

# FORGOTTEN REALMS ARCHETYPES III: CHAMPIONS OF MYSTERY



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# FORGOTTEN REALMS ARCHETYPES II: CHAMPIONS OF MYSTERY

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Magical power infuses everything on Toril, from the trees of the High Forest to the sands of Anauroch. Throughout the history of Faerûn, this mystical energy has influenced the rise and fall of mighty empires, empowered great deeds of selfless heroism, and granted the desires of some of the darkest villains the cosmos has ever seen. With the proper knowledge of the Weave, a character can call down the wrath of nature, banish demons back to the pits of the Abyss, and even bring the dead back from the grave.

Yet there are other secrets worth knowing in the Realms. From the hidden knowledge of intrigue that usurps thrones and topple empires to the closely guarded and deadly martial techniques of professional duelists, in Faerûn, power and secrets always seem to go hand in hand.

Even magic itself, for all that it is a common part of life in the Realms, remains a largely mysterious force. Even the most powerful archmages can truthfully claim to understand no more than a fraction of the vast mysteries of magic. Clerics can commune with their deities, but what mortal can truly understand the thoughts of a god? Even on the Material Plane of Faerûn, arcane mysteries abound, from the power of elven high magic to the long-lost arts of the Netherese. No matter how many secrets—magical and otherwise—are revealed, there will always be dozens more lurking in the shadows.

## HOW TO USE THIS BOOK

This document explores characters connected to arcane mysteries or other precious secrets. In its first section, it details several different factions connected to hidden lore, espionage, or the arcane. Then, a number of class archetypes appear, many of which are designed to work well with the included factions, but also stand on their own for any game set in the Forgotten Realms. After that, custom spells appear designed to work with these archetypes, followed by a brief appendix of feats for some of the more unusual wielders of magical power in the Realms. Rather than merely providing rules, however, this document goes into extensive detail on how these character types fit into your campaign and the worlds of D&D, with specific details given for the Forgotten Realms.

**A Note on Spells:** *Spells and cantrips marked with asterisks should be noted as follows:*

\*=This is a new spell described in this document.

\*\*=This spell appears in the Elemental Evil Player's Companion.

\*\*\*=This spells appears in the Sword Coast Adventurers Guide.

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# Chapter 1:

## Factions of Faerûn

In the current era of the Realms, five independent factions—the Harpers, Zhentarim, Lords' Alliance, Emerald Enclave, and Order of the Gauntlet—have become dominant in organizing adventurers in the pursuit of larger goals. Yet there are other factions as well, many recently reborn after years of decline or dissolution, but now poised on the verge of greater importance. Several such factions are described in this section.

### The Arcane Brotherhood

In the last decade or so, two great changes have come over Luskan. The first was the plague that crippled the gangs that had controlled the city, allowing the High Captains to reclaim the power they had long held in Luskan. The other, far more sudden, was the return of the Arcane Brotherhood and its five-spired tower.

The Arcane Brotherhood is a society of greedy, power-hungry mages that operates, more or less openly, out of their Hosttower of the Arcane in the city of Luskan. A century ago, they were the true power behind the city. Now, it seems the High Captains rule in more than just name, though many Brotherhood members perceive another hidden leader pulling their strings. As of now, the High Captains seem to have no influence over the actions of the Arcane Brotherhood, nor is it apparent that these wizards have any direct allegiance to Luskan.

The archwizards who rule the Brotherhood are said to have their fingers in any number of unsavory pies, including piracy, slavery, drug trafficking, and smuggling, in addition to legitimate trading ventures. Before the Spellplague, the Brotherhood undertook these activities not for their own value, but in service their secret agenda: to establish economic and political sovereignty over the North. Since their return, however, it is unclear if the Arcane Brotherhood still pursues this endeavor, or if they now pursue some other unknown end. Thus, it remains to be seen whether or not the Brotherhood is still what it has always been before: a conclave of evil mages dedicated to the hateful pursuit of conquest and domination.

One again, as it did before the Spellplague, the ghoulish Hosttower of the Arcane looms over the city, branching into multiple thinner spires at the top. From a distance, the Hosttower might be mistaken for a giant, leadless tree. To those who see it up close, it looks like a clawed hand reaching up out of the ground, each of its fingers a tower with many peering windows. In many ways, the story of the Arcane Brotherhood is the story of this tower.

### History

None can say with any certainty exactly when the Hosttower was constructed on the island at the mouth of the Mirar River, or what hands raised it, or just when the Arcane Brotherhood first began inhabiting the tower and making their presence felt in the city of Luskan. The first known mention of the place is in *Mirar Saga*, an oral tradition that narrates the arrival of the first Northlander pirates to settle in the Sword Coast region. These tales were first collected and recorded in 1237 DR by Malcer Truequill, a loremaster of Waterdeep.

According to this chronicle, a band of Northlander explorers arrived at the mouth of the Mirar just ahead of a fearsome storm, seeking shelter along the riverbank. Instead they found what appeared to be a gigantic tree made entirely of stone, its bare “branches” rising hundreds of feet into the air above an island in the midst of the river’s current. The eldritch sight struck fear into the hearts of the raiders, but the storm was closing in fast and they had no better shelter available. With heavy hearts and weapons in hand, the Northlanders entered the “stone tree” to escape the murderous winds and freezing sleet. The saga does not tell what fate overcame the half of the raiding party that failed to emerge from the tower, only that the survivors fled that terrible place even as the storm was at its height, preferring to take their chances with the raging elements rather than face whatever lurked within that grim stone spire.

Today, the tower’s reputation is just as evil, though the source of this dread is somewhat more visible and no longer nameless. The “stone tree” still sits where the Northlander explorers found it, rising high over the crowded streets and rocky shoreline of Luskan. Its eerie silhouette casts a baleful shadow over the city, and citizens in the streets tend to glance frequently at its bizarre shape, as if they expect something unspeakable to emerge from its depths at any moment.

The tower is no longer merely the setting of a strange Northlander fable. Now it is the headquarters of the Arcane Brotherhood. Learned folk differ on exactly when the Arcane Brotherhood first appeared in Luskan, and on what precisely its activities have been in the years that followed. General consensus agrees that Arklem Greeth, the previous Archmage Arcane, arrived in Luskan some time around 1311 DR. Since then the Archmage has built his evil brotherhood slowly, mage by mage, attracting them to the Hosttower through promises of great power and wealth.

In times past, the peoples of Neverwinter, Longsaddle, Mirabar, and other targets of the Brotherhood’s ambitions could rely on internal disputes and rivalries between the senior mages of the Brotherhood to prevent the organization from bringing its full power to bear on any one target. The wizards and sorcerers who led the society from their lofty perches in Luskan’s Hosttower Arcane considered one another rivals as much as comrades, and they plotted against one another as intensely and brazenly as they did against their intended victims.

This internecine strife culminated in the previous century with the assassination of a key mage by a pair of

his own fellows, followed by an unsuccessful coup attempt that left the Brotherhood in confused disarray. Then, a few years later, around the end of 1376 DR, Luskan was invaded by a group of Waterdhavian lords led by Lord Brambleberry and Captain Deudermont of the pirate hunter *Sea Spite*. Deudermont had rallied this army in response to the Brotherhood's funding of the piracy around Luskan. During the battle, Arklem Gleeth, the Archmage Arcane of the Brotherhood, slew Lord Brambleberry of Waterdeep and sent Drizzt Do'Urden to the Abyss for awhile. After detonating his staff in a cataclysmic release, Arklem left the Hosttower in ruins, killing thousands.

The army had succeeded in its goal. The Brotherhood's presence in Luskan was essentially nullified and a number of wizards killed. Some people dared hope that the Brotherhood would wither and die forever, leaving honest folk with one less threat to worry about in this already dangerous part of Faerûn.

Cities throughout the Sword Coast North breathed a collective sigh of relief when the Brotherhood's attacks on shipping and caravans slowed and then ceased. For a century, it seemed this had come to pass, but it did Luskan little good. Deudermont's reign as governor was short—the populace was too accustomed to the corruption-as-usual practices of the former city masters. The City of Sails ultimately fell back into the hands of the surviving High Captains, who immediately began to fight among themselves. Within a decade all four had either been killed or run off.

### Recent Status

Left without any central government, even a corrupt one, there was no hope left for Luskan. Rival gangs of thieves and pirates have been fighting, street by street and alley by alley, ever since. In the ensuing decades, numerous attempts have been made by master thieves, pirate captains, bandit kings, and monsters ranging from kobolds to beholders to take control of the city, but nothing resembling a government has stayed in power for more than a few months.

In less than half a century, Luskan was transformed from a thriving city and powerful commercial center—with a population of 10,000 souls within its walls and twice that number in the fields and hamlets beyond—into a grimy mire of rotting buildings and filth-choked streets. By the time of the Second Sundering, fewer than 4,000 people remained to wallow in the grimy remains of this decomposing den of vice. It became a dirty dive with filthy streets, ramshackle docks, squat buildings, creaky old longships, and crass pirates thinly disguised as sea traders. It was dominated by gangs, with the dominant powers being unsavory yakuza families from Shou Lung and underground wererat cime families, until the recent plague that returned the High Captains to power.

The Arcane Brotherhood's return began a few years ago. The Hosttower of the Arcane had become a strange ruin is haunted by undead, considered one of the most dangerous dungeons in the region, and the locals wouldn't go anywhere near it. Then one day, out of nowhere, the



Hosttower of the Arcane began regenerating its damaged stone, climbing into the sky once more.

Shortly thereafter, mages of the Arcane Brotherhood emerged, almost immediately began clearing the Luskar ruins of undead, and fought off a dragon menacing the city. Cheered by the citizens, they swore to keep themselves out of the politics of the High Captains and the city at large, but anyone familiar with the history of the Brotherhood—or with alliances of powerful wizards in general—found this pledge ludicrous at best. The only possible way it could be true is if the Arcane Brotherhood now pursues a new, larger agenda, one in which Luskan itself only plays a minor part.

## Membership

The Arcane Brotherhood consists almost entirely of arcane spellcasters. These spellcasters mark their status with the distinctive colors and patterns of their cloaks. From a distance, these cloaks all bear the same cut and silhouette, but each wizard of the Hosttower chooses a color or a design, and a moniker to match it (Zelenn the White, Jendrick the Blue, Teyva the Gray, Druette the Raven, Vaelish the Brown, Dendybar the Mottled, Maccath the Crimson, etc.)

Nonmages are hired and employed to perform those tasks that the mages can't or don't wish to undertake for themselves. Members of the Arcane Brotherhood stationed in Luskan include the ruling archwizards, lesser mages and apprentices, and bodyguards. The wizards employ other minor functionaries such as messengers, informants, and spies, who are not full-fledged members of their organization (and thus are not privy to more information than is absolutely necessary for them to accomplish their assigned tasks).

Despite its reputation, not all of the Brotherhood's members are evil. The new Archwizard Arcane has no objections to profit- or power-minded individuals seeking entry into the Brotherhood's ranks—provided, of course, that said individuals prove their loyalty and competence by serving the organization in whatever capacity it may direct. Those spellcasters who desire membership are thus often overqualified for the tasks they are initially assigned, but those who demonstrate skill and obedience can expect promotions in a reasonable amount of time. The overwizards are free to take on what apprentices they desire, but they become responsible for the conduct of their students.

A mage who desires membership in the Brotherhood must eventually meet and pass the scrutiny of the Archmage Arcane, an audience that has left more than one Harper spy or independent do-gooder bereft of life and limb. Naturally the organization employs nonspellcasters, for it has need of bodyguards, thieves, informants, spies, and servants. The mages leave the recruitment and outfitting of pirates and brigands to the High Captains, and it is through this quintet that the Brotherhood supplies its raiders with instructions.

The Arcane Brotherhood's symbol is a warship, reddish-brown outlined in black, riding on dark blue ocean waves. Above the ship is a short rise of dark purplish-black land,

and atop the rise is a stylized representation of the Hosttower (depicting its central body and four turrets) in black silhouette. All the arcane spellcasters who count themselves members of the Brotherhood naturally each use their own personal sigil when requiring a recognizable symbol for mundane matters (such as affixing a seal to a letter). Only the Archmage and the overwizards have the authority to use the Brotherhood's official sigil.

The Archmage Arcane, who appoints the four overwizards who oversee the group's operations, rules the Brotherhood. This mysterious leader seldom leaves private chambers in the Hosttower. When desirous of an audience with any of the other members of the organization, the Archmage typically summons them to the private audience hall in the Hosttower. The Archmage Arcane is not merely the first among equals, but the organization's the supreme ruler. In a very real sense, the Arcane Brotherhood belongs to the Archmage. None have the authority to challenge the word of this leader.

The original Archmage Arcane was Arklem Greeth, who had led the group from its earliest beginnings and stayed in that position all the way until the invasion of Luskan. However, Arklem's obsession with prolonging his own lifespan took up much of his attention in those last few decades, and this lack of leadership was the beginning of the Brotherhood's decline.

Eventually, Arklem Greeth became a lich, and returned to end internal squabbles and reform the Brotherhood, but the damage had been done, and soon that era of the Brotherhood was over. Now, the Arcane Brotherhood again walks the streets of Luskan, under a new Archmage Arcane, Cashaan the Red. The nature, power, and agenda of this new supreme leader are as yet unknown.

## The Cloaks

The Tower of Arcane Might is a massive stone tower complex in the Moonsea city of Mulmaster that houses the group of mages officially known as the Brotherhood of the Cloaks. That archaic name has fallen out of favor for their simpler current moniker, "The Cloaks."

The Cloaks serve the Blades of Mulmaster as the only sanctioned spellcasters in a city where magic is otherwise outlawed. From their tower, they watch for arcane threats to the rule of the High Blade. Formed as part of the Edict of Arcane Banishment, the Cloaks ensure that all practitioners of magic in the City who are not emissaries of a foreign power (such as those in the embassy of Thay) are watched closely, and those that use their magic are punished severely, unless they have joined the Cloaks and sworn to protect the rule of the High Blade from all threats.

The rulers of Mulmaster hold magic in high suspicion and see its use as a direct threat to their power and the effectiveness of their leadership. Such a threat is somewhat lessened if the practitioners of magic are watched, controlled, and indoctrinated into the service of the city. Whether or not this philosophy is correct is irrelevant, because it is the reason for the existence of the Cloaks. Any mage in residence in the city for longer than six months is required to join the Cloaks upon penalty of

exile. Any mage who chooses not to join and is then caught casting a spell is dealt with harshly; penalties include torture, maiming, and often death.

Even after the city's devastation, all arcane magic and its practitioners are still effectively illegal in Mulmaster and the Zhent Ghettos on its outer edges, though there are some exceptions. Arcane practitioners who swear an oath to cast no spells within town limits are allowed access to the city, but those who break the oath are usually summarily executed. Foreign dignitaries can be granted exemption from the Edict if the High Blade deems it appropriate. The Red Wizards of Thay are one such exception. So far, refugees from Phlan have been denied such status. Low-level apprentices are generally ignored as well.

## History

Seeing the power of the sorcerer-king Nesker, Amdrauth Telsnaer officially banished all arcane magic upon becoming the first High Blade. After decades of being outlawed, arcane magic is universally hated in the City of Danger. The people hate it, the nobility fear it, and the Cloaks constantly hunt for it.

The days immediately following the conclusion of the conquest of Phlan by the great green dragon Vorgansharax (known as the Maimed Virulence) saw refugees from that city pouring into Mulmaster. Unfortunately, elemental cultist began to infiltrate the city as well. The Cloaks, keenly aware of the coming danger, were able to fatten their ranks from the inbound stock of refugees and would-be heroes. Yet none could prevent the devastation the cultists eventually wrought. Not long after the High Blade Selfaril Uoumdolphin reclaimed power in the city after along magical imprisonment, the elemental cultists made their move.

The cultists brought destructive magic items called devastation orbs into Mulmaster, intending to sacrifice the city's population to the Elemental Princes they worship. Heroes rose from the city to defend it, but while many of the orbs were deactivated or shunted away from Mulmaster, others slipped past their grasp and exploded.

The cultists were defeated, their power in the region shattered, but at a terrible cost: the harbor, the heart of Mulmaster and a significant trade artery in the north, was gone. Earthquakes, perpetual storms, roiling clouds of flesh-melting steam, and the wreckage of the Cult of the Howling Hatred's fallen airships make the harbor unusable to this day.

A cold and hungry population, many once of great wealth, saw the source of their city's prosperity obliterated. Many Mulmasterites realized that whatever meager amount of help they might receive from elsewhere would not be enough. A steady stream of refugees poured out of the city. Several hundred of these made their way down the North Road or the River Lis to Ylraphon, or across the Moonsea to other cities. However, many others remain in the town, and the Cloaks see restoring their past circumstances as yet another addition to their long list of responsibilities.

## Recent Status

Where once this oppressive group sought to completely control and flow of magic and practice of magic within the walls of the city, since the devastation in the city, the Cloaks spend most of their time seeking to restore their new home. As a result, they are being slightly more tolerant of magic use, allowing violaters to join more easily rather being punished with torture or exile. While they are allowing more people to join, the Cloaks remain an unforgiving organization.

Cloaks are frequently detailed to lend magical assistance to the Watch and the Soldiery. The Harpers were seeding their operatives into the Cloaks long before the elemental cultists attacked, but how such spies have avoided the magical tests of loyalty remains unknown. In fact, the Harpers placed so many agents in the Cloaks over such a long period of time that the relationship between the two began to seem more like an alliance than a one-sided infiltration, with Harpers in the Cloaks repeatedly intervening to guide the order of wizards to assist individual

Their stone tower took a fair beating in the elemental cultist' attack, but it still stands. Perhaps out a sense of pride or a desire to connect with the devastated citizenry, the Cloaks have so far refused to undertake full repairs to their home; they seem to be weaing the damage like a badge of honor. Rumor has it that many of the original protective enchantments crumbled during the attack, but without those spells the tower would likely have collapsed in on itself, trapping or killing those remained therein.

Unbeknownst to the population of Mulmaster (including the High Blade) Senior Cloak Rastol Shan is a lich. To hide this fact, Rastol is never seen without his most distinguishing feature, an elaborate, mithril mask. The long, white hair he wore in life is only slightly thinner in death, and illusions and heavy perfume mask what features remain that would betray his true nature. He is a cold, calculating man who supports the Blades in their dealings on the surface, but that loyalty would dissolve in an instant were he able to find a chink in their armor and assume control of the city for himself. Outwardly, his main goal is Mulmaster's protection.

Recently, Shan has had to grapple with the strange phenomenon of a Zulkir of Thay coming to live in his city. Zulkir Dar'lon Ma and his Red Wizards have been a great help to the civic restorations in Mulmaster, and when asked why, the Thayans say that "Mulmaster has not yet realized its true destiny." While Rastol Shan appears to accept many of the Zulkir's views and decisions, those that know him can easily see that he is uncomfortable doing so.

## Membership

All Cloaks bear the responsibility of supporting the High Blade. Various tests of loyalty, both magical and mundane, are administered regularly, and those who fail face exile or death. The Cloaks thus act as a de-facto wing of Mulmaster's military and city watch. The cloaks are primarily wizards, but count a few sorcerers, bards, and even and even a warlock or two amongst their ranks.

Despite the presence of members from other classes, the Cloaks are culturally an organization of wizards. They demonstrate their trade in cliché manners; robes, staves, and other openly carried instruments of an arcane nature; albeit in the style and fashion of the city (i.e., fur-trim, etc.). They are fiercely loyal to the Blades and the city in general, and have been afforded a great deal of trust instilled in them. Despite (or perhaps because of) this, they are professional and fair in their dealings. They typically do not accept bribery and react poorly when offered such.

Rastol Shan has been active in his efforts to recruit and train new Cloaks, including posting advertisements and broadsheets around the city indicating this need. The pay may not be much, but the Tower has libraries, dormitories, laboratories, living quarters, and vast storehouses of gold and magical items. The Tower is protected by golems, numerous defensive spells, and of course the magic of the Cloaks themselves.

## The Guardians of the Weave

The Guardians of the Weave are a loosely allied group of spellcasters who oppose evil spellcasters, evil gods of magic, and those who would damage or destroy the Weave. Founded before the Spellplague by concerned agents of Mystra, the group quickly gained support from other churches but, ultimately, failed in their mission. The Spellplague rent the Weave and threw Faerûn's magic into anarchic disarray. Now that the Weave has been restored, the Guardians have reformed into a widespread organization of heroes, who try to undo the damage caused by evil spellcasters and prevent a disaster like the Spellplague from ever happening again.

The Guardians come in many shapes, sizes, and temperaments. Some are far-traveling, some remain in their home city their entire lives. What binds the Guardians together is a love of magic and the desire to protect it against all threats, and in this cause people of many countries and styles of magic set aside their differences to defend their common joy—the Weave.

All keep alert for news of harm to the Weave and its good users, whether a phaerimm plot, a new wild magic zone, witch hunts by nonspellcasters, or rumors of someone plotting against Mystra herself. They aid each other as best they can, whether by providing a place to rest, spell trading, or even an emergency teleport spell if possible. The Guardians recognize that the practice of magic is a bond between brothers and sisters of power, and believe that protecting that bond and its source is more important than life itself. Or, as their founder, Aluvauna Thornym, put it, "What purpose to destroy an enemy, if magic itself be the cost?"

