch. For the next 10 hours, whenever a tiny or larger creature touches or enters the warded area, the forgemaster's hind produces a sound like a loud hand bell for 10 seconds. When you use this feature, you can designate creatures that won't set off the alarm.

Dash. The forgemaster's hind can dash as a bonus action.

Divine Construct. The forgemaster's hind's weapon attacks are magical.

Immutable Form. The forgemaster's hind is immune to any spell or effect that would alter its form.

Magic Resistance. The forgemaster's hind has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The forgemaster's hind makes two kick attacks.

Kick. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.
Hit: 2 (1d4) bludgeoning damage.

FORGEMASTER'S HOUND

Medium construct, unaligned

Armor Class 19 (natural armor)

Hit Points 85 (10d8 + 40)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	18 (+4)	3 (-4)	14 (+2)	3 (-4)

Skills Athletics +5, Perception +5, Stealth +5

Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 15

Languages understands Celestial but can't speak

Challenge 5 (1,800 XP)

Divine Construct. The forgemaster's hound's weapon attacks are magical.

Immutable Form. The forgemaster's hound is immune to any spell or effect that would alter its form.

Magic Resistance. The forgemaster's hound has advantage on saving throws against spells and other magical effects.

Grapple (1/day). When the forgemaster's hound hits a creature of size Medium or smaller with its bite attack, the target is also grappled. The forgemaster's hound has advantage on Strength (Athletics) checks made to maintain this grapple.

ACTIONS

Multiattack. The forgemaster's hound makes two bite attacks.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.
Hit: 6 (1d8 + 2) piercing damage.

FORGEMASTER'S OWL

Small construct, unaligned

Armor Class 20 (natural armor)

Hit Points 65 (10d6 + 30)

Speed 5 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	18 (+3)	3 (-4)	14 (+2)	3 (-4)

Skills Perception +5, Stealth +6

Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 120 ft., passive perception 15

Languages understands Celestial but can't speak

Challenge 5 (1,800 XP)

Disengage. The forgemaster's owl can disengage as a bonus action.

Divine Construct. The forgemaster's owl's weapon attacks are magical.

Immutable Form. The forgemaster's owl is immune to any spell or effect that would alter its form.

Light (1/day). The forgemaster's owl casts bright light from its eyes in a 20-foot cone and dim light for an additional 20 feet. Completely covering the owl with something opaque blocks the light. The light lasts for 1 hour or until it is dispelled as a bonus action.

Magic Resistance. The forgemaster's owl has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The forgemaster's owl makes two attacks with its talons.

Talons. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage

FORGEMASTER'S RAM

Medium construct, unaligned

Armor Class 19 (natural armor)

Hit Points 85 (10d8 + 40)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+3)	14 (+2)	18 (+4)	3 (-4)	14 (+2)	3 (-4)

Skills Athletics +6, Perception +5, Stealth +2

Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 15

Languages understands Celestial but can't speak

Challenge 5 (1,800 XP)

Charge. If the forgemaster's ram moves at least 20 feet straight toward a target and then hits it with a headbutt attack on the same turn, the target takes an extra 7 (2d6) bludgeoning damage. If the target is a creature of size Medium or smaller, it must succeed on a DC 16 Strength saving throw or be knocked prone.

Divine Construct. The forgemaster's ram's weapon attacks are magical.

Immutable Form. The forgemaster's ram is immune to any spell or effect that would alter its form.

Magic Resistance. The forgemaster's ram has advantage on saving throws against spells and other magical effects.

Sure-Footed. The forgemaster's ram has advantage on Strength and Dexterity checks made against effects that would knock it prone.

ACTIONS

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

FORGEMASTER'S SCORPION

Small construct, unaligned

Armor Class 19 (natural armor)

Hit Points 75 (10d6 + 40)

Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	18 (+4)	3 (-4)	14 (+2)	3 (-4)

Skills Perception +5, Stealth +5

Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 15

Languages understands Celestial but can't speak

Challenge 5 (1,800 XP)

Divine Construct. The forgemaster's scorpion's weapon attacks are magical.

Immutable Form. The forgemaster's scorpion is immune to any spell or effect that would alter its form.

Magic Resistance. The forgemaster's scorpion has advantage on saving throws against spells and other magical effects.

Poison Sting (1/day). After hitting a creature with its strike attack the forgemaster's scorpion can use a bonus action to inject the target with poison. The target must make a DC 16 Constitution saving throw, taking 10 (4d4) poison damage on a failed save, or half as much damage on a successful one.

ACTIONS

Multiattack. The forgemaster's scorpion makes two strike attacks with its tail.

Strike. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

CONCLUSION

This project was the product of months of work and years of passion for both Dungeons & Dragons and the stories of Greek Mythology.

We hope that the way those worlds and stories have inspired us can, in turn, inspire you, too, and bring a great deal of thematically-rich, mechanically-engaging fun storytelling to your Dungeons & Dragons group.

If you enjoyed this project it would mean a lot if you left a rating and review on the DM's guild page. You can also get in touch with both of us on Twitter if you have questions or comments (Dael is [@DailyDael](#) and Jeremy is [@JeremyMellou](#))

Thanks for reading!
-Jeremy & Dael