All members have essentially the same duties: Keep an eye out for known or obvious evil spellcasters and evidence of the Shadow Weave (whether caster, item, or ongoing effect), report on what they find, and capture (or kill, if absolutely necessary) said spellcasters or people responsible for the Shadow Weave materials. Some members stay close to home and mainly spend time on reports and research, but most are active travelers and

steer their adventures toward finding foes of the organization. Most have a magical or mundane way to contact another member in an emergency, and because some of the Guardians are only mid-level spellcasters, sometimes help arrives by way of a teleport spell.

### History

The Guardians of the Weave was founded in 1372 by Aluvauna Thornym, a black-haired adventuring mage from Waterdeep. Aluvauna was troubled by an encounter with a Zhent wizard whose magic was difficult to identify, resist, and counter. Her special sense of the Weave, coupled with research into the wizard's spellbook and certain divinations, revealed the existence of the "Shadow Weave," an early stage of the goddess Shar's attempts to become goddess of magic (which eventually resulted in the Spellplague). Disgusted at this affront to Mystra's magic, she gathered several of her allies and told them of her concerns. They concurred that Faerûn needed good-minded spellcasters to join to protect the source of pure magic, and the Guardians of the Weave was born.

Aluvauna pulled a few strings with the church of Mystra and got an official church blessing for her endeavor. Within a month, a dozen more interested Mystran and Azuthan casters joined the group, hailing from as far away as Halruaa, and within a year representatives of Deneir, Isis, Savras, Selûne, and the elf and gnome magic deities pledged solidarity with the Guardians. Aluvauna found herself in charge of a network of activist mages spanning much of Faerûn. Quickly adjusting to the position of leadership, she designated a lieutenant in each city served by a Guardian, trained her associates to recognize the signs of the Shadow Weave, and circulated magic to help them observe and report on dangerous spellcasters. Far more public than the Harpers, the Guardians earned a positive reputation in the magical chaos that followed the Spellplague, working tirelessly to protect the common folk of Faerûn.

Then came the Spellplague. Many Guardians of the Weave see it as their personal failure, but most have the perspective to see that these events were far beyond their scope. In the Year of Blue Fire (1385 DR), flesh, stone, magic, space, and perhaps even the flow of time were infected and changed by this magical disaster. Most scholars believe that the Spellplague was the direct result of the murder of the goddess Mystra at the hands of Cyric, which Shar engineered. This popular theory holds that magic was bound so long in Mystra's Weave that, when the goddess died, it spontaneously and ruinously burst its bonds. Areas of wild magic, already outside the constraints of the Weave, touched off first, but the plague raged on and on in ever-widening spirals, devastating some places and leaving others untouched. It even tore through the realms of demons, gods, and lost souls before the end.

The Guardians believed that their worst nightmare had come to pass. However, magic itself was not destroyed or lost. Rather, it was unleashed. Raw spellfire roared across the lands in waves of transformation, and the consequences were especially difficult for users of magic.



Thousands of practitioners of the Art were driven mad or killed, and for a century, new nations stood where other parts of Faerûn had been.

Yet at the end of that century, the pendulum swung back. The Weave had not been destroyed utterly. The events of the Second Sundering restored both Mystra and the Weave to the prior roles, and spells and magic items became relatively reliable once more. The Guardians of

the Weave had their own resurgence, bound together by a new purpose—to ensure such a traumatic rewriting of the rules of magic never happens again.

### Recent Status

Though now a century old, this organization has only recently reconstituted itself, and it is still young compared to groups like the Harpers or Zhentarim. In its new incarnation, it has suffered its share of growing pains. With such rapid growth, a wide network, and language difficulties, there was some chaos in the ranks over who reports to whom and the establishment of common badges and signals—but Aluvauna's efforts in the initial founding of the group stabilized the organization's numbers and provided a strong hierarchy for passing information, and that work has been replicated in the current era. Some lieutenants are concerned that spies have infiltrated their group, and they're trying to find a subtle way to identify potential enemies without offending or alarming existing members.

A little-known secret among rank-and-file guardians is that their leadership has cultivated ties to individuals in two key areas: non-evil necromancers who choose to worship Velsharoon instead of Azuth or Mystra, and progressive Thayan wizards of the Thayan Resurrection movement, who seek magic for its own sake rather than for the power to dominate others. She feels that these Velsharoonite and Thayan contacts would allow her people access to information otherwise blocked to them.

Most Guardians are practical enough to accept that ideology isn't enough to convince opposing spellcasters to turn away from evil and destruction, so they study common techniques used by evil mages and practice magical strategies that block or counter those styles. When not seeking out and fighting evil spellcasters, they catalogue wild magic and dead magic areas, offering a small reward for tips that lead to the discovery of a new location not in their records. Their small library is expanding quickly in this specialized area, and they do what they can to mark these dangerous areas or repair them. Other Guardians explore ruins and unearth tombs looking for dangerous magic items and artifacts so they can be locked away, destroyed, or otherwise kept out of the hands of those who would use such things to do harm.

The Guardians of the Weave has outposts (usually a lieutenant's home) in Silverymoon, Waterdeep, Baldur's Gate, Neverwinter, Arabel, Shadowdale, Selgaunt



(Semia), Darromar (Tethyr), Heliogabalus (Damara), Velprintalar (Aglarond), Mulsantir (Rashemen), Alaghôn (Turmish), Cimbar (Chessenta), Skuld (Mulhorand), the Great Rift, Halagard (Halruaa), and Ylraphon (the South Moonsea region). When members convene, they usually hold small meetings at a local lieutenant's house, though they have built a shrine outside Silverymoon that they consider the spiritual center of their organization; some have reported unusual beneficial magic effects near the shrine. Many members have never met each other.

All organizations of evil mages are enemies of the Guardians, but a few are particularly hated. The Cult of the Dragon not only practices horrible forms of necromancy, it wishes to help evil dragons rule the world. The Red Wizards are mostly evil, most of them want to rule the world, and most of those who don't are interested in using magic to corrupt and pervert other creatures. Though the Zhentarim has greatly changed in its operations and membership, the Guardians judge it based on its past activities, and well recall nefarious activities under the leadership of the archmagi Manshoon.

Of course, there are many lone mages, or minor cabals of foul-minded spellcasters—and the Guardians have a much easier time dealing with them. Smaller local organizations seeking to control or regulate magi, either for their own ends or the public good—such as Luskan's Arcane Brotherhood, the Cloaks of Mulmaster, or Waterdeep's Watchful Order of Magists & Protectors—are judged on a case by case basis, receiving respectful aid or disdainful opposition depending on their aims and tactics.

Since the Spellplague, the Guardians reserve their special hatred for the followers of two gods: Shar and Cyric, whose attack on Mystra created that eldritch cataclysm. They are careful not to start a war with any entire faith, but as with other large groups, the Guardians make cautious and meticulously planned attacks, tracking their enemies until they can be dealt with in a way that doesn't bring retaliation upon their own organization.

While these practices make them unpopular with evil mages and the servants of Cyric and Shar, the Guardians have rarely been attacked despite their public availability. One reason is that any mage who would attack another without provocation normally brands himself as dangerous, and most evil mages aren't willing to expose themselves to attack from public authorities without a very good reason. Another reason is the Guardians are known well enough to one another that an attack on one would bring an investigation and retaliation by others in the group. Thus, like city guards, the Guardians have relative safety in numbers and the power of order on their side; aside from infrequent attacks by the unbalanced, they can move safely despite their stated opposition to evil and chaos.

The group's devotion to good has made it easy for the Guardians to make alliances with other organizations. The Harpers, the Lords' Alliance, the Order of the Gauntlet, and various knighthoods and paladin orders have pledges of mutual assistance with the Guardians in times of need. Rumors in some high circles say that back before the

Spellplague, the legendary Seven Sisters gave the group their blessing as well.

The Guardians have strong ties to the churches of Mystra, Azuth, and Selûne, and they maintain friendly relations with the followers of Deneir, Isis, Savras, Oghma, Thoth, and Gond. Their gnome members have built ties with the church of Baravar Cloakshadow, and their elf-blood members communicate with the churches of Corellon Larethian, Hanali Celanil, and Sehanine Moonbow. The church of Torm appreciates the Guardians' aid in dealing with wild magic and dead magic areas, and for their particular efforts against the Zhentarim; Kelemvor's church respects them for their opposition to dark necromancy.

## Membership

A potential member has to show a love of magic, active opposition to evil, and integrity. The Guardians can't afford to have warriors who flee in the face of wizardry, rogues who cower at the first sign of a magical trap, or spellcasters who are content to let evil magic flourish as long as it doesn't directly affect them. A current Guardian must recommend a potential member to a lieutenant, who gathers information on the person and, if seemingly suitable, arranges a meeting. If the meeting (which requires on-the-spot castings of *detect evil* and *zone of truth*) goes well, the lieutenant petitions for approval by the five senior members.

Most of the Guardians are active spellcasters, though a small number pursue other fields and only dabble in magic. Many worship Mystra or Azuth, and about a third of those are clerics. Spellcasting forms the backbone of the Guardians, though they hire trusted nonspellcaster friends to deal with other functions vital to keeping the group running.

Members are given a badge of office (a brooch, pin, or amulet shaped like a golden web stretched across a circle) but are not required to wear or display it. Each badge is marked on the back with a number to allow the members to track each other and (if necessary) identify a fallen or missing comrade by a found badge. Guardians can act alone or in groups, and there is no restriction against Guardians working with those outside the group (such as a member's fellow adventurers). Like Harper pins, some Guardian badges are magic items.

The Guardians accept dues in the form of money or small magic items that can be used by agents. Dues are used to pay for research, informants, government permits, and damages to property done in the pursuit of their goals. Since most of the members are adventurers, the group is fairly wealthy, and the dues are just a token to maintain the organization without having to dip into private funds. Members in financial trouble can have their expenses covered by the group when on missions for the organization, but this is discouraged and normally only done in true emergency situations.

## The Horizon Syndicate

On the surface, the Horizon Syndicate appears to be nothing more than a merchant conglomerate that

facilitates trade between the surface communities and those in the Underdark. A good number of its members strive to do just this, and these representatives deal fairly in their negotiations. Given the drow's penchant for treachery, however, it should come to no surprise that not all its members are as committed to this new enterprise as the organization claims.

Compared to others of their kind, drow members of the Syndicate have a more cosmopolitan approach in their dealings with other races. Although they might harbor some bigotry toward what they perceive as lesser folk, they hide it well. Most are shrewd negotiators, and they are adept at coming out on top in their dealings. Since members travel a great deal, these drow are accustomed to dealing with other cultures and might embrace a variety of customs and beliefs that make them decidedly unusual representatives of their race.

## History

After the widespread destruction defining the last century, a growing faction of drow divorced themselves from the old ways to follow a new path. They believed the only way to weather the troubles affecting the lands would be to approach their dealings with other races in a way that did not always result in violence. Rather than taking what they wanted, when resources were already scarce, perhaps they could achieve better results by engaging their enemies in trade, exchanging valuable metals, gemstones, and other goods found exclusively in the Underdark for commodities generally absent from the depths of the earth. A group of merchants set aside their private agendas to forge a new commercial enterprise they called the Horizon Syndicate and set out to deal with their surface neighbors. The results have been mixed, for their enemies have long memories, and the drow have proved time and again unworthy of trust, but a smattering of ambitious merchants have seized upon these new opportunities in spite of the risks, seeing these ventures as an excellent way to expand their presence into new markets. In the years since their founding, the Horizon Syndicate has sent its tendrils across the continent, expanding their enterprise throughout the Realms.

## Recent Status

The Syndicate is an excellent place for drow who disagree with the shifting politics and treachery of their homelands to seek to escape and integrate into surface communities. Some join the Syndicate for a time in the hopes of breaking away once they establish a network of allies to give them haven during their transition out of their societies. Others join the Syndicate to put distance between themselves and the experiences of their childhood, hoping to mask their memories with new ones forged in a world far from the terrors of the Underdark. Overall, the Syndicate enjoys a diverse membership and has even expanded to allow nondrow to join their ranks in the hopes of spreading their presence into markets ordinarily closed to the drow.

The Horizon Syndicate is traditionally a drow institution and thus membership has, up until recently, been exclusive to drow candidates. As the organization has grown, other races that have no compunctions against

working alongside the drow are welcome, though the Factors are ever watchful for spies.

## A HORIZON SYNDICATE CAMPAIGN

For players wishing to play drow characters, the Horizon Syndicate offers an excellent opportunity for introducing their characters to an adventuring party. Since the Syndicate is careful to maintain peaceful relations with their clients, their drow membership has a bit more freedom and acceptance than has their nonaffiliated kin. Syndicate members see the organization as being truly devoted to its founding principals, thus allowing the character to seamlessly work within another adventuring party. In fact, nondrow characters could also join the Syndicate, which gives the DM a good way to spark new adventures by sending the PCs on missions for the organization.

If the DM desires, the Syndicate might, in fact, be just what people suspect—a spy network. If so, the organization that might have fostered the drow PC might eventually evolve into a sinister and villainous group, with the transformation of its role occurring when the adventurer learns more about the Factors and their personal ambitions. The campaign could see the drow PC and any allies working to purge the rogue elements, restoring it to its original purpose, or oppose it, fighting its agents in a protracted campaign.

## Membership

To join the Horizon Syndicate, a new member pays a small fee (10 gp) and becomes a junior member with few privileges. These low-ranking members are assigned to departments based on their talents, such as keeping the books, packing cargo, or scouting out new trade routes to distant clients. The Syndicate uses this training period to assess the character's loyalties, objectives, and talents, and so junior members are monitored almost at all times to judge the new member's worth. Those who look as if they might compromise the organization vanish, but some might be kept on as junior members for the entirety of their careers if they have talents the Syndicate finds useful. Only those who prove their worth and loyalty are welcomed as full members, a position in which the character has some authority and freedom. Such agents can determine which missions they would undertake and are free to take jobs outside the organization provided they continue to devote some time to the Syndicate.

The highest-ranking members, called Factors, form up the Syndicate's core. They oversee the expansion of the organization into new communities, broker larger agreements, and vet junior members to determine their suitability to become full members. There are eight Factors, and their motivations range from the peaceful to the downright sinister, with some truly abiding by the principles on which this organization was founded, while others seek to exploit the Syndicate's connections to work their villainy.

The Horizon Syndicate welcomes members of all occupations and most races. By far, drow are the most numerous members, but the Syndicate has a number of humans and a few half-elves as well. Other races are represented in smaller numbers.

Just about any character can join the Syndicate, though rogues and wizards are preferred, followed closely by warlocks, rangers, and fighters. Paladins and clerics are not usually welcomed, but there have been exceptions, and rumors hold that at least half of the Factors are in fact priests.

The benefits a character attains by membership depend on the character's standing. Junior members receive free room and board in spartan accommodations if needed, and receive free passage to other Syndicate holdings provided the travel relates to the Syndicate.

Full members receive a small stipend to pay for a permanent residence in any community friendly to the Syndicate they desire and also receive compensation for clothing, food, and basic necessities. They also receive a 10% discount on all mundane goods. They never need pay passage on any Syndicate ship and once a year they can requisition a vessel for a mission unrelated to the Syndicate's operations.

### NEW ORGANIZATION: THE LAMPLIGHTERS

This elite order of investigators arose in the Shining Lands, but today they are hired out to merchant houses and local governments all over Faerûn. They are known for their incredible high success rate in the solving of crimes, and for the disciplined mental techniques they use in tracking down the perpetrators.

**History.** Some years back, the merchant leaders of Durpar's chakas (merchant houses) determined that while criminal activity in their realm was relatively minimal compared to many other nations, a sizable percentage of crime still went unsolved. This was due to the relative inexperience or lack of professional training on the part of city watchmen, who were volunteers or poorly paid guards. The chaka leaders created a unified venture to employ the most talented crime-fighters they could find as full-time investigators, training the best of them in more advanced investigative techniques and other tricks of the trade learned by veteran constables.

This activity attracted two extraordinary officers of law who had previously been working in the Moonsea, a husband and wife team named Henry and Gwendolyn Holmwood. These two claimed to be from another world, having crossed over through a mystical mist from a cursed land called Barovia before finding themselves in the woods near Phlan. They claimed that in their otherworldly home, a town called Mordentshire, they had been trained in a truly unparalleled system of deductive reasoning. They proved their abilities with a number of astonishing demonstrations of preternatural investigative prowess, which involved no use of magic. They claimed that any person of sufficient intelligence could be trained in their techniques, and offered their services.

Soon, the Holmwoods were leading the crimefighting force the chakas had assembled, and had trained other investigators to solve crimes with unmatched accuracy. When the time came to give their crime-fighting force a name, the Holmwoods suggested one from their distant home: the Lamplighters.

**Recent Status.** Since their founding only ten years ago, Durpar's Lamplighters have grown from a small force of full-time watchmen to an elite order of investigators whose talents are called upon everywhere. Their reputation has increased dramatically as well, particularly in the wake of a series of

sensational crimes they solved. These crimes involved grifters posing as members of a lost noble family attempting to fleece several Sword Coast towns of their treasuries. Respect for the Lamplighters among those law-abiding folk who have heard of them is nearly universal, and they serve in municipalities across Faerûn.

**Membership.** Applying for a position in the ranks of these intrepid investigators is considered a noble ambition among those who know their reputation. While both noble and common folk are eligible for membership, candidates must still pass rigorous physical tests and mental examinations, which ensure that only a small number of applicants are inducted each year.

Candidates must be inducted into the Lamplighters by a ranking officer, and must obey orders and perform investigations when told to do so by their superiors. Should they ever disobey such orders without good cause or be found guilty of criminal activity, they are forced to leave the service.

Most members of this organization are rangers of the Stalker archetype, described in Chapter 2.

## The Sons of Alagondar

Nationalist rebels of Neverwinter, the Sons of Alagondar now stand at a crucial crossroads. For decades, the order has waged both guerilla warfare and subtler a war of ideas, constantly mustering public opinion against Lord Dagult Neverember. Now, the first of these two wars is all but lost, while the other is close to a form of victory, and this tension has already divided the sons, and threatens to tear the order in two. All members of the Sons of Alagondar believe in honor and in restoring Neverwinter to what it once was—a symbol of peace and goodness in the savage North—but they disagree on the path to this goal.

### History

The history of the Sons of Alagondar begins with their namesake. Lord Nasher Alagondar was the fearless former adventurer and ruler of Neverwinter who held his city firmly in the Lords' Alliance. Nasher was responsible for laying many plots and magical contingencies against assaults from the city's enemies. Brave in the face of his enemies but affable when among his people, Nasher was noted for his steadfast opposition against Luskan and the orcs of the North. He was especially vigilant against Neverwinter's warlike rival, Luskan, even going so far as banning maps of the city being made in order to throw off that city's spies and their potential invasion plans. A beloved figure, also known for his great love of music and hearing tales of faraway lands, Lord Nasher was always accompanied by his bodyguard, the Neverwinter Nine, to whom he gave many magic items from his adventuring days.

Nasher rejected the position of King of Neverwinter for much of his life, accepting the title only in old age. His descendants were powerful royals who kept the city stable and prosperous. Then Mount Hotenow, deep in Neverwinter Wood, awoke with the power of an angry god. The earth yawned open and broke apart. The river, running warm throughout winter, exploded into hissing steam and lava as scalding clouds of ash roared through

the streets like an advancing army. Thousands lost their lives and the royal line disappeared in the disaster. It is from this royal line that the Sons of Alagondar take their name.

Most of the Sons' members trace their lineage back to Lord Nasher Alagondar's loyalist servants, who refused to abandon the city after the eruption of Mount Hotenow. Many of the most prominent members are descendants of the storied Neverwinter Nine. Its members all swear the same oath, one of loyalty to Neverwinter alone.

After the destruction, many who had fled at the first tremors returned. Opportunists and looters arrived. People began to rebuild. Lord Dagult Neverember, at that time the Open Lord of Waterdeep, arrived as well, along with an army of Mintarn mercenaries, citing an ancestral tie to Lord Nasher. Dagult declared himself the "Lord Protector" of Neverwinter as the city struggled back to life.

Yet not all Neverwinter citizens were won over by the beneficent smile of this charming noble. The Sons of Alagondar emerged as a band of rebels agitating for self-governance.

From 1474-1479 DR, a female Harper named Cymril led the Sons. Her leadership and life came to a brutal end, however, and her absence created a power vacuum. Even though treason or subterfuge could not be proved, suspicions and accusations were hurled fiercely at a variety of suspects. Confused and disorganized, the group chose to strike out on its own rather than risk associating with potential kinslayers. Scattered and leaderless, the rebels might have perished in Lord Neverember's brutal reprisals if not for the support of some new allies, including members of the Thayan Resurrection and the thieves' guild called the Dead Rats.

From that time, although nominally still a single organization, the Sons of Alagondar became increasingly divided over how to give self-governance to the people of Neverwinter. The split occurred largely along generational lines.

This resulted in two sub-factions. The smaller one is called the Nashers, named after Lord Nasher himself, and they are more radical and militant. Primarily made up of the younger members of the group and led by Arlon Bladeshaper, who claims to be descended from one of the Neverwinter Nine, the Nashers have become desperate, practicing extreme methods. They are waging a desperate insurgency against a far superior force, and their cause may be lost at this point. As a result, they welcome almost any aid that's offered. allying themselves to the shadier side of Neverwinter's underworld such as the Dead Rats and Thayan agents, even using a former Kraken Society building as their headquarters.

The sub-faction that has largely won out is the Graycloaks, named after the old Neverwintan militia and led by the proprietor of the Driftwood Tavern, Madame Rosene. These members of the order found great success pursuing more diplomatic ends. They put pressure on Lord Neverember to give Neverwintan citizens more political power, using subterfuge to advance their aims rather than force. At first, they accomplished little, especially compared to the violent uprisings

masterminded by the Nashers, but eventually the Graycloaks' more patient and subtle approach was rewarded. Over time, they made real progress in improving life for Neverwinter's residents. It is this success, in fact, that has pushed the factions divide into a crisis of purpose.

## Recent Status

With the threatening orc hordes moving on to other conflicts, the Chasme that rent the city sealed by powerful magic, and the High Road cleared and rebuilt to allow trade with Waterdeep and other realms to the south, The faiths of Tyr and Oghma have returned to the local temples. Neverwinter seems to at last be recovering from the cataclysm that broke it. Prosperity is the one event few rebel movements can survive. With Neverwinter reborn as an exciting, thriving center of trade and civilization in the North, most citizens see little need to overthrow Lord Neverember.

In fact, thanks in larger part to the influence of the Graycloaks, Neverember has grown into a capable and inspiring leader. Where he failed in Waterdeep, causing him to be deposed as Open Lord there, here he seems to be succeeding. His reprisals for acts of defiance are now mostly fair matters of law rather than grasping brutality, and he engineered the sealing of the Chasm and the restoration of the High Road. There is even talk of dismissing the mercenaries of Mintarn who have provided law enforcement and replacing them with local guards. The Graycloaks faction takes credit for many of these positive changes, and see them as more important victories for Neverwinter's people than any violent uprising could be.

In fact, many of the Graycloaks have put forth the idea that it should be the Sons who replace Neverember's hired soldiers as the city's law enforcement. The citizens who grew up defending the makeshift wall from threats out of the Chasm are well-equipped to become a proper military force. Therefore, it is members of the Sons of Alagondar have led many neighborhoods in organizing their own local militias. This has, in many ways, forced Neverember's hand, as he seeks to avoid conflict between his own hired mercenaries and these homegrown groups of volunteers. Therefore, he he has been slowly drawing down the number of Mintarn mercenaries, in another example of the Graycloaks' indirect influence on the Lord Protector.

## Membership

To be clear, the Sons of Alagondar are still a resistance movement fighting for Neverwinter to be ruled by Neverwintans, but many of the locals now accept Neverember—who has been a part of the city for over 15 years—as one of them. With no unified leadership and no other power in the city to which they can appeal, most of the Sons of Alagondar are turning away from rebellion to focus on rebuilding.



The new possible path of the Sons' reforming the city guard seems like a peaceful resolution amicable to all sides, but it still sticks in the craw for many members of the Nashers sub-faction. Their rebellion was against this outsider from Waterdeep, and solutions that leave him in power are unpalatable. On the other hand, they have been fighting this battle for more than a decade and a half, and it seems like they are now farther from any kind of victory than they have ever been. Every tenday, more members of the group trade in the black-clad garb of their covert operations for the embroidered tabards of a local militia.

Even though the Nashers and the Graycloaks frequently meet in separate, private locations, the more even-keeled members of the Sons of Alagondar are trying to hold the factions together. So far, the strength-in-numbers argument has held the day. For their joint meetings, the Sons gather in the Nashers' headquarters, an old Kraken Society building near the graveyard called Neverdeath.

Members wear a symbol that incorporates the black octopus of the old Kraken Society, in part because the headquarters' guardian kraken recognizes the image and refrains from attacking those who bear it. Although the organization's overarching planning occurs in the dilapidated structure, members can be encountered anywhere in the city, and they have many safe houses throughout the inhabited areas. In fact, many Sons had homes in the old merchant quarter—the River District—so they know the area far better than the ever-dwindling number of Mintarn sellswords that have been tasked with hunting them down.

## Thayan Resurrection

Beneath skies of ash and cinder lies the broken landscape of Thay. A forbidding place, much of Thay consists of badlands, deserts, rugged mountains, cinder cones, and active volcanoes that belch forth plumes of toxic steam and rain flaming debris on the lands below. Thay is a nation dedicated to magic and death—a land where undead are not only common, they hold great power. As long as there has been a Thay, it has been a ruthless magocracy, ruled by the sinister Red Wizards. But only in the years since the Spellplague have the Red Wizards been dominated by the dead.

The regent Szass Tam and his Council of Zulkirs—liches all—rule this warring, slaving nation with fists of bone and iron, and under their tyrannical dominion, the undead are the masters of Thay. They roam the land, twitching legions of rotten flesh that wait for the day when the lich-lord sends them forth in the name of conquest. Where life exists, it suffers terribly in the form of slaves, playthings, and chattel to be sacrificed, sold, or remade into undead thralls. Slavers prowl ruined cities, searching for fresh meat to sell on the auction blocks, while roaming bands of gnolls scour the rugged countryside for sacrifices to offer up to their masters.

Most of those who grow up under this regime don't realize there is another way to live. They may live in fear or servitude, but they don't find life in Thay abnormal. Those who have the proper magical skills and mindset can

even carve out their own place within the necromantic order. Yet not all accept the hellish landscape this country has become.

Many Red Wizards chafe under the rule of Szass Tam, remembering that Thay was once a land of learning and power. Now, death scours Thay while the lich lord ignores all concerns other than his quest to become a god. If his mad plans are left to run their course, no one in the country will be left alive to worship him.

In response to this threat, wizards of all schools of magic except necromancy founded the Thayan Resurrection, a secret rebel organization whose goal is the overthrow of Szass Tam and the necromancers from their rule of Thay. For all the power that the lich lord has accumulated, he has yet to fully stamp out these rebels, who occasionally stage uprisings to oppose him.

## History

Part of the steadfastness of the group's members arises from the horrors that led to the current tyranny. Amid the chaos leading up to the Spellplague, Szass Tam set in motion a series of events which would make him the one true power in Thay. Prior to his elevation to supreme ruler, the land was a slave-state ruled by a council of eight powerful mages known as zulkirs, each of whom specialized in a different school of magic. In those days, the lich Szass Tam was the zulkir of necromancy. He arranged the murders of the zulkirs of transmutation and evocation, crafted an army of undead from the bodies of slaves and prisoners of war, and falsified an invasion attempt by Rashemen, which he took credit for stopping.

By creating a climate of fear and demonstrating his own power, Tam made the people of the Thay believe only he could save the nation. When his attempt to make himself "temporary regent" was denied by his fellow zulkirs, he fomented riots which he himself put down, taking control over garrison commanders and summoning demons to kill the rioters while blaming the zulkir of conjuration for their presence. Eventually, Szass named himself regent, removing the existing zulkirs from power and replacing them with liches in his service. As a result, Thay is now ruled by necromancers rather than wizards of all kinds, and many those who were loyal to the other zulkirs yearn for their return to rule.

## Recent Status

The movement was disorganized for much of its existence, but during the Second Sundering it was reinvigorated by some new leaders, including the former Red Wizard Umara Ankhlab and her ally, the Turmish corsair Anton Marivaldi.

Some dissatisfaction with the regime has been quelled in the last decade. For nearly a century, Szass Tam's promoted undeath as the ultimate path to power, and held back those who disagreed, but recent battles with the demon Eltab prompted him to loosen this stricture. The living now have a hope of ascending within the Red Wizards, even if that hope is merely to advance to a high station within the cadre of Tam's servants.

Nevertheless, necromancers are still highly favored, and many who follow other arcane traditions seek the equal

opportunities of the past. Wizards are not the only rebels. Smugglers and pirates recruited by Anton Marivaldi see an opportunity to create a land where non-wizards can wield real power, and many of those who know the truth behind Thay's demonic invasion seek revenge for the deaths of loved ones at the hands of fiends.

By necessity, the Thayan Resurrection avoids concentrating their activities or membership in any one location, but the Red Wizard rebels maintain control of a magical "Gatehouse" containing several permanent teleportation circles, within sight of the shore of Lake Thaylambar, not far from Thay's former capital of Eltabbar. Syranna, the Overseer of the Gatehouse, can these circles to many strategic locations for the rebels and their allies. Rumors say Syranna and Mennek Ariz, a Red Wizard enchanter, seek help from adventurers to foil Szass Tam's plans to attain godhood.

One of the first places outside Thay that members of this movement attracted notice was Neverwinter, where exiled Thayan Resurrection members—led by an exiled Red Wizard illusionist called Rath Modar—fed information to Lord Neverember about the plans of Valindra Snowmantle, an Overwizard of the Arcane Brotherhood who was also an aspiring ally of Szass Tam. In response, Lord Neverember led his armed forces to war against Valindra and her forces.

During the events known as the Tyranny of Dragons, Rath Modar led exiled members of the Thayan Resurrection living on the Sword Coast to ally with the Cult of the Dragon. In fact, their aid was key to the cult's plans to open a gate from Avernus and allow Tiamat to return to the Realms. Modar's plan was to ask the Dragon Queen's aid in overthrowing Tam after performing this deed for her, but interfering adventurers and an alliance of the Harpers, Zhentarim, Lords Alliance, Order of the Gauntlet, and Emerald Enclave defeated the cult's ambitions. It is unknown whether Rath Modar survived, and whether rumors that Szass Tam's own forces aided in the cult's final defeat are true.

## Membership

The group's membership ranges from sincere revolutionaries, hoping for a land more adapted to human life, to power-hungry individuals who want to replace one ruler with another. Many upstarts cause trouble on a small scale in their own bids to attain power, but small pockets of freedom fighters hope to break from Thay's inglorious past and guide the nation to a new future. Members of the Thayan Resurrection are structured in autonomous cells composed of just a few members, in order to make it difficult for Tam's followers to destroy them with a single blow. The folk of Thay have always believed that the gods sent luck to the strong and resolute, not to the gentle and compassionate, and these rebels make strength and resolution their watchwords in their struggle.

The Thayan Resurrection can be divided into two groups on the basis of geography. Those in the most danger dwell in Thay itself, covertly waging their hidden war against the hated lich lord from within. These are primarily members of the Mulan ruling class, with their

shaved heads and elaborate tattoos, but occasionally their operations require the aid of the Rashemi save class as well. Since they know their lives could end at any time, most domestic Thayan Resurrection members are careful and cautious, but they also seek to make every moment count. They avoid most risks, but when a risk stands to strike a real blow against Tam's tyranny, they take it. When death is inevitable, to seek to end their lives in ways that will prevent their transformation into servants of the necromancers.

The second group consists of the many Thayan exiles who fled the rule of Szass Tam for other parts of the Realms. Until the end of the Tyranny of Dragons, Rath Modar was the most well-known leader of this group. So great is the lich lord's wrath that every single one of these exiles is under an immediate sentence of death if they should ever fall into the clutches of the Red Wizards or their agents. These exiles have recently become aware of agents of Thay seeking wielders of spellfire of various kinds as subjects for yet another series of experiments designed to vault Szass Tam into godhood, and they seek to stop these agents at every turn, though often the rare and secretive wielders of spellfire are loathe to trust anyone related to Thay, even if they claim to be rebels.

## OF SPELLFIRE AND SPELLSCARS

Spellfire is refined, controlled, raw magic. In beneficent manifestations, it appears as a font of silver light and healing energy. In battle, it is a searing blue-white jet of all-consuming raidance. Some people are born with a natural ability to wield spellfire in all its natural power, whereas others can manipulate less potent expressions of it.

Persons gifted with the ability to wield spellfire can do amazing things with it, dependent on their skill, talent, and the amount of magical energy they have within them at the time. In general, spellfire can be used to heal, create blasts of destructive fire, or absorb magical effects it contacts, although the exact effects vary by circumstance and user. Talented wielders can release multiple blasts at once or even fly using the ability. The damage from spellfire is a mix of flame and raw magical power (half fire damage, half force damage) and therefore difficult to resist.

Right or wrong, legends hold that only one person in all Faerûn is gifted with true spellfire at one time. Prior to the Spellplague, that person was identified as the lass Shandril Shessair, an orphaned kitchen-maid from a tavern in Highmoon of Deepingdale. As a result, Shandril was hounded by hundreds of mages, including many Zhentarim, Red Wizards of Thay, mages of the Cult of the Dragon, and others. They slaughtered each other and innocents who got in their way in pursuit of Shandril's power, and the girl's fate is unknown.

The legends lie, however. Multiple true spellfire wielders hide in the world, keeping their existence a secret to avoid the endless pursuit Shandril endured.

The lesser form of spellfire was once known as silver fire, and was once considered unique to the Chosen of Mystra. It could be used for a variety of more subtle effects, and its use could be taught. The Simbul, perhaps the most powerful Chosen of Mystra of the last century, taught its use to her apprentices. Other Chosen tutored powerful clergy of Mystra in mastering it.

Recently, larger institutions of wizardly training have made inroads in the use of silver fire, gaining greater understanding of the raw stuff of magic and channeling it in limited uses.

With the tearing of the Weave during the Spellplague, spellfire was unleashed in raw, uncontrolled fury, rolling over the world and transforming it. Thus, a new wrinkle was added to the scholarly understanding of spellfire: spellscars, marks left upon mortals by the magical disaster and its aftereffects. Many saw spellscars as the corroded echo of spellfire, twisted by the disaster that was the Spellplague. Yet the wielders of true spellfire secretly retained their gifts alongside these newly scarred.

Most creatures gained their spellscars not during the Spellplague, but afterwards, when they were exposed to areas still roiling with raw spellfire. Spellscarred individuals often developed unique abilities to use spellfire, but never without a price. Sometimes a spellscar was a physical abnormality, but more often it was an intangible mark that appeared only when its power was activated. An active spellscar might appear as jagged cracks of blue light racing across the forearms and hands, a corona of cerulean flame, a blazing blue glyph on the forehead, or perhaps even wings of cobalt flame. In all instances, blue fire is a sure indicator of a spellscar.

As with spellfire, creatures could learn to master their spellscars. In fact, some beings even traveled to lands still burning with the Spellplague in hopes of gaining a spellscar; such "scar pilgrimages" were encouraged by a mysterious organization called the Order of Blue Flame.

## The Watchful Order of Magists & Protectors

Technically, the Watchful Order is one of the city's forty-three guilds, formed to protect less powerful wizards and sorcerers from those distrustful of the Art, but in practice, it acts as the largest arcane academy in the City of Splendors. Arcane spellcasters have long been drawn to cosmopolitan Waterdeep. The city has a strong tradition of magical research, and its role as a central trading hub means that one can purchase nearly any material component therein. However, Waterdeep's strong guild system, specifically the Watchful Order of Magists & Protectors, has prevented the formation of many large arcanists' academies such as those found in cities such as Silvermoon today or Myth Drannor before the fall. As a result, most Waterdhavian wizards and sorcerers are either very powerful lone practitioners or members of the Watchful Order.

The Watchful Order encourages prudence in the use of the Art so that arcane spellcasters will be respected and looked up to, not feared and actively opposed. Effectively, it polices less powerful arcane spellcasters who reside in or visit the city, actively discouraging them from throwing spells around to influence the populace. Since many powerful arcane spellcasters are not members of the Watchful Order, the guild uses its influence to mitigate their most egregious behavior as well.

The Watchful Order provides many benefits to members, including forums for arranging instruction and trading in magical information, the sale of rare material



components from the golem-guarded cellars of the Tower of the Order, and a market for the buying and selling of spellcasting services, scrolls, and minor magic items. The guild's livery is a dark purple cloak, with a white human hand, fingers together and uppermost, on the left shoulder.

In Waterdeep, the Church of Mystra has long played a secondary role to the Watchful Order of Magists & Protectors because the sale of spells and magic items is traditionally the province of the guild, not the church. After some recent scandals, the Watchful Order seeks to repair its relationship with the church.

## History

For most of its history, despite the Watchful Order being one of the most powerful guilds in Waterdeep, most Waterdhavians were barely aware of its existence. Traditionally, Guildmasters of the Order choose to take a strictly neutral stance in the political and economic affairs of the city. Wizards of the order are encouraged to pursue the art of magic and leave politics to others. Since the year 1479 DR, this stance is considered even more important, as a major scandal hurt the guild's relationship with both the Masked Lords and the Church of Mystra.

In that year, Khondar "Ten Rings" Naomal, who was the Guildmaster of the Order at the time, killed the Blackstaff Samark Dhanzscul in a bid to become the new Blackstaff and replace the Lords of Waterdeep with a council of mages. When Samark's power flowed into Vajra Safahr on Samark's death, Khondar tortured Vajra in an attempt to make her divulge the secrets of the Blackstaff, but she was rescued. Later, when Khondar managed to break into Blackstaff Tower, Vajra had already assumed the position of Blackstaff. She summoned spectral hounds of the Black Hunt, which eventually tore Khondar to shreds. Over time, it was established that Khondar and his son were acting alone, but it was a blow to public trust in the guild.

## Recent Status

Thankfully, the new Open Lord of Waterdeep, Laeral Silverhand, made her own thorough investigation of Khondar's treachery, and concluded that vast majority of Watchful Order wizards knew nothing of the plot. Beyond this aberration, the guild has seldom strayed from its usual activities, study and exchange information, create magic items to help support the guild's financial independence, and offer their services to others in the city as watch-wizards or fire guards. The Watchful Order contracts with building owners across the city to respond to fires with

summoned water elementals, keeping half a dozen or so fire guards on duty every day. The guild also contracts with paranoid individuals of means to provide watch-wizards skilled in detecting and countering hostile workings of the Art. For most of the Order's history, their policy of strict political neutrality has paid dividends. Even after the foiling of Khondar's plot, most of the populace knows little about the order's members, and therefore have little cause to fear them.

## Membership

The majority of the order's members are wizards, but other arcane spellcasters are welcome as well. Sorcerers and warlocks are drawn to the order by recent purposeful efforts at outreach. A small number of bards are members as well, but most bards in Waterdeep remain independent or join the Council of Musicians, Instrument-makers, & Choristers. These spellcasters all gain access to the same information as the wizards do, but often derive less immediate benefit from it, since they don't use spellbooks. Arcane tricksters and eldritch knights gain more benefits, though they are often seen as dilettantes and associate, rather than full members.

Most of the rank-and-file members pay their dues and provide the minimal service required to be a member in good standing. A fair number of guild members don't even bother with that minimum, failing to keep up with their dues and service. They are content to simply register their affiliation once and then go about their business. Most of the guild's positions of responsibility are filled by wizards steeped in the guild's techniques and traditions; these individuals enjoy a much stronger voice in guild affairs than those who just pay their dues.

Guild wizards of Waterdeep are likely permanent residents of or long-term visitors to the city of that name, though they can be found wandering across the Realms. As many different personalities among the Order exist as there are wizards.



# Chapter 2: New Class Archetypes

## *New Bard College*

### College of Resistance

*I DO NOT ASPIRE TO GREATNESS. I HOPE INSTEAD THAT MY ACTIONS CAN KINDLE THE FLAME OF GREATNESS IN OTHERS.*

--SÄLIA, TIEFLING AGENT OF THE HARPERS

Tyranny often inspires rebellion, but the combination of unity, leadership, hope, and destiny required to succeed in creating real change is hard to come by. That's where you come in. A student of the changing tides of history, you know transformation is possible. You seek to captivate the attention of audiences as many other bards do, but your goal is to educate as well as entertain. You seek to inspire the oppressed to claim their right to freedom, demonstrate the strategies by which tyranny can be overthrown, and guide those who fight for freedom into building a better world.

This requires secrecy and, at times, deception, of course, as the ruling powers are likely to punish dissent ruthlessly. Your abilities as a performer allow you cover your activities as entertainment and distract prying eyes from the real agenda. When among your true comrades-in-arms, however, your real hard work begins. It is up to you to keep up their morale and maintain their focus on the hard-won prize that sometimes seems so far away.

Whether it is a revolutionary group that is only beginning to see any progress, such as the Thayan Resurrection, or a group like the Sons of Alagondar that seems poised on the edge of a kind of victory, you know you can be most effective with a larger group. If you haven't joined one, you likely seek such a resistance movement, or plan to form one of your own.

#### Bonus Proficiencies

At 2nd level when you choose this arcane tradition, choose one of the following skills: Deception, Persuasion, or History. You gain proficiency in the chosen skill, and when making ability checks for the chosen skill, you add twice your proficiency bonus to the roll in place of your normal proficiency bonus.

#### Inspiring Strike

When you join the College of Resistance at 3rd level, you gain the ability to inspire others by striking a magically empowered blow against tyranny. When you hit a hostile creature with a weapon attack, you can expend one use of your Bardic Inspiration to deal an additional 1d6 psychic damage to that target. Then, choose a number of non-hostile humanoids within 60 feet of you who could see you when you struck, up to a number of them equal to your

Charisma modifier (minimum of one). Each target gains 1d6 temporary hit points. When a target gains these temporary hit points, it can also use its reaction to move up to its speed toward you, without provoking opportunity attacks. It must take the shortest, safest path to you. You can only use this effect once per turn. The additional damage and temporary hit points both increase when you reach certain levels in this class, becoming 1d8 at 5th level, 1d10 at 10th level, and 1d12 at 15th level.

#### Fearless Words

At 3rd level, you can use rhetoric and oratory to inspire others to overcome fear, defeat, and fatigue. You give an inspiring speech or other performance, and if you perform for at least 10 minutes, at the end of the performance, choose a number of non-hostile humanoids besides yourself within 60 feet of you who heard all of it, up to a number of them equal to your Charisma modifier (minimum of one). Each target gains 1d6 temporary hit points, and recovers 1 level of exhaustion. In addition, for the next hour, these humanoids have advantage on saving throws against becoming frightened or gaining levels of exhaustion whenever they are within 60 feet of you. Once you use this feature, you can't use it again until you finish a long rest.

#### Protected Comrade

Starting at 6th level, you can harness the energy created by the act of the defying tyranny, and you can influence the destiny of your allies by doing so. As a bonus action, you can place a protective ward on one allied creature you can see within 60 feet of you. This ward warns the ally of danger and allows them to react to it quickly. Any bludgeoning, piercing, or slashing damage the target takes is reduced by an amount equal to 1 + your proficiency bonus, as the target twists at the last moment to avoid the blow. This effect lasts for 1 minute, until you use it again, until the target is farther than 60 feet away from you, or until you are incapacitated.

In addition, when a creature you can see within 60 feet of you hits the warded target with a melee attack, the warded target can use their reaction to make a weapon attack against the attacker. If that attack hits, it deals additional psychic damage equal to your bard level.

#### Mantle of Destiny

At 14th level, your long-term alignment with the causes of justice and freedom allows you to shape destiny to protect those crucial to opposing tyranny. When you or an ally who is the subject of the ward from your Protected Comrade feature take damage from a weapon attack, you can use your reaction to deal psychic damage to the attacker. The damage equals your bard level. In addition, when this occurs, choose a number of friendly humanoids equal to or less than your Charisma modifier, all of whom must be able to hear you and must have seen the attack. All chosen humanoids can use their reactions to move up to their speed towards the attacker, without provoking opportunity attacks. They must take the shortest, safest path towards the attacker.

## New Fighter Martial Archetype

### Waterdhavian Duelist

*THE ENTRERI RIPOSTING STAB DEFENSE? WELL-PLAYED. I KNOW I CAN DEFEAT IT WITH MY RIGHT HAND, BUT LET ME GIVE IT A TRY WITH MY LEFT...*

--RUALDOR THANN,  
HALF-ELF NOBLE OF WATERDEEP

In the cosmopolitan cities of the Sword Coast, the image of duelists like yourself—nimble and intelligent, living by their wits, reflexes, and precise weapon training—is considered by many to be the ideal of heroism. In Waterdeep especially, duelists (particularly those skilled in the Twin Sword Style also popular in Sembia) are common among the younger members of the aristocracy. Waterdhavian dueling styles have become so popular that even warriors who have never set foot in the City of Splendors strive to master such techniques.

In a world with heavily armored knights on huge, galloping chargers and powerful mages wielding mind-churning spells, you prove that precision and skill are viable alternatives to massive weapons, and that agility can be just effective in avoiding harm as heavy armor. Your wit is as ready as your blade, and you take full advantage of your quick reflexes in both social and martial battles, particularly when you adventure on your home ground—likely Waterdeep or another well-populated metropolis.

Duelists not only often find themselves in groups of adventurers, but usually at the forefront of the group's activities, sometimes even as the party's spokesperson. Their devil-may-care styles can be both an asset and hindrance to their companions, depending on the situation. Little doubt exists that their charm and skill with a blade make duelists valuable allies to any group of adventurers, especially when they leaves the dark dungeons behind for the bright lights of the big city.

#### Combat Superiority

At 3rd level, you gain a set of abilities that are fueled by special dice called superiority dice.

**Superiority Dice.** You have three superiority dice, which are d6s. A superiority die is expended when you use it. You regain all of your expended superiority dice when you finish a short or long rest. You gain

another superiority die at 7th level and one more at 15th level.

**Using Superiority Dice.** You can expend superiority dice to gain a number of different benefits:

- When you make a melee weapon attack against a creature that is marked by you or has none of your allies within 5 feet, you can expend one superiority die to add it to the attack roll. You can use this ability before or after making the attack roll, but before any of the effects of the attack are applied.
- When you hit a creature with a weapon attack, you can expend one superiority die to attempt to disarm the target, forcing it to drop one item of your choice that it's holding. You add the superiority die to the attack's damage roll, and the target must make a Strength saving throw (DC equals 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice)). On a failed save, it drops the object you choose. The object lands at its feet.
- When you hit a creature within 5 feet of you with an attack roll, you can expend one superiority die to push the target up to 5 feet away from you and inflict additional damage equal to the number you roll on the superiority die. You can then immediately use your reaction to move up to your speed to an unoccupied space within 5 feet of the target.
  - When you move, if you are not wearing heavy armor or using a shield, you can expend one superiority die, rolling the die and adding the number rolled to your AC until you stop moving. When you do so, until the end of your next turn you gain a climbing speed equal to your walking speed.

#### Duelist's Mark

At 3rd level, you can compel enemies to engage you in single combat. When you hit a creature with a melee weapon attack, the target is marked by you until the end of your next turn, and if none of your allies are within 5 feet of the target, it takes additional damage equal to your proficiency bonus. A creature ignores this effect if the creature can't be charmed. The marked target has disadvantage on any



attack roll against a creature other than you or someone else who marked it, and creatures other than you or someone else who marked it have resistance to the damage of the target's attacks.

If a target makes an attack that suffers disadvantage from this feature, you can make one melee weapon attack against it using your reaction. When you do so, you can expend a superiority die to gain advantage on that attack roll and inflict additional damage equal to your superiority die roll if the attack hits.

## Secret Techniques

Starting at 7th level, you have learned special fighting techniques that are only taught privately, and only to certain advanced practitioners. You gain proficiency in your choice of two of the following skills: Acrobatics, Athletics, Deception, Insight, Intimidation, Performance, Persuasion, or Sleight of Hand. In addition, whenever you roll initiative, for one minute your walking speed increases by 10 feet and your jumping distance is doubled.

## Final Stand

At 10th level, your wit and quickness make it nearly impossible to get the drop on you. You can add your Intelligence modifier (minimum 1) to initiative checks, Dexterity (Acrobatics) checks, Strength (Athletics) checks, and to all Charisma checks that include your proficiency bonus. In addition, whenever you are not wearing heavy armor or using a shield, you gain a +2 bonus to AC, and your superiority dice are d8's instead of d6's.

## Relentless

Starting at 15th level, when you roll initiative and have no superiority dice remaining, you regain 1 superiority die.

## Master Duelist

Beginning at 18th level, your mastery of the blade lets you turn failure to success in combat. If you miss with an attack, you can choose to roll the attack again with advantage. Once you use this ability, you cannot use it again until you finish a short or long rest.

## New Fighter Martial Archetype

### Thayan Knight

*THEY CALLED US KNIGHTS, BUT WE LIVED BY NO CODE OF HONOR. WE WERE BOUND TO NO PRINCIPLE, SAVE ONE: THAT OUR LIVES WERE WORTH NOTHING COMPARED TO THE SAFETY OF OUR MASTERS.*

-- ARZEL PHEN, RENEGADE THAYAN KNIGHT

Once united in allegiance to their masters, the elite soldiers of Thay were divided by a violent uprising. The necromancer Szass Tam overthrew his fellow Zulkirs to become sole ruler of Thay, forcing those serving his opposition to choose sides. Most now serve the new regime, but others have joined the resistance movement known as the Thayan Resurrection. Of course, even that movement is divided, with the more idealistic seeking to transform Thay into a more livable realm for all of its

denizens, while those driven by ambition simply seek to replace one form of arcane tyranny with another.

Others have left Thay behind entirely. During the initial chaos or the various tumultuous that followed, these disillusioned Thayan knights managed to leave service to their old masters behind entirely, seeking their own destinies beyond the borders of their former nation. These individuals tend to stick to the shadows and not draw attention to themselves, knowing that Thay has enclaves across Faerûn, and the Red Wizards would still consider such knights their servants.

While the Red Wizards have never been opposed to blasting their opponents with deadly spells or shredding the minds of their enemies with dark magic, there is always a need for protectors who have mastered the art of swordplay. The most elite of these protectors were referred to as the Thayan knights and taught to readily sacrifice their lives for the Red Wizards they served.

Familiar with magic and loyal to none but the tattooed mages, Thayan knights are trained to act as bodyguards and enforcers for the Red Wizards and as an extension of their reach. They lead common Thayan troops into battle and help guard the wizard enclaves. Even when no longer in the service of Thay, such warriors tend to fight alongside arcane spellcasters, and their fighting style is at its best when they are defending an ally who can eliminate enemies at range while the Thayan knight deals with closer targets.

## Thay's Defender

By 3rd level when you choose this archetype, you have undergone a long and painful tattooing ritual that marked your loyalty to the Red Wizards with a tattoo on your back, face, or forehead. When you gain this feature, your own knowledge of magic combines with the tattoo's power to grant the following benefits:

- Whenever you make a saving throw against an effect that would cause you to be charmed or frightened, you have advantage on the saving throw unless the source of the effect is a Red Wizard of Thay.
- You are proficient with the Arcana and Intimidate skills, and when you make an ability check with the Intimidate skill, you add double your proficiency bonus to the check, instead of your normal proficiency bonus.
- You learn your choice of two of the following cantrips: *challenger's mark\**, *booming blade\*\*\**, *echoing blow\**, *frostwind blade\**, *greenflame blade\*\*\**, *looming shadow\**, or *punishing strike\**. Once you reach 7th level, when a hostile creature provokes an opportunity attack from you, you can use your reaction to cast a cantrip gained from this feature, targeting that creature, rather than making an opportunity attack.

However, these benefits come with a price: You have disadvantage on all Intelligence, Wisdom, and Charisma saving throws against spells cast by Red Wizards of Thay.

## Aegis of Red Wizardry

Starting at 7th level, you can harness arcane power to protect a chosen ally. As a bonus action, you can grant a red aegis to one allied creature you can see within 60 feet

of you. The aegis is a shimmering shield of smoldering crimson energy that binds your own life energy to protect the target. Any bludgeoning, piercing, or slashing damage the target takes is reduced by an amount equal to your proficiency bonus plus your Constitution modifier (minimum 1). This effect lasts for 1 minute, until you use it again, or until you are incapacitated.

In addition, when a creature you can see within 60 feet of you hits the protected target with a melee attack, you can use your reaction to force the attacker to make a Charisma saving throw (DC is 8 + your proficiency bonus + your Intelligence modifier or the Intelligence modifier of the protected target, whichever is higher) or be teleported to an unoccupied space adjacent to you. If the target is teleported, you become the target of the attack roll that triggered this reaction, and that same roll is compared to your Armor Class instead to determine if it hits or misses you. If no unoccupied space adjacent to you exists, the target automatically succeeds on the saving throw. Whether the saving throw succeeds or fails, the next attack roll you make against the target before the end of your next turn deals an extra 1d10 necrotic damage. This extra damage increases to 2d10 at 11th level and 3d10 at 17th level.

### **Final Stand**

At 10th level, you can inspire your followers or allies to fight through adversity. When you use your Second Wind feature, you can choose up to six creatures within 30 feet that can see or hear you. Each chosen creature gains a number of temporary hit points equal to half the number of hit points you regain from your use of Second Wind (adding your Constitution modifier to that number if they are the subject protected by your Aegis of Red Wizardry).

### **Zulkir's Champion**

At 15th level, you are an expert in fighting alongside spellcasting allies. When you use your action to cast a cantrip that requires an

attack roll, you can make one melee weapon attack as a bonus action. In addition, when you use your Action Surge feature, you can choose one creature within 60 feet of you that is allied with you. Provided it can hear or see you, that creature can use its reaction to make one melee or ranged weapon attack or to cast a spell that normally has a casting time of 1 action.

### **Master of the Red Aegis**

Beginning at 18th level, when you use your Aegis of Red Wizardry to protect an ally, you can choose up to three creatures to gain its benefits.



## New Paladin Oath

### Oath of the Weave

*THE WEAVE IS THE LIFEblood OF FAERÛN, AND I WOULD SACRIFICE MY OWN LIFE IF IT MEANT SHE WOULD PERSEVERE.*

--ELOS CROWNSILVER, GUARDIAN OF THE WEAVE

Many deities have worshipers who are paladins, promoting law and good across Faerûn with divine might, but those who swear this oath draw additional strength from the Weave itself. They are most often known as Knights of the Weave, but also as swordmages, arcane defenders, or mage knights. Distinct from the worship of Mystra, Azuth, or any other particular god, members of this mystic order are sacred defenders whose faith leads them to cherish the Weave like a fine wine, knowing that its existence enriches all of Faerûn.

You swore this oath because you love the feel of magic flowing through you, whether in casting a spell, using a magic item, or channeling the raw power of magic. You see dead magic areas as the Weave's missing limbs and wild magic areas as dangerous cancers within the Weave's body. Nothing gives you more joy than seeing the light die in the eyes of an evil spellcaster. The Weave is your friend, your lover, your armor, and your bright shining sword. You drink deeply of the power of the arcane, using that energy to extend its reach, and utterly smash those who would hurt the object of your love.

This oath binds one who swears it to spend endless hours practicing their special techniques, combining magic with a paladin's martial mastery and other powers to protect the Weave as well as vulnerable people and places. The Oath of the Weave places you on a path of constant discipline and training. Your blade not only bites with steel and holy wrath, but pulses with fire, lightning, frost, thunder, or sheer eldritch energy. Magical barriers of force swirl around swordmages, protecting them from harm as they defend their allies and unleash magical fury against their foes.

Nothing is more important to you than magic's continued existence. You likely worship a god whose portfolio includes magic, knowledge, wisdom, or mysticism—which includes a wide selection of deities, from Mystra, Azuth, Savras, and many elven and gnomish gods to Selune, Isis, Deneir, and others—and serve your deity by guarding temples and questing for lost magical troves.

Among those who focus on the protective disciplines of this oath—who often refer to it by the alternate name “the Oath of the Aegis” and prioritize personal loyalty and defense even above the wonders of the Weave itself—gods associated with loyalty and guardianship are favored as well, such as Helm, Torm, or Tyr. Those with darker hearts often revere Shar, regarding their unusual skills as a secret art to be kept hidden from the uninitiated.

Knights of the Weave are less likely to wear heavy armor than other paladins, but few eschew armor entirely. Most paladins who swear this oath are influenced by the

elven roots of magical swordplay, favoring armor with silver or gold filigree and graceful etching, often worn beneath a colorful tabard. However, some other races are also known to have their own separate, well-developed swordmage traditions. Paladins of the rare genasi race often swear the Oath of the Weave, basing their iconography and practices on the elements. The swordmages of the other-worldly githyanki are also infamous across many planes.

Although you study powerful magic, most of what you know relates to enhancing your fighting abilities and your place is in the thick of battle. Your power comes from pure magic, and eventually you develop increased ability to use magic, counter hostile magic, and defeat enemy spellcasters. Over time, you master the mysteries of spellfire—the raw stuff of magic, energy that often manifests as blue flame—which you use for defense and to empower yourself in battle. While not capable of the power and control of a natural born user of spellfire, Knights of the Weave are able to use it to break enemy spells, and later on they master damaging forms of spellfire which they can use to great effect on allies and foes.

#### KNIGHTS OF THE MYSTIC FIRE

Many of those who swear the Oath of the Weave are paladins of Mystra, who join an order known as the Knights of the Mystic Fire. Such paladins act as defenders of knowledge and arbitrators of the use of magic. The Mystic Fire Knights regularly join priests of Mystra on missions to find and uncover lost stores of ancient magic. They also serve as guardians at large Mystran temples and at magical workshops, usually providing military leadership to devoted protectors who lack mystical gifts. Many Knights of the Mystic Fire also choose to dabble in wizardry, and take on scholarly roles as well. They express their love of mystery and all things arcane in their armor and shields, inscribing the metal with long lines of runes and placing precious stones in well-crafted sockets, favoring bright shades of blue and silver for tabards and capes, in tribute to their goddess.

#### Tenets of the Weave

**Learning and Lore.** Knowledge is the flickering candle at the shore of an ocean of darkness. Keep that light burning, despite the rising tides of time and ignorance. Recover lost artifacts and magical items. Never stop learning.

**Diligence.** Train every day. Just as your blade requires sharpening before every battle, your magical and martial prowess must be honed by relentless practice. Magic is a supreme privilege, and should be approached with caution and respect.

**Guardianship.** Those who use magic for evil ends often prey upon the weak. Whether you've sworn an oath of guardianship or merely wandered into the path of such predation, you know the safety of any ally or innocent in your presence is your personal responsibility. If the choice is between harm coming to you or to the subject of your protection, you take the blow yourself.

**Unbound Arcana.** Magic manifests in countless incarnations. Go forth and seek them all. Learn from the

old, and devise the new, but whatever you do, explore magic in all its myriad wonders.

## Oath Spells

You gain Oath Spells at the Paladin levels listed.

### Oath of the Weave Spells

Spell Level	Spells
3rd	<i>detect magic, shield</i>
5th	<i>misty step, warding bond</i>
9th	<i>counterspell, dispel magic</i>
11th	<i>death ward, ice storm</i>
17th	<i>flame strike, teleportation circle</i>

## Channel Divinity

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

**Spellfire Blade.** You can use your Channel Divinity to enhance weapon attacks. As a bonus action, you infuse your weapon with arcane energy for one minute. The next time during that minute that you hit a target with an attack that is part of the action used to cast a cantrip, the target you hit with the attack takes extra radiant damage in addition to any other effects of that hit. The extra damage equals 2d8 + your paladin level, and the next time the target tries to cast a spell before the end of its next turn, it must make a Constitution saving throw against your paladin spellcasting DC. On a failed save, the spell fails and has no effect.

**Spellfire Shield.** When you make a successful saving throw against a spell, or a spell attack misses you, as a reaction you can use your Channel Divinity to reflect the spell onto an enemy. Choose another creature (including the spellcaster) you can see within 30 feet. The spell targets the chosen creature instead of you. If the spell forced a saving throw, the chosen creature makes its own save. If the spell was an attack, the attack roll is rerolled against that creature.

## Spellshatter

Beginning at 3rd level, when you use your Divine Smite feature on a weapon attack, you can also use a bonus action to imbue that weapon with anti-magic energy bestowed by your deity. If the target takes damage from the attack, any spell that is on the target ends if it is of a level equal to or lower than the spell slot you expended for your Divine Smite. In addition, if the damaged creature is concentrating on a spell, the DC of the saving throw it makes to maintain its concentration is equal to your paladin spell save DC or half the damage inflicted, whichever is higher.

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

## Arcane Cantrips

At 3rd level when you take this oath, choose two of the following cantrips: *challenger's mark\**, *booming blade\*\*\**, *echoing blow\**, *frostwind blade\**, *greenflame blade\*\*\**, *looming shadow\**, or *punishing strike\**. You learn those two cantrips in addition to your paladin spells.

Once you reach 7th level, when you cast a cantrip gained from this feature, you can expend 10 hit points from the pool of healing granted by your Lay on Hands feature to change the casting time to 1 bonus action for this casting.

## Aegis of Blue Flame

Starting at 7th level, an aura of magical power radiates from you. Whenever a friendly creature within 10 feet of you is the target of an opportunity attack, that attack is made at disadvantage. When you reach 18th level, opportunity attacks against friendly creatures within 30 feet of you are made at disadvantage.

In addition, when a friendly creature within 10 feet of you is struck by an attack, you can use your reaction to protect it with a blue aegis of blazing spellfire. Any bludgeoning, piercing, or slashing damage the target takes is reduced by an amount equal to your proficiency bonus plus your Charisma modifier (minimum 1). As part of the same reaction, you can make a weapon attack against the creature or cast a cantrip that targets it.

## Mystic Champion

At 15th level, choose one wizard spell of 4th-level or lower. That spell is added to your oath spells list. In addition, choose two cantrips from the wizard spell list. You learn those two cantrips in addition to your paladin spells. Finally, when you use your action to cast a cantrip, you can make one weapon attack as a bonus action.

## Living Spellfire

At 20th level, you become imbued with the power of the Weave, capable of unleashing magic in its raw form. As an action, you wreath yourself in a maelstrom of spellfire. For one minute, you gain the following benefits.

- You can teleport up to your walking speed as a bonus action.
- Hostile creatures within 30 feet of you have disadvantage on saving throws against spells you cast, and take a -5 penalty on Constitution saving throws to maintain concentration on a spell.
- When you use your action to cast a spell, you can make one weapon attack as a bonus action.
- When you roll damage for a spell, you can reroll a number of the damage dice up to your Charisma modifier (minimum of one). You must use the new rolls.

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



## KNIGHTS OF THE WEAVE IN FAERÛN

Most Knights of the Weave come from the ranks of the Guardians of the Weave and/or the church of Mystra. However, a few characters become knights on their own, usually after witnessing some event that reveals the beauty, power, and fragility of magic in the world.

In the aftermath of the Spellplague, with their reason for being torn away, this path of knighthood almost ceased to exist. However, with the restoration of the Weave while instability unleashed during the Spellplague still threatens magic itself, in recent years they are more necessary than ever, and their numbers have grown. Still, there are very few Knights of the Weave, no more than two score or so.

While they do not have an organized code of conduct, Knights of the Weave recognize each other as kindred spirits working for a common purpose. Regardless of alignment, religion, or country of origin, the knights understand the love and respect that each of them has for magic, and they go out of their way to avoid conflict within their ranks. Many act as the military arm of the Guardians of the Weave, much as various churches have orders of knights focused on protecting their interests with necessary violence. Even those knights not involved with the Guardians respect them, and the Guardians see the knights as their champions.

Any knight can teach a qualified person how to begin attuning themselves to the right parts of the Weave. Some potential knights discover the necessary information by accident or research, but most who would become knights meet an existing knight at some point in their travels. A qualified person is one who shows an interest in magic, has at least a rudimentary knowledge of the Weave and its history, and is dedicated enough to swear an oath to protect it with his life. Many aspiring knights swear this oath in front of another knight, but that is not necessary—the Weave itself bears witness to the oath.

Training is an informal matter and does not require active tutelage by another knight. The new knight instinctively (or by studying subtle shifts in the pattern of the Weave) understands what sort of meditation, practice, or study is required to progress as a knight. Sometimes this preparation entails fasting for several days near a dead magic area or trying to cast spells on the fringe of a wild magic area. Another knight might train by studying lore on pools of radiance in a Mystran library or meditating on the shore of a sea to recognize how the ebb and flow of the tides mirrors the shifting strands of the Weave. In between experiencing these revelations, the knight continues to practice his spellcasting and fighting and keeps an ear to the ground for news of things needing his attention.

Each knight feels a pull from a slightly different part of the Weave, guiding what spells he develops in his mind and the role he adopts among the knights. Some avenging or crusading knights choose aggressive magic, believing the best defense is a good offense. Others see themselves as protectors and learn metamagic, counterspelling, and ways of repairing damage to fragile parts of the Weave. Yet others try to become personifications of magic, using their knowledge to augment their own abilities or even create items that boost them further. Though a wizard might suggest learning a little bit of everything to be ready for all situations, that approach rarely fits the typical knight's mentality; most knights focus their magic in a specific

area, relying on their physical prowess and versatile spellfire to make up for any specific lack of spell knowledge.

Since the order is rare and its members few in number, knights are usually more than willing to help each other in times of need, whether by lending a magic item, casting a helpful spell, or even joining a quest for a short time. The last occurrence is particularly common if two knights have very different and complementary skill sets. One thing knights are always generous with is knowledge; they keep no secrets from each other when it comes to protecting the Weave. The knights have friendly relations with churches of Mystra, Azuth, and (to a lesser extent) Savras and can sometimes get aid (particularly healing magic) from those groups.

Knights of the Weave have a long reach but lack the overt power to destroy their enemies outright. This means they must take a more strategic role or use small-scale forays to accomplish their goals. This often leads them to seek adventure. They can't topple the Red Wizards or the Kraken Society on their own, but they know a lot and become very mobile through the use of teleportation magic, making them a great resource for other adventurers as well.

On a day-to-day basis, knights search for threats to the Weave, lost magic they can discover, lore to learn, and receptive minds to teach about respecting the Weave. Many knights are loners, but others excel as leaders. In any case, most of them lead by example rather than by giving orders. They respect considerate spellcasters, and knights in leadership positions tend to quickly earn the loyalty of any spellcasters in the area for their attentiveness and honest desire to hear a qualified opinion.

The knights do not have any official ranks, though they observe each other's progress and comment when one of them demonstrates a new ability. They don't have any serious rivalries within their organization, since they recognize that different opinions (like spells of different schools of magic) are natural, and while they may oppose each other at times, these differences are not worth fighting about. For example, the knights think the rivalries between the various Thayan wizard factions are absurd and a waste of time, but are glad those rivalries keep the Red Wizards from spending all their efforts outside Thay. This is not to say that the knights don't argue, but they're usually happy to let a matter drop and go their separate ways, expecting not to see their verbal sparring partner for a year or more.

Paladins of this oath share much with eldritch knights and wizards who practice the elven tradition of bladesong. While secrets of bladesong are taught only to elves, members of many races now learn the techniques of the Knights of the Weave, though most adherents of this oath are elves, half-elves, or humans tutored in the elven tradition. What differentiates a Weave-sworn paladin from both eldritch knights and bladesingers is their focus on combining spells and steel for the specific purpose of guarding their allies, charges, and protectorates, as well as the Weave itself.



## New Ranger Conclave

# Ghostwalker

*I'M JUST PASSING THROUGH.*

--DEMON-SLAYING LIBERATOR OF MULLTOWN  
(NAME UNKNOWN)

A mysterious figure becomes visible at the edge of town. Unheralded and unnoticed until their first step onto the dried-mud street, the stranger's only companion is silence. Children cease their play and scurry to seek a hidden place to watch this newcomer, wordless and unseen. From behind shuttered windows and closed doors, parents and shopkeepers end their conversations as their eyes follow the stranger's slow steps. The din of the blacksmith dies, and the sudden whinny of a horse is blasphemously loud.

This stranger is you. No one saw you coming before you appeared like a phantom out of the summer's haze. But now that you're here, they know their lives will never be the same.

You are just as real and tangible as any other living mortal, but you've seen the other side. You died, and traveled across the boundary between life and death, but then came back. You retain hazy memories of your time on the Fugue Plane, the place in the afterlife where dead souls are judged. For whatever reason, the judgment you received there was a rare and strange one: that you must return to the world. Regardless of your own moral code, you are compelled to wander from place to place, and in every new community, there is some injustice which

requires your correction.

You have a sense of some larger goal that compels you to roam from one town to another, but that depends on the individual nature of the sentence you received. There are barely a handful of ghostwalkers like you wandering the world, but they differ from one another greatly. One may be out to right an ancient wrong, another to take vengeance on a distant foe, and yet another to atone for some tragic mistake. Some ghostwalkers represent a source of merciless justice as they right wrongs and punish the villainous. Others are more compassionate as they progress from one community to another, helping those in need. One way or another, they are all drawn to injustice, and feel unable to move on until they have seen to a reckoning.

There are embittered ghostwalkers who choose to reject this calling, who enter a new settlement and decide to take advantage of the imbalance there rather than resolve it. They seep into the community determined to dominate it, spreading their selfish desires and villainy like a cancer.

Some of them can thrive this way for a time, for years or even decades, but eventually, inevitably, another ghostwalker is drawn to them. When the two meet, only one will walk away—the other will have been returned to the Fugue Plane, to be judged once more.



## ALTERNATE RANGERS

If you're playing or playtesting an alternate version of the ranger that does not grant the Extra Attack feature, add the Extra Attack feature to the ranger archetypes featured in this document at 5th level, as follows:

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

### Painful Reckoning

At 3rd level when you take this archetype, if a creature that has inflicted damage on you within the last 24 hours hits or misses you with an attack, you can use your reaction to attack that creature immediately after its attack, provided that you can see it. If that attack hits, the creature takes an extra 1d8 psychic damage if you have seen it reduce another creature to 0 hit points within the last 24 hours. You can deal this extra damage only once per turn.

### Ghostwalker Magic

At 3rd level, whenever you make Charisma (Intimidate) checks against creatures who don't know your name, you are considered proficient in the Intimidate skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

You also gain access to additional spells at 3rd, 5th, 9th, 13th, and 15th level. Once you gain a ghostwalker spell, it counts as a ranger spell for you, but doesn't count against the number of ranger spells you know.

#### Ghostwalker Spells

Ranger Level	Spells
3rd	<i>compelled duel, frightful strike*</i>
5th	<i>find steed, zone of truth</i>
9th	<i>feign death, intellect redoubt*</i>
13th	<i>blight, compulsion</i>
15th	<i>mislead, hold monster</i>

### Fugue Plane's Drifter

At 7th level, you can call on your obscured past memories of your time as a soul drawn to the Fugue Plane to temporarily transform yourself in the present, and possibly affect others as well. As a bonus action on your turn, you can use this feature to either cast the *etherealness* spell or cast one of the spells you've already gained access to from your Ghostwalker Magic feature. The casting time is changed to one bonus action for this casting. If you use this feature to cast *etherealness*, the spell ends at the end of the current turn.

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

### Ghostwalker's Resolve

Starting at 11th level, once on each of your turns when you miss with an attack, you can make another attack.

### Into the Sunset

At 11th level, as an action, you can enter the Border Ethereal and use it as a quick means of travel. You can only use this ability when in an area of dim light or

darkness. When you use this ability, you and up to 15 willing creatures you choose within 30 feet of you who are also in dim light or darkness effectively teleport via the Border Ethereal. This is not instantaneous travel, however; you move a number of miles per hour equal to your proficiency bonus times 10. You can travel this way for up to 3 hours.

Because of the blurring of reality between planes, you can't make out details of the terrain or areas you pass over during transit, nor can you predict perfectly where your travel will end. It's impossible to judge distances accurately, making this feature virtually useless for scouting or spying. Furthermore, at the end of your travel, you are shunted 1d10 × 100 feet in a random horizontal direction from your desired endpoint. If this would place you within a solid object, you are shunted 1d10 × 1,000 feet in the same direction. If this would still place you within a solid object, you (and any creatures with you) are shunted to the nearest empty space available, but the strain of this activity causes each creature transported to suffer one level of exhaustion.

Once you use this feature, you cannot use it again until you finish a long rest.

### Unfinished Business

When you reach 15th level, physical harm does little to deter you from your calling. As a reaction when you take damage that reduces you to half your hit points or fewer, you regain hit points equal to 1d10 + your ranger level. If you are frightened or charmed when you use this feature, you become immune to the frightened and charmed conditions until the end of your next turn.

Once you use this feature, you cannot use it again until you finish a short rest.

## THE FUGUE PLANE

When mortals die in Faerûn, their souls are drawn to the Fugue Plane. The vast majority of this plane is flat, gray, bland, and nondescript, with no notable topographical features. The only feature of this generally featureless plane is the City of Judgment, in the center of which stands the Crystal Spire, the shared realm of Kelemvor and Jergal. The city is a gray, bland, tightly packed metropolis populated by the judged dead, and the Crystal Spire is a glittering tower of transparent rock. When Cyric was god of the dead, this tower was called the Bone Castle, but Kelemvor transformed it as a symbol of his commitment to open and fair judgment of the dead.

The Fugue Plane exists outside the normal cosmology of Toril. Souls naturally travel from the Material Plane to the Fugue Plane at death, but they cannot leave of their own volition. Divine servants can travel here from the realms of their deities and bring souls back with them, as long as those souls properly belong to the deities they serve. Portals from the Nine Hells open into the Fugue Plane because of the devils' agreement with the god Kelemvor, and demon lords sometimes create portals leading here from the Abyss. In both cases, the fiends can carry souls back to their home planes through these portals. Any other travel to or from the Fugue Plane is impossible. Mortals cannot travel to the Fugue Plane while their bodies live, and no color pools leading here exist on the Astral Plane.

The Fugue Plane's main inhabitants are the souls of the dead awaiting transport to the planes of their deities. After the Time of Troubles, Kelemvor struck a new deal with the gods to ensure souls would not remain here too long. Now, souls can reside in the city for up to a tenday before a divine servant comes to collect them.

During this time, such souls often completely clueless to the fact that they are dead. During that time, demons are allowed to inform souls of their state and bargain with them. Souls are offered the chance to become devils themselves, usually starting as a lemure but having the chance to advance through the devilish ranks, possibly even becoming a pit fiend. This is said to be the main way devils propagate. The prospect of becoming a devil may seem abhorrent to good-aligned mortals, but those who follow evil deities and those who fear what awaits them in the afterlife are much more likely to take up the offer.

There are three other noteworthy groups of souls dwelling in the Fugue Plane, none of whom are likely to ever move on elsewhere.

- The False are the souls of those individuals who intentionally betrayed their deities after making a commitment to them during their lifetimes. If judged and found guilty by Kelemvor, they are punished. The punishment varies depending on the severity of the crime, and could be anything, from spending eternity escorting visitors to the City of Judgment to unspeakable torture. Most often, they are sentenced to servitude within the City, but are sometimes tortured by devils in the course of their work.
- The Faithless are mortals who do not have a divine patron. This could be because the mortal never worshiped a deity, because they outright rejected the worship of any deity, because their divine patron has died, or because their divine patron rejected them for some reason. A soul who does worship a deity but did not sufficiently uphold their patron's dogma is instead judged False. A Faithless soul receives only one sentence when it reaches the City of Judgment on the Fugue Plane: the Wall of the Faithless. This living wall surrounds the City of Judgment. The soul is bound onto the wall by a green mold that binds the Faithless (and only the Faithless) to the wall. Over time, the soul dissolves into the very substance of the wall, becoming a part of the plane itself. However, some souls are stolen from the wall; demons propagate by raiding Faithless souls and retreating with them back to the Abyss.
- The remaining spirits here serve Kelemvor or Jergal, and their reward in the afterlife is dwelling here in the service of their deity. They assist in and administer the judgment and punishment of the False and Faithless, and also act as a militia defending the plane. In this capacity, they protect against demon raids on the Wall of the Faithless and, on rare occasions, attack the Abyss to punish demons for attacking the city.

## New Ranger Conclave

### Stalker

*OF COURSE WE CAN'T TRUST HIM, HE IS THE MURDERER, AFTER ALL. WAIT, YOU DIDN'T KNOW? WELL, I CERTAINLY I WASN'T TRYING TO WITHHOLD THAT INFORMATION, I JUST THOUGHT THE WAY HE HELD HIS GOBLET MADE IT OBVIOUS.*

--GWENDOLYN HOLMWOOD  
LAMPLIGHTER INSPECTOR-GENERAL

At first glance, you seem hopelessly out of place in an adventuring party, looking instead like a drab town dweller who has wandered into danger by mistake. You maintain a soft-spoken, rather nondescript demeanor, but this is only a facade, concealing keen senses, a shrewd mind, and remarkable insight. Only your closest friends realize the extent of your expertise in intelligence gathering. And that's just the way you like it.

Stalkers serve as investigators, spies, informants, interrogators, and vigilantes. Unlike other rangers, you are just as at home in a crowded metropolis as you are in a wilderness setting.

Like all rangers, you are a master of the hunt, but when your prey can be as intelligent, sophisticated, or devious as yourself, hunting them is a far more complex task. You are experienced in solving intricate mysteries and bringing justice to the masterminds behind ambitious crimes. As comfortable stalking your quarry in a bustling city as a savage wilderness, you are no mere urban ranger, but a master of observation, deduction, and interrogation.

A ranger with the Stalker archetype has the kinds of perceptive and investigative skills normally reserved for a rogue, and the sort of disciplined intellect nurtured by wizards or bards. They specialize in studying the appearance and other clues they can discern in a particular criminal or other opponent, gaining decisive advantages in bringing that specific foe to justice.

#### STALKER MULTICLASSING

If you are using the optional multiclassing rules, rangers of this archetype gain a special benefit: they can substitute their Intelligence score for their Wisdom score when determining if they can be multiclass rangers.

#### Accurate Mind

When you choose this martial archetype at 3rd level, you gain proficiency in the Insight, Investigation, and Perception skills. If you are already proficient in one or more of these skills, you may substitute proficiency in any other Intelligence- or Wisdom-based skill for any skill in which you are already proficient. You add double your proficiency bonus to your passive Perception, passive Investigation, and passive Insight scores, instead of your normal proficiency bonus.

In addition, when you gain this feature, you may choose to make Intelligence your ranger spellcasting ability score, instead of Wisdom, if you wish.

## Detect & Deduce

At 3rd level, your deductive insights are unmatched. You gain three detection dice, which are d6s. As long as you retain at least one detection die, whenever you make an Intelligence (Investigation), Wisdom (Insight), or Wisdom (Perception) check, you can roll one of your detection dice and add the number rolled to your check. This use of a detection die does not expend it.

If you roll an ability check that includes your detection die roll, after you see the number rolled, but before the DM determines the result, you can expend one detection die to grant an additional +10 bonus to that roll. An expended detection die is regained whenever you finish a short or long rest.

At 9th level, your detection dice turn into d8s. At 13th level, they turn into d10s. At 17th level, they turn into d12s.

## Stalker's Mark

Also at 3rd level, you can focus all your deductive insights on a single target and analyze how they can be defeated. As a bonus action, you can make a Wisdom (Insight) check against a creature you can see that isn't incapacitated, opposed by the target's Charisma (Deception) check. A creature that is your favored enemy has disadvantage on this opposed roll. If you succeed, you gain the following benefits against that creature:

- You gain a bonus to damage rolls against the creature. The bonus equals your Intelligence or Wisdom bonus (whichever is higher, minimum 1).
- Any attack roll you make against the creature is a critical hit on a roll of 19 or 20 on the d20.
- If you reduce the creature to 0 hit points with any attack roll (melee or ranged), you can choose to knock the creature out instead of killing it. Make this choice the instant damage is dealt. A knocked out creature falls unconscious and is stable at 0 hit points.
- If you retain at least one of your detection dice, when you make Wisdom (Insight) and Intelligence checks to discern information about that creature, or Charisma checks to influence them, you can roll your detection die and add the number rolled to your check. This use of a detection die does not expend it.
- If the creature can hear and see you, as an action, you can attempt to instantly convince the creature not to act against your authority. You can expend a detection die and force the creature to make a Charisma saving throw. The DC equals 10 + your choice of your Wisdom or Intelligence modifier (if you are proficient in the Intimidation skill, you add your proficiency bonus as well). The creature has disadvantage on its saving throw if it has been reduced to half its hit points or fewer. If the creature fails, its speed is reduced by half, and every time it makes an attack roll against you or any ally you choose to include in this effect, it takes psychic damage equal to your proficiency bonus + your detection die roll. However, if you or any ally you included in this effect attack the creature, cast a spell that affects it, or

compel it to make a saving throw, this effect ends at once.

These benefits only last for 1 minute. You can only gain these benefits against one creature at a time; if you use this feature on a new creature, any benefits you've gained against any other creature from this feature end immediately. You can only use this feature while you retain at least one detection die.

If you wish, when you use this feature on a creature as a bonus action, you can cast the hunter's mark spell on the creature as part of the same bonus action, using a ranger spell slot to cast that spell as you normally would.

## Penetrating Deduction

At 7th level, when you use your Stalker's Mark feature on a creature you have spent at least 1 minute interacting with or observing outside of combat during the past hour, you have advantage on the Wisdom (Insight) check. In addition, when you use your Stalker's Mark feature on a creature, you also learn something about them. The DM tells you if the creature is your equal, superior, or inferior in regard to two of the following characteristics of your choice:

- An ability score of your choice
- Armor Class
- Current hit points
- Total class levels (if any)
- Levels in a particular class (if any)
- At the DM's option, you might also realize you know a piece of the creature's history or one of its personality traits, if it has any.

## Urban Hunter

At 7th level, when you are within 1,000 ft. of any settlement that has a population of 100 or more, you gain all the benefits of being within your favored terrain.

## Twenty Moves Ahead

At 11th level, you can see through opponents' deceptions and anticipate their actions. All Charisma (Deception) checks against you are made at disadvantage. If a creature that is the target of your Stalker's Mark hits you with an attack roll, you can expend one of your detection dice as a reaction. You gain a bonus to your Armor Class against the triggering attack equal to your detection die roll. If the attack still hits, you have resistance against the damage it inflicts. If the attack misses, that creature provokes an opportunity attack from you.

## Improved Detection

Beginning at 11th level, you gain a fourth detection die. At 15th level, you gain a fifth detection die, and at 18th level, you gain a sixth.

## Reliable Deduction

Beginning at level, when a creature that you have successfully used your Stalker's Mark feature on within the last hour is also the target of your *hunter's mark* spell, you have advantage on attack rolls against that creature.

In addition, whenever you roll initiative and have no detection dice remaining, you regain 1 detection die.

## New Roguish Archetype

### Thought Taker

*YOUR SECRETS ARE MINE TO USE AS I SEE FIT.*

--VHONDRYL OF THE HALL OF MENTAL SPLENDOR

You are a psionic agent of espionage, specializing in delving deeply into the minds of your targets to steal their very thoughts—and sometimes the ability to reason as well. Those who practice your vocation thrive by appearing unassuming, using neither powerful weapons nor flashy spells to achieve their goals. But your subtle ability to worm your way into a target's very consciousness makes you the ultimate secret agent.

As your mental talents grow, you hone them to a deadly focus. With your extraordinary ability to read an target's mind and perceive their weaknesses, you can take advantage of the slightest distraction to bring an end to any enemy who endangers your mission.

Like most rogues of this archetype, you have likely received training in Skullport's Hall of Mental Splendor (see above). Most Thought Takers still work for that group of mercenary spies-for-hire, but some have since retired or severed ties with the Hall.

#### THE HALL OF MENTAL SPLENDOR

Beneath Waterdeep, in the sinister town of Skullport, stands a small keep known as the Hall of Mental Splendor, which is home to a group of psionic spies-for-hire. Run by the powerful and ageless human mystic Vhondryl, the Hall of Mental Splendor provides "discreet espionage services" for many of the factions vying for power in the city above. Vhondryl is aggressively trying to get more jobs from clients outside Waterdeep, because she realizes that each job creates a potential enemy, and she'd rather not have her enemies living right above her. Many of the higher-level agents of the Hall of Mental Splendor are Thought Takers.

Before the Spellplague, Vhondryl kept a number of doppelgangers in her employ. But after a heated dispute over a mission gone badly, all of them walked out together. Since then, Vhondryl has been actively seeking agents who have access to polymorph or other shapechanging magic, or even superlative disguise skills.

**Campaign Hooks.** DMs who want to use the Hall in their games can adapt any of the following hooks to draw the characters into contact with it.

- A woman comes up through the well at the Yawning Portal with no memories, and the words "Hall of Mental Splendor" are all she can remember of what happened.
- An NPC who's tagging along with the characters might be an agent of the Hall of Mental Splendor who has been assigned to keep its members under surveillance or sabotage their efforts.
- The PCs might become "subcontractors" of the Hall of Mental Splendor, especially for missions beyond the walls of Waterdeep.

### Thought Taker Spellcasting

Rogue Level	Cantrips Known	Spells Known	Spell Slots	Slot Level	Max. Psi Points
3rd	5	3	1	1st	3
4th	5	4	1	1st	4
5th	5	4	1	1st	5
6th	5	4	1	1st	6
7th	5	5	1	2nd	7
8th	5	6	1	2nd	8
9th	6	6	1	2nd	9
10th	6	7	1	2nd	10
11th	6	8	1	2nd	11
12th	6	8	1	2nd	12
13th	6	9	1	3rd	13
14th	6	10	1	3rd	14
15th	7	10	1	3rd	15
16th	7	11	1	3rd	16
17th	7	11	1	3rd	17
18th	7	11	1	3rd	18
19th	7	12	1	4th	19
20th	7	13	1	4th	20

- If the PCs are chasing a doppelganger enemy, his trail might take them to Skullport, where they must contend with Vhondryl and the Hall of Mental Splendor.

### Psychic Spellcasting

At 3rd level, you have the psychic ability to cast certain spells, drawn from a specialized list.

**Thought Taker Spell List.** All spells gained from this archetype are selected from the following list:

**Cantrips:** *friends, gust\*\*, mage hand, mindspeak\*, minor illusion, psychic shock\*, remote viewing\*, shifting shadow\*, thaumaturgy, thought blast\*, thought blast\*, thought projection\*, thunderclap\*\**

**1st-level:** *alienated mind\*, beast bond\*\*, animal friendship, charm person, command, comprehend languages, ego lash\*, feather fall, frightful strike\*, jump, longstrider, silent image, telepathic link\**

**2nd-level:** *augury, beast sense, blur, crown of madness, enthrall, hold person, invisibility, levitate, locate animals or plants, mirror image, phantasmal force, silence, spider climb, suggestion*

**3rd-level:** *clairvoyance, control thoughts\*, fear, feign death, haste, intellect redoubt\*, invasive id\*, major image, sending, slow, tongues*

**4th level:** *arcane eye, compulsion, confusion, dominate beast, freedom of movement, greater invisibility, hallucinatory terrain, locate creature, pain\*, phantasmal killer, premonitory vision\*, prescient sense\**

**Cantrips.** At 3rd level, you learn five cantrips. These cantrips are *mindspeak\*, minor illusion, psychic shock\**, and two other cantrips of your choice from the Thought Taker spell list. You learn additional Thought Taker cantrips at 9th level, and 15th level.

**Spell Slot.** You gain one spell slot you can use to cast a spell. You can spend psi points (see below) to gain additional spell slots. The Thought Taker Spellcasting table shows what the level of your spell slot is. You regain your expended spell slot when you finish a short or long rest.

For example, when you are 7th level, you have one 2nd-level spell slot. To cast a 1st or 2nd-level spell, you must expend a spell slot, and you cast it as a 2nd-level spell.

**Spells Known of 1st-Level and Higher.** At 3rd level, you know three 1st-level spells from the Thought Taker spell list. The Spells Known column of the Thought Taker Spellcasting table shows when you learn more Thought Taker spells of 1st level or higher, beyond the three spells you know at 3rd level. Each of these spells must be from the Thought Taker spell list, and must be of a level no higher than what's shown in the table's Slot Level column for your rogue level. For instance, when you reach 7th level in your rogue class, you can learn one new spell of 1st or 2nd level.

Whenever you gain a level in this class, you can replace one of the Thought Taker spells you know with another spell of your choice from the Thought Taker spell list. The new spell must be of a level no higher than what's shown in the Thought Taker Spellcasting table's Slot Level column for your level. You can choose one of the Thought Taker spells you know and replace it with another spell from the Thought Taker spell list, which also must be of a level for which you have spell slots.

**Spellcasting Ability.** Charisma is your spellcasting ability for your Thought Taker spells, since your psychic magic comes from the power of your own mind and your personal discipline. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a Thought Taker spell you cast and when making an attack roll with one.

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

**Spell attack modifier** = your proficiency bonus + your Charisma modifier

**Spellcasting Focus.** You can use the crystal type of arcane focus as a spellcasting focus for your spells. If you have thieves' tools on your person, you can also use any one item held in your hand from that set of tools (such as a lockpick) as a spellcasting focus for your Thought Taker spells. If you hold a weapon in the same hand, you cannot use this kind of focus to cast spells.

**Spell Components.** Because they draw on their own psychic power rather than outside forces, Thought Takers do not require spoken words to marshal magical forces, and spells they cast do not have verbal components.

## Unlocked Mind

At 3rd level, your psychic focus has awakened hidden psionic potential within you. This increased spellcasting ability is represented by *psi points*, which allow you to create a variety of magical effects and cast spells.

You have 3 psi points, and you gain more as you increase your rogue level, per the Thought Taker Spellcasting table. Any spent psi points are regained when

you finish a long rest. When you finish a long rest, any unspent psi points are lost, and you gain psi points equal to your rogue level.

You can use these psi points for a variety of effects described below. Many of these effects enhance an attack in some way. You can use only one effect per attack.

**Creating Spell Slots.** You can use your psi points to gain additional spell slots. You learn other ways to use your psi points as you reach higher levels. You can transform unexpended psi points into one spell slot as a bonus action on your turn. The Creating Spell Slots table below shows the cost of creating a spell slot of a given level. The highest level spell slot you can create is shown in the Highest Level Spell Slot column of the Thought Taker Spellcasting Table.

### Creating Spell Slots

Spell Slot Level	Psi Point Cost
1st	2
2nd	3
3rd	5
4th	6

You cannot convert a spell slot into psi points. It is a one-way transaction for you.

**Detect Thoughts.** You can spend 2 psi points to cast the *detect thoughts* spell as a Thought Taker spell.

**Mental Weapon.** When you make a weapon attack roll, you can spend 1 psi point to imbue your strike with mystical power. The target does not benefit from half cover or three-quarters cover, and the damage from your attack is considered psychic damage.

**Occult Strike.** When you hit a creature within 30 feet with an attack and had neither advantage nor disadvantage on the attack roll, you can spend 1 psi point to use your sneak attack on that creature, even if another enemy of the target is not within 5 feet. All the other rules of the sneak attack feature still apply to you.

**Unfocusing Strike.** When you hit a creature with a melee weapon attack roll, you can spend a psi point to mentally disrupt the creature's focus in combat. The creature can't take reactions until the end of your next turn, and if it is concentrating on a spell, that creature has disadvantage on the saving throw it makes to maintain its concentration when damaged by this attack.

## Overpowering Mind

Beginning at 9th level, when you cast the *psychic shock*\* or *minor illusion* cantrips, you can spend 1 psi point to to change the casting time to 1 bonus action (instead of 1 action) for this casting.

Whether or not you spend psi points, you gain additional benefits when you cast either of these spells. When you cast *psychic shock*, it inflicts extra damage equal to your Charisma modifier. Whenever you cast the *minor illusion* cantrip, you can use both options (sound and image) if you wish, rather than just one.

## Never There

At 13th level, you can use your mental powers to protect your anonymity and avoid harm. As a reaction when a creature that takes an action to discern information about you, your plans, your location, or your thoughts (including

effects that would read your thoughts or compel you to speak the truth), you force that creature to make a Wisdom saving throw against your Thought Taker spell DC. On a failed save, the creature takes psychic damage equal to your half your rogue level, and they must choose to either take some other action—one that would not attempt to discern such information—or waste their action second-guessing themselves. They do not realize you are the source of this effect.

When a creature takes psychic damage from this effect, you may choose to expend up to three psi points to inflict additional psychic damage to that creature. The extra damage is 1d8 for each psi point spent.

In addition, if a creature attacks you and does not have advantage on the attack roll, you can use your reaction to grant it disadvantage on the attack roll. You must use this ability before you know the result of the attack.

### **Psychic Resurgence**

Starting at 17th level, whenever you finish a short rest, you regain 3 of your expended psi points.



## New Sorcerous Origin

# Spellfire Channeler

YOU CALLED ME OUT. BY ALL THE GODS, YOU' LL WISH YOU HADN' T.

--SHANDRIL SHESSAIR

Spellfire is the raw energy of magic, the very substance of the Weave. Most who bear this gift never have time or opportunity to develop those skills. You, however, have undertaken careful practice to grow your talents into magical mastery. You know that, in time, those who do practice their spellfire are able to hone their talent into true sorcery and fantastic abilities that most dabblers can only dream of.

You must be careful, however. Most spellfire channelers must remain reclusive, as powerful organizations are always on the hunt for beings with unusual abilities that can be turned to their wicked agendas or simply experimented upon. The Cult of the Dragon is one such group, and it has been responsible for driving many users of spellfire into hiding. The most famous of these is Shandril Shessair, who led a life on the run before finally destroying enough dragon cultists to deter their interest in her. Another group with a hostile interest in spellfire is the Red Wizards of Thay, who seek to experiment upon those gifted with this power as a means of advancing their lich lord's quest for deification. In the end, most spellfire channelers wish only to be left alone, although a rare few use their spellfire to acquire power and influence for themselves.

## Bonus Spells

You learn extra sorcerer spells when you choose this archetype. You learn the cantrip *produce flame* and the spells *detect magic* and *identify*. These are sorcerer spells for you, but they don't count against your total number of spells known as shown on the Sorcerer Table. You don't need to provide a material component when casting *identify* with this class feature.

In addition, you gain the ability to start fires with a touch. As an action, you can magically ignite a flammable object you touch with your hand—an object such as a torch, a piece of tinder, or the hem of drapes.

## Channel Spellfire

At 1st level when you choose this sorcerous origin, you gain a set of abilities that are fueled by special dice called spellfire dice.

**Spellfire Dice.** You have two spellfire dice, which are d10s. A spellfire die is expended when you use it. You regain all of your expended spellfire dice when you finish a long rest. You gain another spellfire die at 5th level, another at 9th level, again at 13th level, and one more at 17th level. At 11th level, your spellfire dice becomes d12s instead of d10s. If you are in an area where spells are suppressed or cannot be cast (such as an *antimagic field* spell), you cannot use spellfire dice.

**Expending Multiple Spellfire Dice.** At 1st level, you can only expend 1 spellfire die per turn. Once you reach 6th

level, the maximum number of spellfire dice you can spend per turn equals your proficiency bonus. However, whenever you spend 2 or more spellfire dice in a single turn, if the total number of spellfire dice spent exceeds your Constitution modifier, you must make a Wisdom saving throw against a DC equal to 13 + your proficiency bonus. If you fail, you and any creatures within 10 feet take fire damage equal to half your level + your proficiency bonus and force damage equal to half your level + your proficiency bonus.

**Using Spellfire Dice.** You can expend spellfire dice to gain a number of different benefits:

- When you take cold damage or damage from a spell, you can use your reaction to expend 1 or more spellfire dice and regain hit points equal to the total number rolled on your spellfire dice.
- When you are hit by a ranged weapon attack, you can use your reaction to expend 1 or more spellfire dice in an attempt to melt or burn the projectile before it strikes. When you do so, the damage you take from the attack is reduced by your level + your total spellfire dice roll. If you reduce the damage to zero, the projectile is assumed to have been consumed by flame before it even reached you.
- Whenever you inflict fire damage with a spell or cantrip, you can use your bonus action to expend 1 or more spellfire dice to inflict extra damage against one target of that fire damage (even if that target took no fire damage due to immunity). The target takes force damage equal to your total spellfire dice roll, and you can push the target up to 10 feet away from you. When you reach 5th level, you can choose a second target (if possible). At 11th level, you can choose a total of three targets; at 17th level, the total number of targets you can choose increases to four.
- As an action, you can expend 1 or more spellfire dice to heal a creature you touch for a number of hit points equal to your total spellfire dice roll.

**Spellfire Radiance.** Whenever you spend 1 or more spellfire dice, until the end of your next turn you shed bright light in a 30-foot radius and dim light for an additional 30 feet. If you spend 4 or more spellfire dice at once, these radii are doubled.

**Recovering Spellfire Dice.** When you heal yourself with spellfire dice, if the total amount of healing from one use is 10 hit points or more, you can decrease the number of hit points regained by 10 and regain 1 expended spellfire die.

**Inner Warmth.** As long as you have at least one unexpended spellfire die remaining, you are considered naturally adapted to cold climates

## Drain Magic

At 1st level, when you touch a magic item that is consumable (like a potion or scroll) or which uses charges (like a wand), you can attempt to drain some of its magic. As an action, you drain one use or charge from an item within 5 feet. If it can only be used once normally (like a *potion of healing*), it is fully drained. A fully drained item has no magical properties (a potion becomes water, a scroll becomes blank paper). An item with multiple



charges loses only one charge. A creature gets to make a Wisdom saving throw (DC = 8 + your proficiency bonus) to prevent an item it is holding or carrying from being drained. When you successfully use your action to drain magic from an item with this feature, you can use a bonus action to regain one expended spellfire die.

You can use this feature a number of times equal to your proficiency bonus, regaining expended uses when you finish a long rest.

### Absorb Magic

At 6th level, you learn the *counterspell* and *dispel magic* spells if you don't already know them. These are sorcerer spells for you, but they don't count against your total number of spells known as shown on the Sorcerer Table. Whenever you successfully end one or more spell effects using a *counterspell* or *dispel magic* spell you cast using a spell slot, you regain 1 expended spellfire die.

In addition, when you make a saving throw against a spell, you can use your reaction to expend 1 or more spellfire dice and gain advantage on that saving throw. You then roll your spellfire dice and regain hit points equal to half the total number rolled.

### Spellfire Sorcery

At 6th level, as a bonus action, you can spend 2 sorcery points to regain 1 expended spellfire die, or you can expend 2 spellfire dice to regain 1 spent sorcery point.

### Spellfire Mastery

At 14th level, your powerful mastery of spellfire grants you a number of benefits:

- When you expend a spell slot to cast a spell that includes a fire damage roll, the roll gains a bonus to equal to your Charisma modifier.
- You can expend 1 or more spellfire dice to gain a fly speed of 40 feet for a number of minutes equal to your total spellfire dice roll. You can hover when flying with this feature.
- Whenever you expend 1 or more spellfire dice, the next creature that hits you with a melee attack or touches you before the end of your next turn takes fire damage equal to your Charisma modifier.

### Crown of Fire

At 18th level, you can manifest the legendary crown of fire. As a bonus action, you magically wreath your head in a halo of spellfire that exudes heat and light. For 1 minute, you gain the following benefits:

- You have resistance to all damage.
- You gain a +5 bonus on all saving throws against spells.
- Whenever you roll fire damage on your turn, the damage roll gains a bonus equal to your proficiency bonus.
- You shed bright light in a 100-foot radius and dim light for an additional 100 feet.

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



## New Warlock Otherworldly Patron

### The Wyrd Coven

WE HAVE MANY TRAVELERS STOP BY, CHILD! MOST HAPPILY GIVE US A TRINKET OR TWO FOR A WARM BITE TO EAT. BUT THOSE TWO...WELL, THOSE TWO LOOKED LIKE THEY TASTED RATHER LOVELY...

--SISTER ROTFACE,  
GREEN HAG OF BLOODROOT HOLLOW

Hags come in many varieties, from fey to fiends, but some covens transcend the normal types, unifying to become otherworldly powers unto themselves. Often connected to goddesses of dark sorcery, these covens exist outside of time itself, appearing when they wish to interfere in mortal events with threats and prophecies. No one seeks a pact with these all-seeing hags—their dealings occur only in times and places of their own choosing, at moments in time when great destinies intertwine or unravel. Few chosen subjects ever elude their occult manipulations. Just as covens combine fey and fiendish entities into one circle of horror, the Pact of the Wyrd Coven combines abilities from the Pacts of the Archfey and the Fiend with the near-omniscient prescience of this greater hags.

Since the strange events that preceded the liberation of Phlan from the green dragon known as the Maimed Virulence—during which a strange mist seems to have temporarily linked much of the surrounding area to the Domain of Dread known as Barovia—it is said a coven of hags near Phlan gained eldritch power by some strange bargain, and now exist out of time, acting as the patrons to new warlocks. Tales differ as to whether this coven is in the Twilight Marsh or the Quivering Forest, but many warlocks in the area of Phlan are believed to possess these abilities, though they certainly do not draw attention to themselves.

#### Wyrd Coven Expanded Spell List

The hags of the Wyrd Coven allow you to 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.

#### Wyrd Coven Expanded Spells

##### Eldritch Malediction

At 1st level, greater forces hasten the doom of those you curse. When you inflict damage with an attack against one or more creatures who are currently the subject of a concentration spell you cast, you can inflict additional psychic damage equal to your proficiency bonus against one of the damaged creatures.

##### Wyrd Concoction

Starting at 1st level, you gain the ability to boil eldritch ingredients in a special vessel provided by your patron, creating a wyrd concoction, which you can use for a variety of purposes. The vessel takes the form of a small cauldron, kettle, or vial made of cold iron with an attached lid or stopper. You gain proficiency with alchemists' supplies, and if you have them on your person you can use

them to create this wyrd concoction in your vessel. If you do not have your vessel, you can conjure a new one from your patron whenever you begin this process. Creating the wyrd concoction takes one hour, which can be part of a short or long rest, and it remains sealed in your vessel until you expend it or finish a short or long rest, in which case it vaporizes at once. It has the following uses:

- When you use a warlock spell slot to cast a divination spell of 5th level or lower, or to cast a 1st level enchantment spell, you can immediately use your reaction to expend your wyrd concoction to regain that spell slot.
- When the current subject of a concentration spell you cast is reduced to 0 hit points, you can expend your wyrd concoction to regain hit points equal to your warlock level + your Charisma modifier.
- When the current subject of a concentration spell you cast is struck by a critical hit, you can expend your wyrd concoction as a reaction to force creatures within 5 feet of the slain creature to roll a Wisdom saving throw against your warlock spellcasting DC or become frightened of you until the end of your next turn.

#### Mists of Time

At 6th level, you can avoid harm by hiding yourself within a veil of otherworldly mist. As a reaction when you are hit by an attack and take bludgeoning, piercing, or slashing damage from it, you can reduce that damage by an amount equal to your warlock level plus your Charisma score, and then cause a 10-foot cube centered on you to fill with mist, becoming heavily obscured. It lasts until the beginning of your next turn, during which time you do not provoke opportunity attacks from the attacker who inflicted the triggering damage. You can see through this mist as if it weren't there. Once you use this feature, you cannot do so again until you finish a short or long rest.

#### Deathless

Beginning at 10th level, visions of your patron coven appear to you each night, warning you of deadly harm you may face in the coming day. Whenever you finish a long rest, you gain the benefits of a *death ward* spell. The spell's duration is extended to 24 hours.

Spell Level	Spells
1st	<i>absorb elements**, detect evil and good</i>
2nd	<i>augury, magic weapon</i>
3rd	<i>clairvoyance, protection from energy</i>
4th	<i>divination, staggering smite</i>
5th	<i>legend lore, mislead</i>

#### Cauldron of Fate

Starting at 14th level, your wyrd concoction grows more powerful, and breathing its fumes grants you visions of future threats. Whenever you create your wyrd concoction, you gain advantage on death saving throws, immunity to the frightened condition, and resistance to necrotic damage until the next time you finish a short or long rest. In addition, when your wyrd concoction would normally be expended, you can instead use it again once more. After the second use, it is expended normally.

## New Wizard Arcane Tradition

### Guild Wizardry

*GREAT WIZARDS ARE FORGED, NOT BORN.*

--SALVAR BRIX, FORMER CLOAK OF MULMASTER

Natural talent and a quick mind are only the bare beginning of being able to wield the arcane arts. Achieving true mastery requires personal dedication and self-discipline, rigorous training, and access to libraries full of ancient grimoires and crumbling scrolls. In many places no special organizations or traditions exist to guide wizards and other arcane spellcasters along their way; magic-users come to their full powers and wield their spells as they see fit. But in other lands, magic is regarded as too important—or too dangerous—to be left in the hands of the self-taught dabblers. In these lands, magic is taught and practiced by members of special orders, guilds, societies, brotherhoods, and cabals who jealously guard access to their powers and seek to control their use.

These guilds arise for many reasons. Some exist to preserve arcane traditions and instruct new spellcasters in arcane powers. Others organize the efforts of their members in the service of a worthy (or sometimes not so worthy) cause. For example, the Cloaks of Mulmaster are sworn to serve the High Blade Selfaril Uoumdolphin, and are granted extensive authority as officers of the city and enforcers of the Arcane Edict. The Watchful Order of Magisters and Protectors in Waterdeep is more independent, just one of many guilds in the city, and it does aid in many municipal matters, unlike the Cloaks it does not have an exclusive legal monopoly on arcane spellcasting. Luskan's Arcane Brotherhood seems to have no larger agenda other than the advancement of its members' grasping ambitions, though many whispers suggest a secret purpose pursued by its leadership. In all cases, part of their purpose is to pool their resources to more quickly advance in the Art.

Some guilds are large, formal hierarchies in which members are expected to obey the orders of their superiors, while others are small fellowships in which no one member is considered superior to his or her fellows.

A wizard's guild might operate openly or exist as a hidden society. Members of openly active orders typically proclaim their allegiance with a highly recognizable garment or symbol; for example, wizards of the Arcane Brotherhood wear robes of similar cut and style, but each is a different color or special pattern. Many organizations in Faerûn—wizardly and otherwise—mark the membership with special pins, brooches, or clasps, whether they are worn openly or in a hidden place. Other orders favor such identifiers as tattoos, unique hairstyles or grooming, or implements of a particular design. Members of secret orders avoid any outwardly distinguishing marks, of course, but often have secret signs they can use to prove their identity to others of their group—for instance, a pendant worn under one's shirt, a ring that isn't very obvious to a casual viewer, or a brand hidden beneath robes.

#### VARIANT: ACADEMIC WIZARDRY

The same archetype presented here can also easily create a graduate or faculty member from a formal school of wizardry. A good academy of magic to which such a character might be connected is Master Salvar's Academy of Spellcraft and the Arcanist's Art, in the rough-and-tumble rebuilt frontier town of Ylraphon. Master Salvar Brix was formerly an influential Cloak of Mulmaster, who had the foresight to flee the city with many resources intact before its undoing by elemental cultists. As more and more refugees from Mulmaster crowd around Ylraphon's gates each day, Salvar sees training a new generation of arcansist as vital to their safety, and his long experience with the Cloaks serves him well in organizing such an endeavor.

#### Arcanist's Education

At 2nd level when you choose this arcane tradition, you gain proficiency in the Arcana and History skills. Choose one of those two skills. When making ability checks for the chosen skill, you add twice your proficiency bonus to the roll in place of your normal proficiency bonus.

#### Grimoire Library

Beginning when you select this arcane tradition at 2nd level, your guild membership allows you to access to its vast library of spellbooks. Whenever you gain a wizard level, in addition to the normal spells you learn, you can choose any wizard spell listed in the *Player's Handbook* and copy it into your spellbook for half the usual price in gold.

#### Signature Technique

Starting at 2nd level, you know an especially impressive spellcasting technique that is either distinctive to your guild or your own method for distinguishing yourself within it. When you gain this feature, choose one wizard spell of 1st-level or higher you know that has a casting time of 1 action. Whenever you use your action to cast the chosen spell, as a bonus action, you can cause each creature in a 10-foot cube originating from you to make a Wisdom saving throw against your wizard spell save DC. The creatures that fail their saving throws are all charmed or frightened by you (your choice) until the end of your next turn.

Whenever you gain a level, you can change the spell you use for this technique, choosing a new spell of 1st-level or higher to replace the old one.

#### Far Reaching

At 6th level, when you cast a spell that has a range of touch or a range of 5 feet or greater, you can extend the range of that spell beyond its normal limit. If the spell that has a range of touch, you make the range of the spell 30 feet. If it has a range of 5 feet or greater, you double the range of that spell.

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

#### Spellpool

At 10th level, when you prepare your spells each day, you can make use of a *spellpool*, a magical reservoir of spells

that can be drawn upon by members of your wizardly guild or magical academy. To do so you must purchase a special arcane focus, which can be of any type you wish, but for which the cost is 25 gp higher than normal. This arcane focus allows you (and only you) to access the spellpool from any distance.

When accessing the spellpool, you attempt to prepare a spell that is not in your spellbook. To do so, you must use an action to check to see if the spell is available by making rolling percentile dice. The chance of a particular spell being available is 65% minus 5% per level of the spell. If the spell is available, you may prepare it normally, even if it is not in your spellbook; if not, you cannot prepare that particular spell using this feature until the next time you finish a long rest, at which point you must check for this spell's availability again. There is no limit to the number of spells you can check for availability, but the maximum number of spells you can prepare with this feature at one time is equal to your proficiency bonus. For each spell you prepare with this feature, you must loan out a spell of the same level or higher from your spellbook to the spellpool. A spell you loan out is treated as if it were not in your spellbook at all until the next time you finish a long rest.

### Arcane Analysis

Starting at 14th level, you've spent so much time interacting with other mages that you can quickly analyze situations and bring your past experience to bear on solving problems. Whenever you make an Intelligence check that does not include your proficiency bonus (such as the ability check for *counterspell* or *dispel magic*), you can add half your proficiency bonus, rounded down, to that roll.

### Master Wizard

At 14th level, you are elevated to your guild's trusted inner circle of wise, experienced masters. As a master, you can speak for your order; your order backs you to the greatest extent possible. You are expected to be careful about taking stands or making promises that are difficult for your guild to support, but your fellow members trust you to know when difficult tasks are necessary.

Many arcane guilds are arranged as hierarchies, with adepts of greater seniority and status holding important offices in the organization. High-ranking masters often have the authority to assign missions to lesser members and review their activities. Holding an office gives you significant power to influence your order's actions, but requires your time and commitment. Many masters choose to avoid these responsibilities and prefer to busy themselves with their own affairs. Whether you agree to take a position in your order's leadership or remain a free agent is up to you.

Every tenday, if you wish to maintain your office, you must spend 1 day dealing with guild business. (When you spend downtime, you must spend 1 extra day of downtime for every 10 downtime days you spend.) If you do so, for the next ten days, you gain a bonus on all your Charisma checks with other spellcasters equal to half your Intelligence modifier (rounded down, minimum 1).

## New Wizard Arcane Tradition

### Simbarch of Aglarond

*WE'RE NO STRANGERS TO PAIN, WE WHO PLAY WITH FIRE. MASTERS OF FIRE OR GREAT ARCHMAGES ALIKE, SOONER OR LATER, WE ALL GET BURNED.*

--THE SIMBUL, WITCH-QUEEN OF AGLAROND

During the long years of her rule, the mysterious Simbul—Witch Queen of Aglarond—took on many apprentices and schooled them in her secrets of power, much as she herself had learned under Elminster and the witches of Rashemen. Most of her students combined a wizard's techniques with those of other magical traditions, in a pursuit of innovation and unpredictability. Some of these apprentices have become famous in their own right, such as the four female apprentices the Simbul favored just before the Spellplague: Evenyl Nathtalond, a wizard and sorcerer; Phaldara, also a wizard and sorcerer; The Masked One, a sorcerer and rogue; and Thorneira Thalance, a sorcerer and wizard. To these students and others, she taught the art of using magic, while also embellishing her lessons with inventions of her own.

Although the Simbul disappeared during the Era of Upheaval, and no longer rules in Aglarond, the apprentices of her apprentices form an elite cadre of spellcasters known as the simbarchs. They keep alive many of the Simbul's arts and take on new apprentices of their own. As a simbarch, you have studied with mages who in turn studied with the Simbul herself.

Since the Witch Queen vanished, Aglarond has been ruled by the Simbarch Council, made up of the Simbul's magical "descendants." As a governing body, the council is less impetuous, and it has backed away from open hostilities with Thay. With the restoration of the Weave, the ongoing changes to the political landscape, and calls for elven independence within the nation, it is unclear what sort of place Aglarond will be in a generation's time, except that its potential for great change will be realized.

Although the ruling council of Aglarond is made up of simbarchs, a few of them are not members of the council and prefer to practice their magic privately. You fall into this group. As a simbarch, you have the right to claim a seat on the council, but doing so entails assuming many serious responsibilities, and there are political considerations. If you decide to join the council, it can take months or even years before you are formally recognized.

Whether or not you join the leaders of Aglarond, you wield your magic with a wild abandon that terrifies your enemies. Your arcane power sustains and strengthens you, granting you seemingly superhuman reserves of vitality and health. Like the Simbul herself, you practice compassion and restraint, but when the time comes for wrath, you are a terrible enemy indeed.

### Simbarch's Education

At 2nd level when you choose this arcane tradition, you gain proficiency in the Arcana and Medicine skills. Choose one of those two skills. When making ability checks for the

chosen skill, you add twice your proficiency bonus to the roll in place of your normal proficiency bonus.

### Minor Synostodweomer

Beginning when you select this arcane tradition at 2nd level, you can expend one spell slot to accelerate your body's natural healing powers. As a bonus action, expend a single spell slot as if you were casting a spell, and then spend a Hit Die. You regain hit points as if that Hit Die had been spent during a short rest, plus additional hit points equal to the level of the spell slot used.

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

### Silver Fire

Starting at 2nd level, you can summon a jet of pure magical power that burns through all defenses and empowers your other spells. When you make a spell attack roll during your turn, you can use your bonus action to gain advantage on that spell attack. If the attack hits, for 1 minute after, you deal extra damage to the target equal to your proficiency bonus whenever you hit it with a spell attack. This effect ends early if you are incapacitated, if the target is reduced to 0 hit points, or if you use this feature again.

You can use this feature a number of times equal to your proficiency bonus, regaining all expended uses when you finish a long rest.

### Spell Matrix

At 6th level, you can prepare a magical matrix from your own life energies that allows you to partially cast some of your spells ahead of time, then cast them more quickly later. In a ritual that takes one hour, you create a special *matrix focus*, using an arcane focus of your choice and a diamond worth 300 gp. The diamond is consumed in the ritual, while the arcane focus is transformed into the matrix focus. The matrix can still be used as an arcane focus, as well as to use this feature.

Whenever you have a matrix focus you created on your person, you can perform 10-minute ritual to choose a number of spells you know that have a casting time of 1 action. The total number of spells chosen must be less than or equal to your proficiency bonus. You then expend a number of Hit Dice equal to the number of spells chosen, allowing you to partially cast the spells into your matrix focus.

Until the next time you finish a long rest or perform the 10-minute ritual to choose spells for this feature, whenever you cast one of the chosen spells and have the matrix focus on your person, you can expend one Hit Die to cast that spell as a bonus action for that casting.

### Major Synostodweomer

Beginning at 10th level, you can harvest excess arcane energy from a spell you cast and transform it into healing magic. When you use your action to cast a spell during your turn, you can use your bonus action to heal a creature you touch. You roll a number of d6's equal to the level of the spell you cast that turn. The total is the number of hit points regained by the creature you touch.

You can use this feature a number of times equal to your proficiency bonus, regaining all expended uses when you finish a long rest.

### Spellfire Tempest

Starting at 14th level, you can unleash your arcane wrath to transport you in a blaze of blue or silver fire, burning away your mortal frailty while pummeling your enemies. As a bonus action, you surround yourself with a powerful telekinetic storm, giving yourself a flying speed of 40 feet until the end of your next turn and ending one effect on yourself that a *greater restoration* spell could remove. The next time you inflict damage with a spell on one or more creatures before the end of your next turn, you may choose one creature to take additional force damage equal to your wizard level.

Once you use this feature, you cannot use it again until you finish a long rest.

## THE SIMBUL

In all Faerûn, no mage in living memory has had as fearsome a reputation as the Simbul, also called the Storm Queen, the fiery-tempered, silver-haired, wily, ruthless, awesomely powerful Witch-Queen of Aglarond. Almost alone she held back the massed might of Thay from sweeping over her kingdom (and all the Inner Sea lands beyond it), for year after year and decade after decade. In countless spell battles she defeated Red Wizards, Zhentarim, Shadowmasters, lich lords, and even, legends insist, beholder mages.

A Chosen of Mystra and one of the legendary Seven Sisters, the Simbul was always the most independent and defiant of the Seven, going her own way in open defiance of her elders Elminster and Khelben, and at times even the goddess Mystra herself. Few in the Realms today know her true name. After coming to the throne of Aglarond, she called herself only the Simbul (in an ancient local tongue, a simbul was a watchful warrior-wizard).

After the death of the Seven Sisters' mother, a witch of Rashemen called Oraumae raised the girl who would one day become the Simbul. Oraumae did so at the behest of Mystra herself, and the goddess gave the witches spells that enabled them to rule Rashemen and repel invasions by Thay.

From her earliest days, the Simbul seemed driven to understand magic more comprehensively than anyone else. She strove to master applied magic—spells cast often and decisively to influence the world around her—as opposed to painstaking and solitary or secluded magical research, which is the life led by many a mage across Faerûn. She was complex and moody, a loner by nature, and spent much of her life flitting about the Realms in shapechange-wrought disguises.

Little is known of the 400-year period after the young wizardess left Rashemen, except that she spent much of it wandering the planes. She ended up posing as the apprentice of Ilione, a lesser sorceress and ruler of Aglarond, under the name of "the Simbul." Ilione made the Simbul her successor, and it was after Ilione's death that she assumed the throne.

The Simbul's closeness to the wizard Elminster is part of her legend. It is rumored that they were lovers, and that at one point Mystra sent the Simbul into the Nine Hells to retrieve Elminster when he was banished there. In turn, Elminster's influence is said

to have helped reduce the frequency of the Simbul's berserker rage fits, though she was still feared for the sheer amount of damage she could inflict when provoked. This factor alone made her a living deterrent to the expansionist ambitions of neighboring Thay.

Always ready for a fight, the Simbul maintained many caches of magical items all over the Realms. The Simbul's spell matrix, allowing her to cast a number of spells in quick succession, was one of the secrets of her ongoing success against the Red Wizards, which allowed the continued survival of herself and her queendom for many years. She herself used a more powerful form of this ritual, known only to her, now believed to exist in written form only in certain hidden caches.

One of the Simbul's caches is known to be in Evermeet, another in the Herald's Holdfast, and a third in a demiplane accessed only via a spellweb linked to a *staff of power* the Simbul owned. This last cache can only be reached by doing exactly the right things to the staff when it is in exactly the right place in her private, spellguarded apartments in Aglarond.

Many—including the legendary King Azoun IV of Cormyr—described the Simbul as a good friend, but a deadly enemy. She was a legend among the common people of many lands across the Realms, who thought of the Simbul as a fey witch best kept well away from. Most folk privately thought the unpredictable, awesomely powerful sorceress who ruled Aglarond must be insane but were still glad she existed. As one merchant of Suzail put it, “Better her fury and spellhurling than all of us being spelltwisted slaves of the Red Wizards.”

In Aglarond, of course, and in the halls of the Harpers, the Simbul had a different reputation. The folk of her kingdom worshiped her for working so tirelessly to keep them alive. The Harpers, as well as the folk in Telflamm and in Shadowdale, which she visited often to see Elminster, viewed her with more respect than fear.

The Simbul was widely believed to have been consumed in the fire that destroyed the deity Velsharoon in 1425 DR, the Year of the Seven Sisters, though the exact nature of her disappearance remains a mystery to all but a few.



# Chapter 3: Spells

These are spells that are not in the *Player's Handbook* or the *D&D Basic Rules*, and appear here for use with the class options presented in this document. Most of these spells are the author's original creations, but spells marked with two asterisks ("\*\*") originally appeared in the *Elemental Evil Player's Companion* and are reproduced here for convenience. Per the spell lists below, the spells detailed in this document can be cast by many of the existing classes. After each spell, its school of magic is listed in parentheses, as is whether it can be cast as a ritual.

## Bard Spells

CANTRIPS (0 LEVEL)

*echoing blow* (abjuration)\*  
*mindspeak* (divination)\*  
*thunderclap* (evocation)\*\*

1ST LEVEL

*alienated mind* (enchantment)\*  
*frightful strike* (enchantment)\*

3RD LEVEL

*control thoughts* (enchantment)\*

4TH LEVEL

*pain* (enchantment)\*  
*premonitory vision* (divination, ritual)\*  
*prescient sense* (divination)\*

## Cleric Spells

CANTRIPS (0 LEVEL)

*challenger's mark* (enchantment)\*

1ST LEVEL

*frightful strike* (enchantment)\*

## Druid Spells

CANTRIPS (0 LEVEL)

*gust* (evocation)\*\*  
*mindspeak* (divination)\*  
*punishing strike* (necromancy)\*  
*thunderclap* (evocation)\*\*

1ST LEVEL

*absorb elements* (abjuration)\*\*  
*beast bond* (divination)\*\*  
*frightful strike* (enchantment)\*  
*frostwind blade* (evocation)\*

4TH LEVEL

*pain* (enchantment)\*  
*premonitory vision* (divination, ritual)\*  
*prescient sense* (divination)\*

## Ranger Spells

1ST LEVEL

*absorb elements* (abjuration)\*\*  
*beast bond* (divination)\*\*

4TH LEVEL

*premonitory vision* (divination, ritual)\*  
*prescient sense* (divination)\*

## Sorcerer Spells

CANTRIPS (0 LEVEL)

*challenger's mark* (enchantment)\*  
*echoing blow* (abjuration)\*  
*frostwind blade* (evocation)\*  
*gust* (evocation)\*\*  
*mindspeak* (divination)\*  
*looming shadow* (illusion)\*  
*shifting shadow* (conjuration)\*  
*thunderclap* (evocation)\*\*

1ST LEVEL

*frightful strike* (enchantment)\*

3RD LEVEL

*invasive id* (enchantment)\*

4TH LEVEL

*pain* (enchantment)\*  
*premonitory vision* (divination, ritual)\*  
*prescient sense* (divination)\*

## Warlock Spells

CANTRIPS (0 LEVEL)

*challenger's mark* (enchantment)\*  
*echoing blow* (abjuration)\*  
*frostwind blade* (evocation)\*  
*looming shadow* (illusion)\*  
*punishing strike* (necromancy)\*  
*shifting shadow* (conjuration)\*  
*thunderclap* (evocation)\*\*

1ST LEVEL

*alienated mind* (enchantment)\*  
*frightful strike* (enchantment)\*

4TH LEVEL

*pain* (enchantment)\*

## Wizard Spells

CANTRIPS (0 LEVEL)

*challenger's mark* (enchantment)\*  
*echoing blow* (abjuration)\*  
*frostwind blade* (evocation)\*  
*gust* (evocation)\*\*  
*looming shadow* (illusion)\*  
*punishing strike* (necromancy)\*  
*shifting shadow* (conjuration)\*  
*thunderclap* (evocation)\*\*

1ST LEVEL

*absorb elements* (abjuration)\*\*  
*frightful strike* (enchantment)\*

3RD LEVEL

*control thoughts* (enchantment)\*

4TH LEVEL

*pain* (enchantment)\*  
*prescient sense* (divination)\*

## ABSORB ELEMENTS\*\*

*1st-level abjuration*

**Casting Time:** 1 reaction, which you take when you take acid, cold, fire, lightning, or thunder damage

**Range:** Self

**Components:** S

**Duration:** 1 round

The spell captures some of the incoming energy, lessening its effect on you and storing it for your next melee attack. You have resistance to the triggering damage type until the start of your next turn. Also, the first time you hit with a melee attack on your next turn, the target takes an extra 1d6 damage of the triggering type, and the spell ends.

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

## ALIENATED MIND

*1st-level enchantment*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** 1 round

You garble your own thought processes into maddening chaos, then force those thoughts onto everyone around you. Each living creature (not a construct or undead) within a 15-foot sphere originating from you must make an Intelligence saving throw. On a failed save, a creature takes 2d10 psychic damage, and until the end of your next turn it forgets any languages that it knows and is incapable of meaningful communication. On a successful save, the creature takes half as much damage but suffers no other effects.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d10 for each slot level above 1st.

## BEAST BOND\*\*

*1st-level divination*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a bit of fur wrapped in a cloth)

**Duration:** Concentration, up to 10 minutes

You establish a telepathic link with one beast you touch that is friendly to you or charmed by you. The spell fails if the beast's Intelligence is 4 or higher. Until the spell ends, the link is active while you and the beast are within line of sight of each other. Through the link, the beast can understand your telepathic messages to it, and it can telepathically communicate simple emotions and concepts back to you. While the link is active, the beast gains advantage on attack rolls against any creature within 5 feet of you that you can see.

## CHALLENGER'S MARK

*Enchantment cantrip*

**Casting Time:** 1 action

**Range:** 5 feet

**Components:** V, S

**Duration:** 1 round

As part of the action used to cast this spell, you must make a melee weapon attack against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects, and you exchange a moment of silent, instinctive communication that expresses your personal challenge. Before the beginning of your next turn, the target has disadvantage on the next attack roll it makes that does not target you. Also, if the target willingly moves more than 30 feet away from you or makes an attack that suffers disadvantage from this spell, it immediately takes 1d8 psychic damage, and the spell ends.

This spell's damage increases when you reach higher levels. At 5th level, the melee attack deals an extra 1d8 psychic damage to the target, and the damage the target suffers for moving more than 30 feet away from you increases to 2d8. Both damage rolls increase by 1d8 at 11th level and 17th level.

## CONTROL THOUGHTS

*3rd-level enchantment*

**Casting Time:** 1 action

**Range:** 90 feet

**Components:** V, S, M (a metal ring)

**Duration:** 1 round

You project your thoughts into another creature's mind so completely that it takes on your intentions instead of its own for a few seconds. As an action, you target a creature within range that you can see or which has communicated with you since the beginning of your last turn. The target must make an Intelligence saving throw. On a failed save, the target is charmed until the end of its next turn, during which you choose its movement and action. On a successful save, the target is unaffected, and you can't use this ability on that creature again until you finish a long rest.

## ECHOING BLOW

*Abjuration cantrip*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S

**Duration:** 1 round

As part of the action used to cast this spell, you must make an unarmed strike or weapon attack against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects, and if the target is concentrating on a spell when this attack hits, the attack deals an extra 1d6 thunder damage, which creates a loud noise that can be heard up to 100 feet away. In addition, the first time the target you hit with this cantrip makes a Constitution saving throw to maintain concentration on a spell before the end of your next turn (including against the damage of this cantrip), you roll 1d6 and subtract the number rolled from that saving throw.

This spell's damage increases when you reach higher levels. At 5th level, the melee attack deals an extra 1d6 thunder damage to the target, and the damage the target suffers if they are concentrating on a spell increases to



2d6. Both damage rolls increase by 1d6 at 11th level and 17th level.

### EGO LASH

*1st-level enchantment*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S

**Duration:** Instantaneous

You lash out with mental energy against a creature within range. Make a melee spell attack against the target. If the attack hits, the creature takes 3d8 psychic damage, and it must make an Intelligence saving throw. If it fails, it cannot take reactions until the end of your next turn.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

### FRIGHTFUL STRIKE

*1st-level enchantment*

**Casting Time:** 1 action

**Range:** 5 feet

**Components:** V, M (a weapon with at least one drop of blood on it)

**Duration:** 1 round

You bark or whisper a terrifying threat to the creature your weapon strikes. As part of the action of casting this spell, you must make a melee attack against one creature within the spell's range, otherwise the spell fails. On a hit, in addition to the attack's normal effect, the creature struck takes an additional amount of psychic damage equal to 1d4 plus your Charisma modifier (minimum of 1) and must make a Wisdom saving throw. On a failed save, it is frightened of you until the end of your next turn.

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

### FROSTWIND BLADE

*Evocation cantrip*

**Casting Time:** 1 action

**Range:** 5 feet

**Components:** V, S

**Duration:** 1 round

As part of the action used to cast this spell, you must make a melee weapon attack against one creature within the spell's range, otherwise the spell fails. Your weapon leaves a frosty trail as it cuts through the air, striking blows that inflict winter's wrath. On a hit, the target suffers the attack's normal effects, and the next time the target makes an attack roll before then, it must either accept disadvantage on the attack roll or take 1d10 cold damage and make the attack roll normally. A creature within 5 feet of you that takes cold damage from this cantrip reduces their speed by half until the end of your next turn.

This spell's damage increases when you reach higher levels. At 5th level, the melee attack deals an extra 1d10 cold damage to the target, and the damage the target suffers for not taking disadvantage on their next attack

increases to 2d10. Both damage rolls increase by 1d10 at 11th level and 17th level.

### GUST\*\*

*Transmutation cantrip*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S

**Duration:** Instantaneous

You seize the air and compel it to create one of the following effects at a point you can see within range:

- One Medium or smaller creature that you choose must succeed on a Strength saving throw or be pushed up to 5 feet away from you.
- You create a small blast of air capable of moving one object that is neither held nor carried and that weighs no more than 5 pounds. The object is pushed up to 10 feet away from you. It isn't pushed with enough force to cause damage.
- You create a harmless sensory effect using air, such as causing leaves to rustle, wind to slam shutters shut, or your clothing to ripple in a breeze.

### INVASIVE ID

*3rd-level enchantment*

**Casting Time:** 1 action

**Range:** Self (30 foot cone)

**Components:** V, S

**Duration:** Instantaneous

You project the power of your own darkest thoughts against enemies in your path. Each creature of your choice within a 30 foot cone must make an Intelligence saving throw. A creature takes 4d8 psychic damage on a failed save, or half as much damage on a successful one. Creatures who fail the saving throw cannot take reactions until the end of your next turn.

### INTELLECT REDOUBT

*3rd-level abjuration*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S

**Duration:** Concentration, up to 10 minutes

You use the energies of your own disciplined mind to protect against psychic attack. Choose a number of creatures within range of this spell. You and the creatures you choose gain the following benefits for the duration of the spell:

- You have advantage on Intelligence, Wisdom, and Charisma saves
- You gain resistance to psychic damage

### LOOMING SHADOW

*Illusion cantrip*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** 1 round

As part of the action used to cast this spell, you must make a thrown or ranged weapon attack against one creature



within the spell's range, otherwise the spell fails. If the weapon or ammunition hits the target, a shadowy duplicate of it appears, hanging in the air just short of where the original struck, and you choose one of your allies within 30 feet of the target. The first time the target attacks the chosen ally or includes that ally in a harmful area of effect before the end of your next turn, the second weapon or piece of ammunition automatically strikes, inflicting 1d10 psychic damage. This spell's damage increases when you reach higher levels. At 5th level, the ranged attack deals an extra 1d10 psychic damage to the target, and the damage the target suffers for attacking the chosen ally or including them in a harmful area of effect increases to 2d10. Both damage rolls increase by 1d10 at 11th level and 17th level.

## MINDSPEAK

*Divination cantrip*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S

**Duration:** 1 round

You send a telepathic message to one creature within range. The target (and only the target) receives the message as your voice whispering in their mind. They can send a telepathic message back in reply. This ability to communicate lasts until the start of your next turn. You can't communicate with an unwilling creature. Creatures with Intelligence scores of 2 or less aren't affected by this spell. You don't need to share a language with a creature for it to understand your telepathic utterances, but the creature must understand at least one language in order to communicate this way. If you cannot see or hear the target, you must be familiar with the target and know its approximate location with range. If the creature is not within range, the spell fails.

## PAIN

*4th level enchantment*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S, M (a live leech)

**Duration:** Concentration, up to 1 minute

This spell strikes creatures with wracking pains and agony. Roll 12d8; the total is how many hit points of

creatures this spell can affect. Creatures within 20 feet of a point you choose within range are affected in ascending order of their current hit points (ignoring unconscious creatures and constructs, who are not affected by this spell). Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected.

Starting with the creature that has the lowest current hit points, each creature affected by this spell has disadvantage on attack rolls and ability checks until the spell ends. They can attempt to resist, but only at the risk of making their agony even worse. Each creature affected can choose whether or not to make a Constitution saving throw to try resisting this effect at the end of each of its turns, ending the effect on itself with a success. However, if the creature fails, it takes 3d6 psychic damage. A creature that fails this saving throw four rounds in a row is incapacitated with pain, in addition to the spell's other effects.

**At Higher Levels.** When you cast this spell using a spell slot of 5th level or higher, roll an additional 2d8 for each slot level above 4th.

## PREMONITORY VISION

*4th-level divination (ritual)*

**Casting Time:** 1 reaction, which you take when you finish a short rest or a long rest

**Range:** Self

**Components:** V, S

**Duration:** Instantaneous

You perceive a series of images which show you future events. You ask a single question concerning a specific goal, event, or activity to occur within 7 days. The DM offers a truthful reply. The reply might be short phrase, an explanation of your own emotional reaction, or a description of a single image you saw.

The spell doesn't take into account any possible circumstances that might change the outcome, such as the casting of additional spells or the loss or gain of a companion.

After you cast this spell, unless you treat yourself with a special calming tincture that uses 25 gp worth of ingredients, for 10 minutes you have disadvantage on

Wisdom, Dexterity, and Intelligence checks, and on Constitution saves to maintain concentration.

If you cast the spell two or more times before finishing your next long rest, you receive increasingly confusing visions that muddle your mind. For each casting after the first, the duration of the negative effects for not imbibing a calming tincture increases by an additional (cumulative) 10 minutes, and there is a cumulative 25 percent chance that the information you perceive is random and possibly unrelated to the question asked. The DM makes this roll in secret.

## PRESCIENT SENSE

*4th-level divination*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** Concentration, up to 1 hour

You extend your senses to perceive the near future. For the duration of the spell, you gain the following benefits:

- You have advantage on all Wisdom checks and initiative checks.
- Once per round, when you hit a creature that has not yet acted in this combat with an attack roll, that attack deals an extra 1d8 damage.
- If you are surprised, you can end this spell immediately to no longer be surprised.
- If you are attacked, you can use your reaction to end this spell immediately and give yourself a +5 to AC, including against the triggering attack, until the beginning of your next turn.
- If you roll a Dexterity save, you can use your reaction to end this spell immediately and give yourself advantage on that Dexterity save and all other Dexterity saves until the beginning of your next turn.

## PSYCHIC SHOCK

*Illusion cantrip*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Instantaneous

You invade another creature's mind, and for one split second you cause them to perceive some image, noise, or memory that would cause them stress. Choose a target you can see or hear within range. The creature makes an Intelligence saving throw. If it fails, the creature takes 1d6 psychic damage, and it has disadvantage on the next Wisdom check it makes before the end of your next turn. If the creature has not yet acted this combat, it suffers an additional effect: it makes its next attack roll at disadvantage.

If the creature fails the saving throw by 5 or more, it does not realize a cantrip caused this effect, and believes the flash of emotional pain it experienced came from its own mind.

This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

## PUNISHING STRIKE

*Necromancy cantrip*

**Casting Time:** 1 action

**Range:** 5 feet

**Components:** V, S

**Duration:** 1 round.

As part of the action used to cast this spell, you must make an unarmed strike or melee weapon attack against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects, and also a black web of necrotic energy radiates across its skin from where it was struck until the start of your next turn. If the target willingly takes a reaction before then, it immediately takes 1d8 necrotic damage, and the spell ends.

This spell's damage increases when you reach higher levels. At 5th level, the melee attack deals an extra 1d8 necrotic damage to the target, and the damage the target suffers for taking a reaction increases to 2d8. Both damage rolls increase by 1d8 at 11th level and 17th level.

## REMOTE VIEWING

*Divination cantrip*

**Casting Time:** 1 bonus action

**Range:** 30 feet

**Components:** V, S

**Duration:** Concentration, up to 1 round

An image forms in your mind, revealing what you would see if you were standing some distance away. Choose one point within range that you can see. Until the effect ends, you perceive visually from that point instead of where you actually are. You determine line of sight from that point as well.

## SHIFTING SHADOW

*Conjuration cantrip*

**Casting Time:** 1 action

**Range:** Self

**Components:** S

**Duration:** Instantaneous

Too quickly for mortal eyes to perceive, you move no further than the reach of your shadow. Your movement doesn't provoke opportunity attacks for the rest of the turn, and you instantly move to an empty space within 5 feet.

## TELEPATHIC LINK

*1st-level divination (ritual)*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** Concentration, up to 1 minute

You establish a telepathic link with one willing humanoid you touch. Until the spell ends, the link is active while you and the humanoid are within line of sight of each other. Creatures with Intelligence scores of 2 or less aren't affected by this spell. You don't need to share a language with a creature for it to understand your telepathic utterances, and the creature understands you even if it lacks a language. The creature can respond to you

telepathically as well, but it must understand at least one language in order to communicate this way.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, the duration is 10 minutes for each slot level above 2nd. When you cast this spell using a spell slot of 4th level or higher, while you are linked, if either you or the creature you are linked to is surprised, and the other creature including in that same link is not, neither one of you is surprised.

### THOUGHT BLAST

*Enchantment cantrip*

**Casting Time:** 1 action

**Range:** Self (5-foot radius)

**Components:** V, S

**Duration:** 1 round

You unleash the psychic power of your mind in a wave that shocks nearby creatures' minds. Each living creature (not a construct or undead) other than you within 5 feet of you must make an Intelligence saving throw. On a failed save, a creature takes 1d6 psychic damage and has disadvantage on the next Intelligence or Charisma check it makes before the until the end of its next turn.

This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

### THOUGHT PROJECTION

*Enchantment cantrip*

**Casting Time:** 1 bonus action

**Range:** 30 feet

**Components:** V, S

**Duration:** Instantaneous

You broadcast a mental image or telepathic message to nearby allies. Choose any number of non-hostile creatures within range. These targets (and only the targets) mentally receive the image or message you chose to convey. If it is a message, it must be 10 words or fewer. Creatures with Intelligence scores of 2 or creatures unwilling to have you communicate with them aren't affected by this spell. You don't need to share a language with a creature for it to understand what you convey, but if you send a message rather than an image, a creature must understand at least one language in order to comprehend the message.

### THUNDERCLAP\*\*

*Evocation cantrip*

**Casting Time:** 1 action

**Range:** Self (5-foot radius)

**Components:** S

**Duration:** Instantaneous

You create a burst of thunderous sound, which can be heard 100 feet away. Each creature other than you within 5 feet of you must make a Constitution saving throw. On a failed save, the creature takes 1d6 thunder damage.

**At Higher Levels.** The spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

# Appendix: New Optional Feats

## SPELLFIRE WIELDER

You are one of the rare people who have the innate talent to control raw magic in the form of spellfire. This grants the following benefits:

- You learn the *produce flame* cantrip.
- If you already have spellfire dice, you gain one more; otherwise, you have two spellfire dice, which are d8's. These spellfire dice are used to fuel the uses described below. A spellfire die is expended when you use it. You regain all of your expended spellfire dice when you finish a long rest. If you are in an area where spells are suppressed or cannot be cast (such as an *antimagic field* spell), you cannot use spellfire dice.
- When you take cold damage or damage from a spell, you can use your reaction to expend 1 or more spellfire dice and regain hit points equal to the total number rolled on your spellfire dice.
- When you make a saving throw against a spell, you can use your reaction to expend 1 or more spellfire dice and gain advantage on that saving throw. You then roll your spellfire dice and regain hit points equal to half the total number rolled.
- Whenever you inflict fire damage with a spell or cantrip, you can use your bonus action to expend 1 or more spellfire dice to inflict extra damage against one target of that fire damage (even if that target took no fire damage due to immunity). The target takes force damage equal to your total spellfire dice roll, and you can push the target up to 10 feet away from you. When you reach 5th level, you can choose a second target (if possible). At 11th level, you can choose a total of three targets; at 17th level, the total number of targets you can choose increases to four.
- As an action, you can expend 1 or more spellfire dice to heal a creature you touch for a number of hit points equal to your total spellfire dice roll.
- Whenever you spend 1 or more spellfire dice, until the end of your next turn you shed bright light in a 30-foot radius and dim light for an additional 30 feet. If you spend 4 or more spellfire dice at once, these radii are doubled.
- When you heal yourself with spellfire dice, if the total amount of healing from one use is 10 hit points or more, you can decrease the number of hit points regained by 10 and regain 1 expended spellfire die.
- As long as you have at least one unexpended spellfire die remaining, you are considered naturally adapted to cold climates.
- You gain the ability to start fires with a touch. As an action, you can magically ignite a flammable object you touch with your hand—an object such as a torch, a piece of tinder, or the hem of drapes.

- If you are 5th level or lower, you can only expend 1 spellfire die per turn. If you are 6th level or higher, the maximum number of spellfire dice you can spend per turn equals your proficiency bonus. However, whenever you spend 2 or more spellfire dice in a single turn, if the total number of spellfire dice spent exceeds your Constitution modifier, you must make a Wisdom saving throw against a DC equal to 13 + your proficiency bonus. If you fail, you and any creatures within 10 feet take fire damage equal to half your level + your proficiency bonus and force damage equal to half your level + your proficiency bonus.
- You can cast the *detect magic* spell once without using a spell slot, regaining expended uses when you finish a long rest.

### SPELLSCARRED SAVANT

*Prerequisite:* You have a spellscar (any character can be assumed to have a spellscar with DM approval, or a spellscar may be gained by some means in play).

After the Spellplague, all manner of terrible abominations spread across Faerûn. Even today, though the Spellplague is long past, spellscarred creatures riddle the world, most sowing madness and fear wherever they appear. To a select few, though, the spellscar that mars their flesh is no curse, but rather a powerful boon. You are one of these few, a spellscarred savant. You wear your scar as a badge of power and a fell warning to your foes. You have learned to harness the dark gift of your spellscar and channel its disrupting power. The erratic forces behind your spellscar are yours to command now. Your mastery of your spellscar allows you to tap into the raw magical energy known as spellfire, either to heal yourself with its sizzling power or invigorate your body in combat. As your

power grows, you can wield the fury of spellfire as easily as a warrior does a blade, calling down the untempered essence of magic gone mad to burn foes to ash.

**Flamespeed.** You can use a bonus action to increase your speed by 10 feet until the end of your next turn. Blue flame momentarily licks the ground where your feet touch it. Once you use this ability, you cannot do so again until you finish a short or long rest.

**Larger than Life.** When make a melee attack, you can increase that attack's reach by 5 feet. Once you use this ability, you cannot do so again until you finish a long rest.

**Sight of the Unseen.** As a bonus action, or as a reaction when light around you dims, you gain the ability to see in both dim light and darkness as if they were bright light, but only out to a range of 5 feet. However, if the space you are in is exposed to bright light while this effect is active, you suffer disadvantage on sight-based Wisdom (Perception checks) until the end of your next turn. This effect ends whenever you will it to end. While this effect is active, your eyes are backlit with a dancing blue flame.

**Spellscarred Strike.** When you strike an enemy, you can lash out with a flicker of blue spellfire that passes through their flesh and removes something vital. As an action, you can make an unarmed strike against a target within 5 feet. You may use either your Strength modifier or your Dexterity modifier to modify the attack roll, but you do not add either ability modifier to damage. On a hit, the target takes 1d4 fire damage and 1d4 force damage. The next time the target makes an attack roll before the end of its next turn, it coughs up sickly blue-black blood, and must either accept disadvantage on that attack roll or take 1d8 necrotic damage. Once you use this ability, you cannot do so again until after the end of your next turn.



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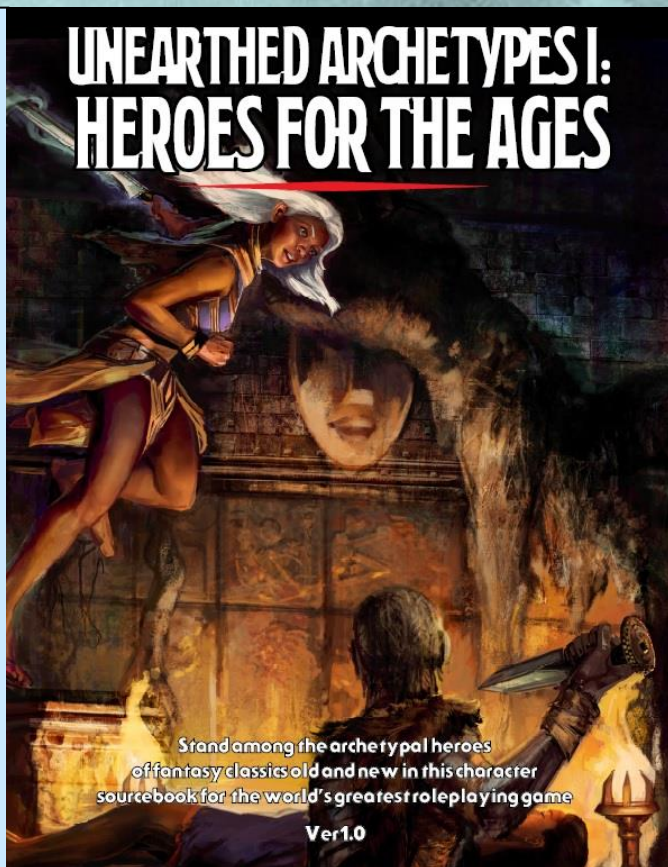
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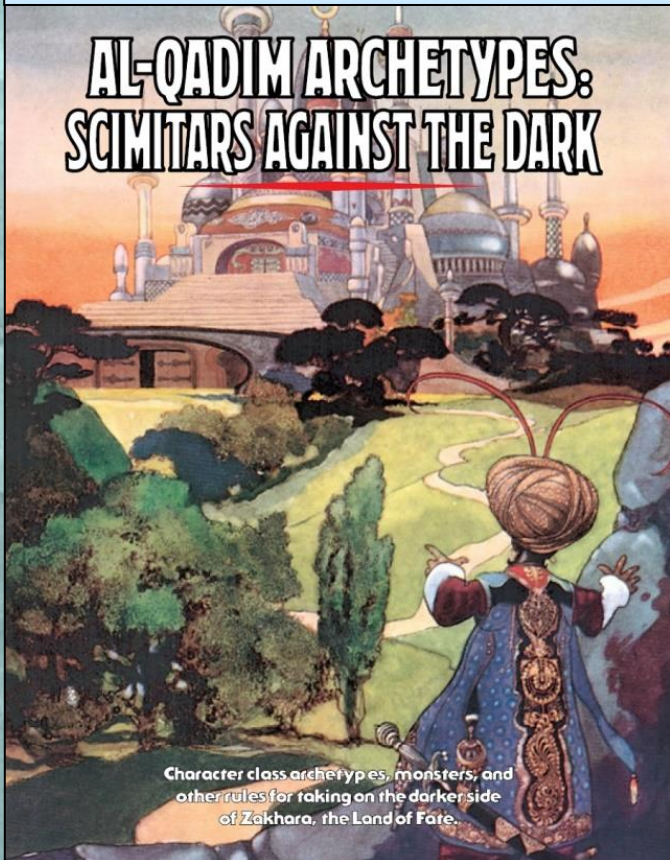
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